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(I) [Introduction]

- Story -

The street's most powerful fighters once again accept the challenge of body-crushing combat. Each warrior brings a fierce fighting spirit and pyrotechnic special moves to the battle arena.

Let the battle commence!

(II) [Controls]

LP: Light Punch	(X Button)	LK: Light Kick	(A Button)
MP: Medium Punch	(Y Button)	MK: Medium Kick	(B Button)
HP: Heavy Punch	(L Button)	HK: Heavy Kick	(R Button)

2P: Press any two Punch buttons simultaneously
2K: Press any two Kick buttons simultaneously
3P: Press all three Punch buttons simultaneously
3K: Press all three Kick buttons simultaneously

D: Down	DF: Down-Forward
U: Up	DB: Down-Back
F: Forward	UF: Up-Forward
B: Back	UB: Up-Back

QCF: Quarter-Circle Forward control pad motion.
(Down, Down-Forward, Forward)

HCF: Half-Circle Forward control pad motion.
(Back, Down-Back, Down, Down-Forward, Forward)

QCB: Quarter-Circle Forward control pad motion.
(Down, Down-Back, Back)

HCB: Half-Circle Forward control pad motion.
(Forward, Down-Forward, Down, Down-Back, Back)

CB: Charge Back by holding Back for two seconds.

CD: Charge Down by holding Down for two seconds.

CDB: Charge Down-Back by holding Down-Back for two seconds.

360° Motion: Rotate the control pad in a full circle, starting from any direction.

720° Motion: Rotate the control pad in two full circles, starting from any direction.

(Ism Selection)

- After selecting a character, you must select an Ism to fight in. Each Ism represents a different style with different fighting options:

	X-ism	A-ism	V-ism
# of Super Combos	1	2+	0
Super Combo Levels	1	3	2
Custom Combo	No	No	Yes
Air Block	No	Yes	Yes
Power	High	Medium	Low
Defense	Low	Medium	Medium
Taunt	No	Yes	Yes
Alpha Counter	No	Yes	Yes

- In V-Ism, characters can only do their Close Attacks by holding Back and pressing the corresponding attack button.

(Mode Selection)

- After selecting an Ism, you have the option of selecting a Mode which can further influence how your character plays.

NORMAL: No special bonuses or drawbacks.

MAZI: Makes your character inflict more damage, but also take more damage. Also, no matter how many rounds is set to win, losing a single round will lose you the match.

SAIKYO: Named after Dan's fighting style, meaning "The Strongest", this mode is far from the strongest. It offers no bonuses, but these handicaps:

- Attacks inflict less damage
- Cannot link attacks to Special Moves/Super Combos
- Easier to be dizzied
- Very short Guard Power Gauge

CLASSICAL: Forces your character to use X-Ism, and makes them play as if they were in the original Street Fighter 2, losing the following features:

- Air Blocking
- Alpha Counter
- Defensive Fall/Defensive Roll
- Guard Power Gauge
- Super Combos/Super Combo Meter
- Taunt

It does, however, offer the following bonuses:

- Not able to be comboed in the air
- Not able to be Guard Crushed

(Basic Moves)

- Block -
 - Hold Back to block high and mid-range attacks, or hold Down-Back to block low attacks.
 - In A-Ism or V-Ism, you Back while in mid-air to block.
 - Blocking Special Attacks will cause a minimal amount of damage to the blocker.
 - Throws cannot be blocked, but can be escaped.

- Throw -
 - Press (F/B)+(2P/2K) to grab or throw a nearby opponent.
 - Throws and grabs vary from character to character.
 - Some grabs can inflict extra damage by rapidly pressing the control pad left and right during the attack. These are marked with a star (*).
 - Some characters have air throws that can be performed in the air by pressing any direction except Up/Down+(2P/2K).

- Throw Escape -
 - Escape a throw by immediately pressing (F/B)+(2P/2K) when an opponent grabs your character.

- Dizzy/Recovery -
 - If a character is hit multiple times without dealing damage themselves, they risk getting dizzied. In this state, they are defenseless and unable to move.
 - Recover from dizziness by pressing the Punch and Kick buttons rapidly.

- Special Move -
 - Special Moves are unique to each character and are performed by a control pad motion with a button press.
 - Special Moves deal a minimal amount of damage when blocked.
 - Some characters can only use certain of their Special Moves while in certain -ISMs.

- Defensive Fall -
 - When knocked into the air, press 2P before hitting the ground to flip your character to their feet and avoid getting hit by further attacks.
 - It's not possible to perform a Defensive Fall in X-Ism.

- Defensive Roll -
 - When knocked into the air, press 2K before hitting the ground to roll to the other side of the screen upon hitting the ground, then immediately get up.
 - It's not possible to perform a Defensive Roll in X-Ism.

- Alpha Counter -
 - While blocking an opponent's attack, press F+Punch and Kick buttons of the same strength.
 - Performing an Alpha Counter requires one level of Super Combo gauge, and shortens your Guard Power Gauge.
 - It's not possible to perform an Alpha Counter in X-Ism.

- Damage Reduction -
 - While being attacked or while blocking, press any Punch or Kick buttons rapidly and press the control pad in any direction rapidly to reduce the damage your character takes.

- Guard Crush -
 - As a character guards against attacks, their Guard Power Gauge will decrease. If it runs out completely, the character's Guard will be broken and they will be stunned for a moment.
 - After a character suffers a Guard Crush, their Guard Power Gauge will be shortened.
 - If a character refrains from blocking, their Guard Power Gauge will slowly recharge.

 - Taunt -
 - Taunt an opponent by holding LP and pressing Start.
 - Taunting leaves the character defenseless for a moment.
 - With the exception of Dan, characters can only taunt once per match.

 - Super Combo -
 - When the Super Combo Gauge is full, you can perform a super powerful move by performing a control pad motion with a button press.
 - Each character has three different fighting styles: X-Ism, A-Ism, and V-Ism. Each style reflects how the Super Combo Gauge can be used.

X-Ism: You can perform one Super Combo when the Super Combo Gauge is full, which uses the entire Gauge.

A-Ism: You can perform three levels of Super Combos depending on which strength of attack button is used for the Super Combo.

 - Light attack: Level one
 - Medium attack: Level two
 - Heavy attack: Level three

V-Ism: You can start a Custom Combo when your Super Combo Gauge is at 50% or more by pressing Punch and Kick buttons of the same strength.

 - During a Custom Combo, shadow images of your character will follow them and attack in the same way.
 - Custom Combo lasts until the Gauge runs out.
 - You cannot block during a Custom Combo.
 - If you get hit, the Custom Combo ends.
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(III) [Rules]

- Time -
 - The time for each round is 99 counts. You can change the round time in the Option mode. In certain game modes, the round time cannot be changed.

- Winning -
 - The first player who makes the opponent's vitality deplete to zero wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.

- Win Mark -
 - When a player wins a round, a Win Mark appears above the player's Vitality Gauge. Win Marks vary according to how the match was won.

- Match -
 - The first player to win two out of three rounds wins the match. You can change the number of winning rounds in the Option mode. In certain game modes, the number of rounds cannot be changed.

- Draw Game -
 - A draw game occurs when both players' Vitality Gauges drain out at the same time (a Double K.O.), or both players have the same amount of Vitality when time runs out.
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(IV) [Menus]

- Arcade Mode -

A story mode from the original arcade version of the game. Every character has a special dialog with the 5th and 9th characters they fight, as well as a dialog with their final boss (who is mostly always M.Bison)
- VS Mode -

Two-player competition mode.
- Training Mode -

Practice your moves and combos. During gameplay, press Start to change the Training options.
- World Tour -

Train your player's powers while taking a world tour of street fighting. Saving World Tour data requires 13 blocks of VMU space.
- Entry Mode -

Register a player created in World Tour mode for use in other game modes.
- Team Battle -

Team competition mode.
- Survival Mode -

Defeat as many opponents as possible, with limited vitality.
- Dramatic Battle -

Two-player co-op mode against the computer.
- VS Dramatic Battle -

Three players fight in a two-on-one match.
- Final Battle -

Fight against the final boss character from Arcade Mode.
- Option Mode -
 - Difficulty: Adjust the skill level. The higher, the more difficult.
 - Time: Set the round time.
 - Rounds: Set the number of rounds for each match.
 - Damage: Adjust the damage of attacks.
 - SC Damage: Set the damage of Super Combos.
 - Speed: Set the speed of gameplay.
 - Gauge: Set the base number of the Super Combo Gauge.
 - Mode Select: Choose On to select modes in Arcade Mode.
 - Shortcut: Choose On to shorten loading times.
 - Auto Save: Choose On to save game data automatically to a VMU.
 - Music Vol: Adjust the background music.
 - Sound: Select between Stereo or Monaural.
 - Button Config: Reassign the buttons on each controller.
 - Display Adjust: Center or resize the game screen.

- Score Ranking -

View the highest scores in each game mode.

- Memory Card -

Save or load game data using a Visual Memory Unit. Saving Street Fighter Alpha 3 system data requires 24 blocks of VMU space.

- Network -

Once you've created a character in the World Tour mode, you can go on the Internet to download a series of Master characters to compete against your character. Use these instructions:

1. Save your World Tour character to a VMU.
2. Return to the main menu and use Entry Mode to load in your character from the VMU.
3. Return to the main menu and enter Network. Select the Street Fighter Alpha 3 site, then exit the VMU Utility Screen and select Connect to the Internet.
4. To download a Master Character file, click the character face icon (which changes each week). Choose Yes to download the file, then which VMU to save it to, and you're done.

(V) [Characters]

- Adon -

He is Adon, the self-proclaimed "God of Muay Thai". After beating Sagat, his master, one thing has been on his mind. Can Muay Thai stand against the power of the "Raging Demon"?

Height: 6.0 ft.
 Weight: 161 lbs
 Blood Type: B
 Bust: 3.7 ft.
 Waist: 2.7 ft.
 Hips: 2.8 ft.
 From: Thailand

[Stand Attacks]

Elbow Jab: LP
 Jab: MP
 Straight: HP
 Low Kick: LK
 Knee Smash: MK
 Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
 Elbow Smash: MP
 Lunge Punch: HP
 Short Kick: LK
 Front Kick: MK
 Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
 Downward Straight: MP
 Straight Punch: HP
 Knee Drop: LK
 Side Kick: MK
 High Roundhouse: HK

[Close Attacks]

High Kick: HK

[Throws]

Kick Off: 2P
 Knee Toss: 2K
 Elbow Smash (air): 2P
 Kick Off (air): 2K

[Alpha Counters]

A-Ism: HK Rising Jaguar V-Ism: Jaguar Varied Assault Flurry Punch

[Misc. Techniques]

Jaguar Crunch: F+MP

[X A V]

-Adon winds up, then slides forward with a two-hit elbow drop.

[Special Moves]

Jaguar Kick: B,D,DB+Kick [A V]

-Adon somersaults forward and slashes downward with his leg. The stronger the Kick button used, the higher and less farther Adon will somersault.

Jaguar Tooth: HCB+Kick [X A V]

-Adon flips backwards to the corner of the screen, then pushes off of it and drops with a quick kick. The stronger the Kick button used, the farther Adon will kick after pushing off the corner of the screen.

Rising Jaguar: F,D,DF+Kick [X A V]

-Adon will leap forward into the air with a double knee strike, which can hit twice up close. The stronger the Kick button used, the higher Adon will leap and the longer the delay for the second knee strike.

[Super Combos]

Jaguar Varied Assault: QCF,D,DF+Punch [X A]

-Adon will rush forward with a series of elbow jabs, finished with a leaping elbow smash. At Level 3, pressing Punch buttons rapidly during the attack will make Adon finish with a rapid flurry punch instead of the leaping elbow smash. During the flurry punch, press Punch buttons rapidly to score more hits.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 6 to 13 Hits

Jaguar Revolver: QCF,QCF+Kick [A]

-A more powerful version of the Jaguar Kick, Adon somersaults forward multiple times while slashing downward with his leg. At Levels 1 and 2, Adon somersaults twice, while he somersaults three times at Level 3.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 6 Hits

[Notes]

- In X-IsM, Adon can perform a Jaguar Kick by pressing any Kick button while in the air.
- At Level 3, the Jaguar Variable Assault will deal more damage using the flurry punch over the leaping elbow.

(Win Poses)

- LP: Gives a thumbs down and laughs.
- MP: Backflips and removes his headband, saying "Yeah!".
- HP: Crosses his arms and laughs.
- LK: Faces the back and flexes, then turns his head and a tooth sparkles.
- MK: Puts his hands behind his head and nods, then kneels and looks up.
- HK: Puts his hands behind his head and nods continually.

- Akuma -

Akuma... The supreme master of the fist.	Height: 5.8 ft.
This lone warrior is a wanderer, shrouded with "evil intent"... He searches for challengers with enough potential to kill.	Weight: 177 lbs
	Blood Type: ?
	Bust: 3.9 ft.
	Waist: 2.8 ft.
	Hips: 2.8 ft.
	From: ?

[Stand Attacks]

[Crouch Attacks]

[Air Attacks]

Jab: LP
Straight: MP
Lunge Punch: HP
Short Kick: LK
Low Thrust: MK
High Roundhouse: HK

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Sweep Kick: HK

Downward Jab: LP
Downward Straight: MP
Downward Punch: HP
Punt Kick (up): LK
Knee Drop (side): LK
High Kick (up): MK
Thrust Kick (side): MK
Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Gut Punch: MP
Uppercut: HP
Knee Smash: MK
Axe Kick: HK

[Throws]

Shoulder Toss: 2P
Leg Roll: 2K
Rolling Leg Toss (air): 2K

[Alpha Counters]

A-Ism: HP Gou Shoryuken V-Ism: Crouching HK

[Misc. Techniques]

Zugai Hasatsu: F+MP [X A V]
-Akuma holds his hand behind his head, then brings it down for a two-hit smash punch.

Senpu Kyaku: F+MK [X A V]
-Akuma hops forward and spins with a mid-level kick.

Tenma Kujin Kyaku: (jumping forward) D+MK [X A V]
-Akuma will quickly dive almost straight down with a kick. This attack can only be performed during a jump forward, and the button combination must be pressed at the peak of Akuma's jump.

[Special Moves]

Gou Hadoken: QCF+Punch [X A V]
-Akuma throws a blue fireball that travels horizontally across the screen. The stronger the Punch button used, the faster the fireball travels.

Zanku Hadoken (air): QCF+Punch [X A V]
-Akuma throws a blue fireball at a downward angle while jumping. The stronger the Punch button used, the faster the fireball travels to the ground.

Shakunetsu Hadoken: HCB+Punch [X A V]
-Akuma throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them and will knock them down. The stronger the Punch button used, the fast the fireball travels and the more hits it deals, to a maximum of three hits.

Gou Shoryuken: F,D,DF+Punch [X A V]
-Akuma will rise into the air with an uppercut that can hit up to three times up close. The stronger the Punch button used, the higher Akuma rises into the air.

Tatsumaki Zankukyaku: QCB+Kick (air) [X A V]
-Akuma will spin forward with a kick. If performed on the ground, Akuma can score an extra hit as he leaps into the air by hitting with his knee. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Akuma will spin and hit.

Ashura Senku: F,D,DF or B,D,DB + (3P or 3K) [X A V]
-Akuma will teleport either forward or backward, corresponding to if

(F,D,DF) or (B,D,DB) is used. Using (3K) will teleport Akuma halfway across the screen, while (3P) travels all the way across. Akuma cannot be attacked while he is teleporting.

Hyakkishu: QCF,UF+Punch [A V]

-Akuma flips forward into the air. The stronger the Punch button used, the farther and faster Akuma leaps. He can perform several different attacks while flipping:

no button press: Sliding Kick
any Punch button: Dropping Palm Smash
any Kick button: Backdrop

F+Punch (over opponent's head): Flipping Ground Smash

[Super Combos]

Messatsu Gou Hadou: HCB,HCB+Punch [A]

-A more powerful version of the Hadouken, Akuma throws a multi-hitting fireball across the screen. At Level 3, the fireball will burn opponents. This can be used to cancel an oncoming projectile, removing one hit from the total.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Tenma Gou Zanku (air): QCF,D,DF+Punch [A]

-A more powerful version of the Zanku Hadouken, Akuma will throw a fireball at a downward angle while jumping, which will push will up and back into the air.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Messatsu Gou Shoryu: QCF,D,DF+Punch [A]

-A more powerful version of the Goushouryuken, Akuma will perform multiple uppercuts in a row. At Levels 1 and 2, he will uppercut twice, while at Level 3 he will uppercut three times.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits

Shun Goku Satsu: LP,LP,F,LK,HP [X A(LV3)]

-Akuma will teleport across most of the screen and try to grab his opponent. If Akuma makes contact with them, the screen will go black and Akuma will perform a 15-Hit Combo. This powerful Super Combo cannot be blocked. If Akuma defeats an opponent with this attack, the background will flash with Akuma's TEN symbol.

Level 3: 15 Hits

[Notes]

-For an almost guaranteed connect with the Shun Goku Satsu, trip the opponent, then perform the Shun Goku Satsu just as they are getting up.

-In World Tour mode, the Shun Goku Satsu counts as a throw, for matches where opponents can only be damaged by throws.

-A Hadoken will knock down an opponent if Akuma's hands touch them during the attack, otherwise it will just knock them back.

(Win Poses)

LP: Gets into a straddle stance and flexes.

MP: Stomps into a straddle stance and makes the ground shake.

HP: Turns his back and flashes the TEN symbol on it.

LK: Turns his back and flashes the TEN symbol on it, then says "Shoushi".

MK: Gets into a straddle stance and flexes.

HK: Turns his back and flashes the TEN symbol on it.

- Balrog -

Balrog is the former heavyweight boxing champion. This Shadaloo executive worked his way up from the lower ranks. Armed with the world's strongest punches, his ambition continues.

Height: 6.5 ft.
Weight: 225 lbs
Blood Type: A
Bust: 3.9 ft.
Waist: 2.8 ft.
Hips: 2.3 ft.
From: U.S.A.

[Stand Attacks]

Jab: LP
Uppercut: MP
Power Straight: HP
Elbow Jab: LK
Body Blow: MK
Power Hook: HK

[Crouch Attacks]

High Jab: LP
High Straight: MP
Uppercut: HP
Low Jab: LK
Low Straight: MK
Hook Trip Punch: HK

[Air Attacks]

Downward Jab (up): LP
Weak Hook (side): LP
Glove Shove (up): MP
Hook Punch (side): MP
Power Shove (up): HP
Down Straight (side): HP
Downward Jab: LK
Downward Straight: MK
Downward Smash: HK

[Close Attacks]

Short Straight: HP
Power Body Blow: HK

[Throws]

*Headbutt: 2P
Headbutt Smash (air): 2P

[Alpha Counters]

A-Ism: HP Buffalo Headbutt V-Ism: Crouching HK

[Special Moves]

Dash Straight: CB,F+Punch [X A V]
-Balrog will dash forward and punch straight out with great reach. The stronger the Punch button used, the farther Balrog will dash before punching.

Dash Uppercut: CB,F+Kick [X A V]
-Balrog will dash forward and uppercut at his opponent's head. The stronger the Kick button used, the farther Balrog will dash before punching.

Dash Ground Straight: CB,DF+Punch [A V]
-Balrog will dash forward and punch at his opponent's legs. The stronger the Punch button used, the farther Balrog will dash before punching.

Dash Ground Uppercut: CB,DF+Kick [A V]
-Balrog will dash forward, then quickly crouch and uppercut. The stronger the Kick button used, the farther Balrog will dash before punching. Unlike the Dash Uppercut, though, this will knock standing opponents down.

Turn Punch: Charge 3P or 3K, release [X A V]
-Balrog accumulates power for this punch as long as all three of the same type of attack button are being held down. At any moment on the ground, release the buttons and Balrog will turn around, then dash forward with a straight punch. The power of the punch and the distance of the dash depend on how long the buttons are charged.

Final Punch: Charge 3P or 3K for 60 seconds, release [X A V]
-Balrog's fully-charged Turn Punch for 60 seconds or more, this attack will deal a lot of damage.

Buffalo Headbutt: CD,U+Punch [V]
-Balrog will quickly crouch down, and leap slightly forward into the air with a headbutt. This attack will pass through projectiles if timed correctly,

and the stronger the Punch button used, the higher Balrog will leap into the air.

[Super Combos]

Crazy Buffalo: CB,F,B,F+Punch (Press Punch or Kick) [X A]

-A more powerful variation of the Dash Straight and Uppercut, Balrog will punch many times in rapid succession. The punches are by default all Straights, but holding a Kick button during the attack will turn them all into Uppercuts. In X-Ism, this attack can be performed using a Kick button as well.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Gigaton Blow: CB,F,B,F+Kick [A(LV3)]

-A much more powerful version of the Turn Punch that hits multiple times with a single punch. As Balrog punches across the screen, it loses hits. Perform up close for best results.

Level 3: 9 Hits

[Notes]

-In X-Ism, a HP Dash Straight will knock down a standing opponent.

(Win Poses)

- LP: Looks forward and flexes while laughing.
- MP: Looks forward and flexes while laughing.
- HP: Looks forward and flexes while laughing.
- LK: Looks forward and flexes while laughing.
- MK: Looks forward and flexes while laughing.
- HK: Looks forward and rips off his shirt, then flexes his muscles.

- Birdie -

<p>Birdie is a member of Shadaloo. But as a mere henchman, his daily life became very dull. And so he gathered information to overthrow M.Bison. Soon, he found the keyword... "Psycho Drive....."</p>	<p>Height: 7.1 ft. Weight: 245 lbs Blood Type: O Bust: 5.1 ft. Waist: 3.4 ft. Hips: 3.5 ft. From: England</p>
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[Stand Attacks]

- Jab: LP
- Straight: MP
- Overhead Smash: HP
- Ankle Kick: LK
- High Kick: MK
- Advancing Boot: HK

[Crouch Attacks]

- Jab: LP
- Straight: MP
- Mohawk Uppercut: HP
- Short Kick: LK
- Front Kick: MK
- Sweep Kick: HK

[Air Attacks]

- Downward Jab: LP
- Downward Punch: MP
- Overhead Smash: HP
- Downward Kick: LK
- Front Kick: MK
- Dropkick: HK

[Close Attacks]

- Upward Smash: HP

[Throws]

- *Headbutt: 2P
- Overhead Toss: 2K
- Chain Slam (air): 2P

[Alpha Counters]

- A-Ism: HP Bull Head V-Ism: Bull Drop

[Misc. Techniques]

Body Crash (air): D+HP [X A V]

-Birdie stretches out and falls down on his stomach.

Bull Drop: F+HK [X A V]

-An axe kick that only hits mid-level as Birdie brings his leg down.

Bad Hammer (close): HP,U [X]

-During Birdie's close HP upward smash, hold Up after the first hit and he will jump up and smash them to the ground.

[Special Moves]

Bull Head: CB,F+Punch [X A V]

-Birdie will dash forward and smash downward with his head. The stronger the Punch button used, the farther Birdie will dash before headbutting.

Bull Horn: Charge 2P or 2K, release [X A V]

-Birdie accumulates power for this punch as long as two of the same type of attack button are being held down. At any moment on the ground, release the buttons and Birdie will turn around, then dash forward with a headbutt. The power of the headbutt and the distance of the dash depend on how long the buttons are charged.

Murderer Chain (throw): 360↻+Punch [X A V]

-Birdie grabs his opponent and tosses them into the air with a chain around them, then yanks them to the ground. He then does the same thing on the other side.

Bandit Chain (throw): 360↻+Kick [X A V]

-Birdie wraps his chain around his opponent's neck, then lifts them over his head and slams them into the ground repeatedly. After the slams, he tosses the opponent over his head. The stronger the Kick button used, the more times Birdie will slam his opponent.

[Super Combos]

The Birdie: CB,F,B,F+Punch [X A]

-A more powerful version of the Bull Head, Birdie will dash forward and headbutt multiple times. At Level 3, if the first headbutt hits the opponent on the ground, Birdie will headbutt several times, stop to taunt as his opponent gets dizzy, then headbutt them twice more.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Bull Revenger: QCF,D,DF+Punch or Kick [A]

-A more powerful version of the Murderer Chain and Bandit Chain, Birdie will leap forward and try to grab his opponent and wrap his chain around their neck, then lift them over his head and slam them into the ground repeatedly. After the slams, he will toss them into the air and yank them back to the ground. Using a Punch button will make Birdie leap a short distance before the grab, while a Kick button will make him leap across the screen.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

[Notes]

-Birdie has two different taunts, one where he pulls out a switchblade and spins it, and another where he gives a thumbs-up and says "Hey!".

(Win Poses)

LP: Pulls out a switchblade and spins it.

MP: Gives a thumbs-up, then his mohawk splits and he gives a thumbs-down.
HP: Licks his chains and says "I'm number one".
LK: Holds up two fingers and says "To heaven".
MK: Holds up three fingers and says "I'm number one".
HK: Gives his opponent the finger.

- Blanka -

Blanka lived as he pleased, deep within the jungle of the Amazon. One day, he unwittingly hitched a ride on a poacher's car. Curious and excited, Blanka now ventures into the outside world.

Height: 6.3 ft.
Weight: 216 lbs
Blood Type: B
Bust: 6.5 ft.
Waist: 3.9 ft.
Hips: 5.6 ft.
From: Brazil

[Stand Attacks]

Chop: LP
Strong Chop: MP
Scoop Scratch: HP
Short Kick: LK
Front Kick: MK
Backflip Kick: HK

[Crouch Attacks]

Low Scratch: LP
High Scratch: MP
Reaching Uppercut: HP
Short Kick: LK
Side Kick: MK
Back Sweep: HK

[Air Attacks]

Scratch: LP
Downward Scratch: MP
Fierce Scratch (up): HP
Under Scratch (side): HP
High Kick: LK
Downward Thrust: MK

[Close Attacks]

Slap: LP
Knee Strike: LK
Double Knee: MK

[Throws]

*Grab & Bite: 2P
Kick Off (air): 2K

[Alpha Counters]

A-Ism: HK Vertical Rolling V-Ism: Crouching HK

[Misc. Techniques]

Rock Crush (close): F/B+MP [X A]
-A double-hit headbutt.

Amazon River Run: DF+HP [X A V]

-Blanka lies on his back and slides forward a short distance. This can travel under most projectiles.

Surprise Forward: F+3K [X A V]

-Blanka dashes forward a step. He can still be hit during this move, and he can pass through opponents if done close enough.

Surprise Backward: B+3K [X A V]

-Blanka bugs his eyes out and dashes back a step. He cannot be hit during this move.

[Special Moves]

Electric Thunder: Punch rapidly [X A V]

-Blanka will hunch down and create an blast of electricity around himself. Blanka will keep the electricity pulsating as long as a Punch button is being pressed rapidly.

Rolling Attack: CB,F+Punch [X A V]

-Blanka will roll into a ball and fly forward. The stronger the Punch button used, the farther and faster Blanka rolls.

Vertical Rolling: CD,U+Kick [X A V]

-Blanka rolls into a ball and flips into the air, where he backflips out of the ball and falls down. The stronger the Kick button used, the higher and faster Blanka rolls.

Back Step Rolling: CB,F+Kick [X A V]

-Blanka will backflip, then flips himself forward in a ball into the air and arc downward. The stronger the Kick button used, the faster, higher, and farther Blanka rolls.

[Super Combos]

Ground Shave Rolling: CB,F,B,F+Punch [X A]

-Blanka rolls into a ball and spins forward along the ground to hit his opponent multiple times. Holding Punch will make Blanka spin in place, and he will roll forward when the button is released or after a couple seconds have passed. Each Level causes Blanka to roll farther and faster.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Tropical Hazard: CDB,DF,DB,UF+Kick [A]

-Blanka leaps and grabs the top of the screen, then shakes it causing various fruit to fall. Tap Punch buttons and press the Control Pad Left and Right as Blanka hangs to shake down more fruit to hit the opponent. When all the fruit has fallen, Blanka will shoulder ram directly at his opponent.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Notes]

-The watermelons that lie on the ground after the Tropical Hazard can be hit by either character, causing damage to the other character if they are hit by the melon. The stronger the attack that the melons are hit with, the higher they fly into the air.

-Blanka has, by far, the best missed-grab animation in the game. His jaw drops and his eyes bug out to an unhuman size.

(Win Poses)

LP: Grunts and backflips repeatedly.

MP: Raises his arms and roars three times.

HP: Puts a blender's cord in his mouth and zaps it, then drinks from it.

LK: Raises his arms repeatedly.

MK: Raises his arms repeatedly.

HK: Eats fruit and tosses the cores/rinds/peels on his opponent.

- Cammy -

Enhanced by biotechnology, Cammy is an assassin of Shadaloo. She was made to be the perfect soldier and kill... However, Shadaloo had not perfected their control over her mind... She has no idea what destiny lies ahead of her...

Height: 5.4 ft.
Weight: 102 lbs
Blood Type: B
Bust: 2.8 ft.
Waist: 1.9 ft.
Hips: 2.9 ft.
From: ?

[Stand Attacks]

[Crouch Attacks]

[Air Attacks]

Jab: LP
Straight: MP
Backfist: HP
High Kick: LK
Back Kick: MK
Handstand Roundhouse: HK

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Thrust Kick: MK
Leg Sweep: HK

Downward Chop: LP
Strong Chop: MP
Downward Punch: HP
Thrust Kick: LK
Splits Kick: MK
Roundhouse Kick: HK

[Close Attacks]

Elbow Jab: LP
Uppercut: MP
Double Arm Smash: HP
Knee Strike: LK
Face Kick: MK
Handstand Kick: HK

[Throws]

Suplex: 2P
Frankensteiner: 2K
Shoulder Toss (air): 2P
Air Frankenteiner (air): 2K

[Alpha Counters]

A-Ism: Standing HP V-Ism: HK Cannon Spike

[Special Moves]

Spiral Arrow: QCF+Kick [X A V]

-Cammy will spin herself forward low along the ground feet-first. The stronger the Kick button used, the faster and farther Cammy spins. This attack can be used to pass under some projectile attacks. Using HK will hit twice up close.

Cannon Spike: F,D,DF+Kick [X A V]

-Cammy performs a high rising kick into the air. The stronger the Kick button used, the higher and farther Cammy kicks.

Hooligan Combination: DB,D,DF,F,UF+Punch [X A V]

-Cammy will roll into a ball and jump forward. This can be cancelled by pressing any Kick button, or followed into one of these attacks:

-Fatal Leg Twister: (any direction but Up)+Kick (near opponent's head)

-Cammy performs a Frankensteiner throw attack. Press the button when Cammy is near her opponent's head.

-Cross Scissors Pressure: (any direction but Up)+Kick (near opponent's body)

-Cammy will grab her opponent and spin them into the air, then land on them with a stomp. Press the button when Cammy is near her opponent's body.

-Razor Edge Slicer: Neutral

-Cammy will perform a sliding kick upon hitting the ground if nothing is done during the Hooligan Combination roll.

Axel Spinning Knuckle: HCB+Punch [X A]

-Cammy will spin forward and perform a double-hit backfist. The spin before the attack is able to dodge oncoming attacks if the timing is right. The stronger the Punch used, the farther Cammy will spin.

Cannon Strike (jumping forward): QCB+Kick [V]

-Cammy dives almost straight down with a kick. The stronger the Kick button used, the fast Cammy will dive.

Cannon Revenge: QCB+Punch [V]

-Cammy raises an arm as if to block as says "Come on!". If she is hit by a high attack while in this stance, she will automatically counterattack with a Cannon Spike. If she isn't hit, she will pull her arm back and be unable

to move for a moment. The stronger the Punch button used, the longer she stays in the counterattacking stance, but the longer she will be stunned after as well.

[Super Combos]

Spin Drive Smasher: QCF,D,DF+Kick [X A]

-A more powerful version of the Spiral Arrow and Cannon Spike, Cammy will perform a multi-hitting Spiral Arrow, followed by a multi-hitting Cannon Spike.

Level 1: 6 Hits Level 2: 7 Hits Level 3: 9 Hits

Reverse Shaft Breaker: QCB,QCB+Kick [A]

-A more powerful variation of the Spiral Arrow, Cammy will spin straight up feet-first. Press the Control Pad Left and Right and all buttons rapidly during the spin for more hits.

Level 1: 12 Hits Level 2: 14 Hits Level 3: 18 Hits

Killerbee Assault: CDB,DF,DB,UF+Kick [A(LV3)]

-Cammy will leap up to the top of the screen, then push off of it and kick at her opponent. If she hits, she will bounce off the top and bottom of the screen while kicking twice more, then stomp them to the ground with a Cross Scissors Pressure.

Level 3: 5 Hits

[Notes]

-If a Cannon Spike or Cannon Strike is blocked, Cammy will bounce back into the air and be quit open to a counterattack.

(Win Poses)

LP: Raises an arm, the puts her hands on her sides.

MP: Salutes and says "Yes Sir!" as M.Bison appears and floats.

HP: Stands still as M.Bison appears and floats.

LK: Faces the background and gives a thumbs-up.

MK: Faces the background, the turns her head and gives a thumbs-up.

HK: Raises an arm, the puts her hands on her sides.

- Charlie -

Charlie is a First Lieutenant of the American Air Force. His inquiries of drug activity all pointed back to "Shadaloo". He gathered his comrades to form a strike team. His objective: end corruption in the army, and punish the man responsible!

Height: 6.1 ft.
Weight: 185 lbs
Blood Type: AB
Bust: 4.0 ft.
Waist: 2.7 ft.
Hips: 2.9 ft.
From: U.S.A.

[Stand Attacks]

Jab: LP
Straight: MP
Spinning Backfist: HP
Short Kick: LK
Sobat Kick: MK
High Kick: HK

[Crouch Attacks]

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
Upward Punch: MP
Fierce Chop: HP
High Kick (up): LK
Knee Strike (side): LK
Side Kick: MK
Downward Thrust: HK

[Close Attacks]

Hook: MP

[Throws]

Suplex: 2P

Uppercut: HP *Knee Smash: 2K
High Kick: MK Backbreaker (air): 2P
Roundhouse: HK Somersault Shell (air): 2K

[Alpha Counters]

A-Ism: Standing HP V-Ism: Crouching HK

[Misc. Techniques]

Jumping Sobat: F/B+MK [X A V]

-Charlie's standard MK, but he can move slightly forward or backward while kicking if a direction is held.

Step Kick: F/B+HK [X A V]

-Charlie's standard HK, but he will move slightly forward while kicking if either direction is held.

Forward Dash: F,F [A V]

-Charlie dashes forward a couple steps.

Knee Bazooka: F/B+LK [X]

-Charlie leaps forward with a quick knee strike.

[Special Moves]

Sonic Boom: CB,F+Punch [X A V]

-Charlie tosses a twisting wave of energy horizontally across the screen. The stronger the Punch button used, the faster the projectile moves.

Somersault Kick: CD,U+Kick [X A V]

-Charlie leaps into the air and somersault backwards while kicking, slashing with his leg. The stronger the Kick button used, the higher Charlie will kick. Using HK will hit twice up close.

Knee Bazooka: F,F+Kick [A V]

-Charlie leaps forward with a quick knee strike. If a Kick button is not pressed before the dust clouds rise from Charlie's dragging back foot, he will only perform the Forward Dash.

[Super Combos]

Somersault Justice: CDB,DF,DF,UF+Kick [X A]

-A more powerful version of the Somersault Kick, Charlie kicks multiple times in a row. At Level 3, Charlie does three Somersault Kicks.

Level 1: 6 Hits Level 2: 8 Hits Level 3: 10 Hits

Sonic Break: CB,F,B,F+Punch [A]

-A more powerful version of the Sonic Boom, Charlie will throw multiple projectiles as long as any Punch button is being pressed rapidly. Each Level increases the number of Sonic Booms that are thrown.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Crossfire Blitz: CB,F,B,F+Kick [A]

-Charlie dashes forward with a flurry of kicks. At Levels 2 and 3, Charlie adds some punches at the end.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

[Notes]

-When playing as Charlie, try charging DB whenever possible to perform a

Sonic Boom, Somersault Kick, or Super Combo at any moment.

(Win Poses)

LP: Pulls out his glasses and puts them on.

MP: Pulls out his glasses and puts them on.

HP: Pulls out his glasses and puts them on.

LK: Faces the background, salutes and says "Too easy!"

MK: Faces the background, salutes and says "Too easy!"

HK: Adjusts his vest, then looks at his opponent and scoffs.

- Chun-Li -

Chun-Li is the ICPO's special detective assigned to Shadaloo. With management corruption, she was powerless and an official. So, she works in cooperation with Charlie to defeat Shadaloo. Now they take separate paths as they attempt to find M.Bison.

Height: 5.5 ft.

Weight: ? lbs

Blood Type: A

Bust: 2.8 ft.

Waist: 1.9 ft.

Hips: 2.9 ft.

From: China

[Stand Attacks]

Slap: LP

Spear Hand: MP

Straight Punch: HP

Thrust Kick: LK

High Kick: MK

Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP

Straight: MP

Long Punch: HP

Short Kick: LK

Side Kick: MK

Handstand Sweep: HK

[Air Attacks]

Jab: LP

Upward Punch: MP

Downward Punch: HP

High Kick (up): LK

Side Kick (side): LK

Slash Kick (up): MK

Side Kick (side): MK

Backflip Kick (up): HK

Double Kick (side): HK

[Close Attacks]

Body Shove: HP

Punt Kick: MK

Head Kick: HK

[Throws]

Ground Slam: 2P

Ground Slam (air): 2P

[Alpha Counters]

A-Ism: HP Kikoken

V-Ism: Crouching MK

[Misc. Techniques]

Triangle Jump (air): Up+opposite direction [X A V]

-Chun-Li can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Kaku Kyaku Raku: DF+HK [X A V]

-Chun-Li flips forward, turning in mid-air and landing in her knee.

Yosou Kyaku (air): D+MK [X A V]

-Chun-Li stomps below her with her heel. This can be repeated multiple times.

Kohou Kiten Kyaku: DF+MK [X A V]

-Chun-Li kicks forward, then does a backflip.

[Special Moves]

Kikoken: HCF+Punch [A V]

-Chun-Li throws a blue energy bubble across the screen. The stronger the Punch button used, the faster the projectile travels, but the sooner it dissipates.

Tenshokyaku: CD,U+Kick [X A V]

-Chun-Li will leap into the air with spinning high kicks. The stronger the Kick button used, the higher Chun-Li will leap and the more times she will spin and kicks.

Hyakuretsukyaku: Kick rapidly [X A V]

-Chun-Li will kick rapidly in front of her, covering a wide radius. Chun-Li will continue the attack until the button-pressing stops.

Senenshu: HCB+Kick [A V]

-Chun-Li flips forward on her hands, then brings her leg down with a slashing kick. The stronger the Kick button used, the farther Chun-Li will flip and kick.

Spinning Bird Kick: CB,F+Kick (air) [X]

-Chun-Li will flip upside-down and spin forward with her legs split apart. The stronger the Kick button used, the farther Chun-Li will spin. If performed in the air, the kick will arc up or down according with her jump.

Souhakkei: CB,F+Punch [X]

-Chun-Li slides slightly forward with a dual palm strike. The stronger the Punch button used, the farther Chun-Li will slide before the attack.

[Super Combos]

Senretsukyaku: CB,F,B,F+Kick [X A]

-A more powerful variation of the Hyakuretsukyaku, Chun-Li will dash forward with a series of normal kicks ending with a Hyakuretsukyaku.

Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits

Hazan Tenshokyaku: CDB,DF,DB,UF+Kick [A]

-A more powerful version of the Tenshokyaku, Chun-Li will perform the rising kick while spinning rapidly and hitting multiple times.

Level 1: 7 Hits Level 2: 8 Hits Level 3: 9 Hits

Kikoshou: QCF,QCF+Punch [A]

-A more powerful version of the Kikoken, Chun-Li blasts a small sphere of energy in front of her. At Level 3, the sphere sends off a wave of energy that increases its range.

Level 1: 5 Hits Level 2: 7 Hits Level 3: 10 Hits

[Notes]

-In X-IsM, Chun-Li wears her outfit from Street Fighter 2.

(Win Poses)

LP: Faces forward, crosses her arms, and bows her head.

MP: Jumps and laughs, then waves and says "Ya ta!".

HP: Kicks three times rapidly, then stands with one leg in the air.

LK: Faces forward, crosses her arms, and bows her head.

MK: Jumps and laughs, then waves and says "Ya ta!".

HK: Kicks three times rapidly, then stands with one leg in the air.

- Cody -

Cody used to be a hero, famous for saving

Height: 6.1 ft.

Weight: 177 lbs

Metro City. Bored with the peaceful life, he kept fighting, day and night... until he was jailed. One day, he managed to break out of prison. Wandering outside, he now seeks something that will satisfy him.

Blood Type: O
Bust: 4.6 ft.
Waist: 2.8 ft.
Hips: 3.2 ft.
From: U.S.A.

[Stand Attacks]

Jab: LP
Uppercut: MP
Backfist: HP
Short Kick: LK
Front Kick: MK
High Kick: HK

[Crouch Attacks]

Jab: LP
Body Blow: MP
Uppercut: HP
Short Kick: LK
Slide High Kick: MK
Sweep Kick: HK

[Air Attacks]

Jab: LP
Overhead Punch: MP
Swipe Punch: HP
Punt Kick: LK
Side Kick: MK
Low Kick: HK

[Close Attacks]

none

[Throws]

Shackle Toss: 2P
Stomp Down: 2K
Air Stomp (air): 2K

[Alpha Counters]

A-Ism: Smash Punch V-Ism: Crouching HK

[Misc. Techniques]

Knife Pickup: D+2P [X A V]
-Cody will pick up the Knife, then flip it in his hand. If Cody is hit, throws his opponent, or does the Final Destruction Super Combo, he will drop the Knife. While holding the Knife, his punches become Knife slashes, dealing more damage and slight block damage. Cody can also throw the Knife (see below).

Knife Throw (with Knife): QCF+Punch [X A V]
-Cody tosses the Knife straight across the screen. It can be picked up again afterwards.

Fake Stone: QCF+Taunt [A V]
-Cody ducks down as if to pick up a stone, then quickly stands up and laughs.

Sakeru: DB or B [V]
-Cody will automatically dodge projectiles when blocking in V-Ism. Projectiles will pass right through him as he blocks, as well as other attacks.

[Special Moves]

Criminal Uppercut: QCB+Punch [X A V]
-Cody uppercuts and makes a whirlwind in front of him, which can hit multiple times. The whirlwind can stop incoming projectiles.

Ruffian Kick: QCF+Kick [X A V]
-Cody slides forward while kicking. Using LK will kick low, MK will kick mid-level, and HK will kick high.

Bad Stone: QCF+Punch (charge Punch) [X A V]
-Cody ducks down and pick up a stone, then tosses it, which arcs down to the ground. Holding the Punch button will make Cody toss it in his hand up to three times before throwing it, which cause the stone to deal more damage. The stronger the Punch button used, the farther Cody will toss the stone.

Bad Spray: B,DB,D+Punch (while getting up)

[X A V]

-Cody hunches down and tosses a wave of dust a short distance from him.

[Super Combos]

Final Destruction: QCF,QCF+Punch

[X A]

-(in X-ISM)

This changes Cody's controls to what they were in Final Fight. Each attack button has the same function and can be chained when on the ground.

Jab -> Jab -> Gut Punch -> Uppercut

Cody can also punch while crouching, or kick while jumping. By pressing D+Attack during the Gut Punch, Cody will throw the opponent. Cody remains in this control style until the shadows of himself stop following him.

-(in A-ISM)

Cody will take a jab forward. If it connects, he will pummel his opponent with a variety of punches finished with an uppercut.

Level 1: 8 Hits Level 2: 13 Hits Level 3: 18 Hits

Dead End Irony: QCF,QCF+Kick

[X A V]

-A more powerful version of the Ruffian Kick, Cody will dash forward while kicking multiple times. At Level 3, he will leap into the air and perform several spinning kicks.

Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits

[Notes]

-Cody has it very well in V-ISM. His Sakeru block lets most attacks pass through him, letting him break the rule of not being able to block air attacks when crouching.

-Performing a Bad Stone right next to an opponent will toss the stone right through them.

(Win Poses)

LP: Shrugs and says "Whoo!".

MP: Shrugs and says "Whoo!".

HP: Shrugs and says "Whoo!".

LK: Shrugs and says "Whoo!".

MK: Yelps and runs away, then Edi E. runs in and shoots his gun, then follows Cody.

HK: Yelps and runs away, then Edi E. runs in and shoots his gun, then follows Cody. Cody runs back onscreen, kicks Edi away, shrugs and says "Whoo!"

- Dan -

Dan finally defeated the man who killed his father... He made his own fighting style called Saikyo: "The strongest". But his ambition will not rest until he achieves perfection...

Height: 5.8 ft.
Weight: 163 lbs
Blood Type: O
Bust: 3.7 ft.
Waist: 2.7 ft.
Hips: 2.9 ft.
From: Hong Kong

[Stand Attacks]

Backfist: LP
Body Blow: MP

[Crouch Attacks]

Jab: LP
Straight: MP

[Air Attacks]

Jab: LP
Downward Punch: MP

Overhead Smash: HP
Knee Jab: LK
Front Kick: MK
Roundhouse Kick: HK

Uppercut: HP
Weak Kick: LK
Strong Kick: MK
Sweep Kick: HK

Overhead Smash: HP
Short Kick: LK
Side Kick: MK
Roundhouse Kick: HK

[Close Attacks]
none

[Throws]
Shoulder Toss: 2P
Shoulder Toss (air): 2P

[Alpha Counters]

A-Ism: Standing Taunt
(no damage)

V-Ism: Crouching HK

[Misc. Techniques]

Zenten Chouhatsu: QCF+Taunt [X A V]
-Dan rolls forward, then stands up and taunts.

Kouten Chouhatsu: QCB+Taunt [X A V]
-Dan rolls backward, then stands up and taunts.

Saikyo Defense: (while blocking) F+3P [V]
-Dan pushes forward while blocking to lessen the damage he takes.

[Special Moves]

Gadoken: QCF+Punch [X A V]
-Dan tosses a small fireball in front of him, which quickly dissipates. The stronger the Punch button used, the slightly farther the fireball goes.

Koryuken: F,D,DF+Punch [X A V]
-Dan will rise into the air with an uppercut. The stronger the Punch button used, the higher Dan will punch.

Dankukyaku: QCB+Kick [X A V]
-Dan leaps forward with a twisting kick. The stronger the Kick button used, the more times Dan will kick.

Kuchu Dankukyaku (air): QCB+Kick [A V]
-In the air, the Dankukyaku will give Dan an extra shove into the air while kicking. Once again, the stronger the Kick button used, the more times Dan will kick.

[Super Combos]

Hiisho Buraiken: QCB,QCB+Kick [X A]
-Dan will go into a frenzy of punches and kicks, finished with a rising uppercut.

Level 1: 5 Hits Level 2: 7 Hits Level 3: 11 Hits

Shinku Gadoken: QCF,QCF+Punch [A]
-A more powerful version of the Gadoken, Dan tosses a small multi-hitting fireball in front of him, which dissipates a bit later than a normal Gadoken. Each Level increases the distance the projectile goes.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Koryu Rekka: QCF,D,DF+Kick [A]
-A more powerful version of the Koryuken, Dan will spin in place with an uppercut, then leap into the air with a second uppercut. Each Level will make Dan slide farther out before the first uppercut.

Chouhatsu Densetsu: QCF,QCF+Taunt

[A]

-A more powerful version of the Zenten Chouhatsu, Dan rolls forward five times, each time stopping and performing a taunt. The sixth roll, he will leap forward and taunt, then land with his special "Yayutsi!" taunt.

Chouhatsu Shinwa: QCB,QCB+Taunt

[A(LV3)]

-The ultimate taunt. Every attack button will become a taunt for a limited time. Performing a Taunt with Start+LP will make Dan do his special "Yayutsi!" taunt. Dan will sparkle and perform his "Yayutsi!" taunt when this Super Combo runs out.

[Notes]

-Dan is the only character that can Taunt endlessly during a match. He can taunt while standing, crouching, or jumping. He also has two special rolling taunts, and two Super Combo taunts.
-Dan's standing and crouching taunts can actually hit opponents that are in the air, but deal hardly any damage.

(Win Poses)

LP: Flexes his arm and says "Jyaa!"

MP: Flexes his arm and says "Rachu!"

HP: Smiles and gives a shaking thumbs-up and says "Yayutsi!"

LK: Flexes his arm and cries, saying "Yatsase... Oyajiii!"

MK: Flexes his arm and says "Oshaa!"

HK: Flexes his arm and says "Oshaa!"

- Dee Jay -

Dee Jay is a young kickboxer, known as the "Southern Comet". This cheerful fighter quickly rose to become a world champion. In high spirits, he now searches the world for a good fight.

Height: 6.0 ft.
Weight: 203 lbs
Blood Type: AB
Bust: 4.3 ft.
Waist: 2.9 ft.
Hips: 3.1 ft.
From: Jamaica

[Stand Attacks]

Jab: LP

Uppercut: MP

Long Uppercut: HP

Short Kick: LK

High Kick: MK

Roundhouse: HK

[Crouch Attacks]

Jab: LP

Low Elbow Drop: MP

High Elbow Drop: HP

Short Kick: LK

Sweep Kick: MK

Sliding Kick: HK

[Air Attacks]

Jab: LP

Elbow Smash: MP

Downward Punch: HP

High Kick: LK

Straight Kick: MK

Axe Kick: HK

[Close Attacks]

Elbow & Punch: HP

Knee Jab: LK

Side Kick: MK

Knee Axe: HK

[Throws]

Overhead Toss: 2P

Flip Toss: 2K

Air Flip Toss (air): 2K

[Alpha Counters]

A-Ism: MK Jackknife Maximum V-Ism: Crouching MK

[Misc. Techniques]

Knee Shot (air): D+LK [X A V]

-A mid-air knee strike. This cannot be done while jumping straight up, only forward or backward.

[Special Moves]

Air Slasher: CB,F+Punch [X A V]

-Dee Jay uppercuts and tosses a thin wave of energy across the screen. The stronger the Punch button used, the faster the projectile goes.

Machine Gun Uppercut: CD,U+Punch (Punch rapidly) [X A V]

-Dee Jay punches many times with extreme speed, then uppercuts. Pressing Punch buttons rapidly while Dee Jay is punching will score more hits.

Double Rolling Sobat: CB,F+Kick [X A V]

-Dee Jay hops forward and kicks, then turns and kicks with the other leg. Using LK will only kick only, and the stronger the Kick button used, the faster and farther Dee Jay will kick.

Jackknife Maximum: CD,U+Kick [V]

-Dee Jay leaps into the air while spinning and kicking. The stronger the Kick button used, the higher Dee Jay will leap and the more times he will kick.

[Super Combos]

Sobat Carnival: CB,F,B,F+Kick [X A]

-A more powerful version of the Double Rolling Sobat, Dee Jay hops forward while spinning and kicking multiple times.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Sunrise Theme: CDB,DF,DB,UF+Kick [A]

-A more powerful version of the Jackknife Maximum, Dee Jay leaps into the air while spinning and kicking rapidly.

Level 1: 5 Hits Level 2: 7 Hits Level 3: 9 Hits

Climax Beat: CDB,DF,DB,UF+Punch [A]

-A more powerful version of the Machine Gun Uppercut, Dee Jay will uppercut his opponent high into the air and hit them with a Machine Gun Uppercut as they drop. The uppercut must knock the opponent into the air for the Machine Gun Uppercut to follow.

Level 1: 7 Hits Level 2: 10 Hits Level 3: 13 Hits

[Notes]

-When playing as Dee Jay, try charging DB whenever possible to perform an Air Slasher, Double Rolling Sobat, or Super Combo at any moment.

(Win Poses)

LP: Sticks his arms down his pants and says "Thank you, everybody!", then starts to whistle.

MP: Shakes maracas left and right and says "It's gonna be..."

HP: Shakes maracas, punching and saying "OK" every fourth time.

LK: Sticks his arms down his pants and laughs.

MK: Shakes maracas and says "Too short!".

HK: Sticks his arms down his pants and says "Thank you, everybody!", then starts to whistle.

- Dhalsim -

The yoga master, Dhalsim, fights for his family and for the poor. The increasingly evil energy forces him to decide.... that one day he will renounce the root of his power,

Height: 5.8 ft.
Weight: 106 lbs
Blood Type: O
Bust: 3.5 ft.
Waist: 1.5 ft.
Hips: 2.1 ft.
From: India

[Stand Attacks]

Vertical Chop: LP
Horizontal Chop: F+LP
Stretch Punch: MP
Uppercut Chop: B+MP
Stretch Double Punch: HP
Headbutt: B+HP
Stretch Low Kick: LK
Low Kick: B+LK
Stretch High Kick: MK
High Kick: B+MK
Stretch Roundhouse: HK
Knee Bash: B+HK

[Crouch Attacks]

Stretch Punch: LP
Chop: DB+LP
Stretch Punch: MP
Chop: DB+MP
Stretch Punch: HP
Chop: DB+HP
Short Slide: LK
Short Kick: DB+LK
Medium Slide: MK
Short Kick: DB+MK
Long Slide: HK
Sweep Kick: DB+HK

[Air Attacks]

Stretch Down Jab: LP
Downward Jab: B+LP
Stretch Straight: MP
Straight: B+MP
Stretch Down Punch: HP
Downward Punch: B+HP
Stretch Thrust Kick: LK
Thrust Kick: B+LK
Stretch Thrust Kick: MK
Thrust Kick: B+MK
Stretch Roundhouse: HK
Roundhouse Kick: B+HK

[Close Attacks]

none

[Throws]

*Yoga Noogie: 2P
Yoga Toss: 2K
Yoga Air Toss (air): 2K

[Alpha Counters]

A-Ism: Standing B+MP

V-Ism: Crouching HK

[Misc. Techniques]

Yoga Mummy (air): D+HP

[X A V]

-Dhalsim spins across the screen head-first. Unlike the Yoga Spear, there in no way to choose the angle of the attack.

Yoga Spear (air): D+Kick

[X A V]

-Dhalsim spins to the ground feet-first. Using LK will dive almost straight across the screen, MK will dive at a slight angle, and HK will dive almost straight down.

Yoga Escape: (when knocked down) B,DB,D+Kick

[A V]

-Dhalsim will teleport before hitting the ground and re-appear standing on the ground.

Yoga Shock: B+LP (Charge LP)

[A]

-Dhalsim winds up a chops, and attacks when LP is released. At full charge, Dhalsim says "Yoga!" and chops for more damage than a normal chop.

[Special Moves]

Yoga Fire: QCF+Punch

[X A V]

-Dhalsim exhales a tiny fireball across the screen. In A-Ism and V-Ism, the fireball will dissipate as it travels, and the stronger the Punch button used, the faster the fireball will go but the sooner it will dissipate. In X-Ism, the fireball will not dissipate.

Yoga Flame: HCB+Punch [A V]

-Dhalsim exhales a large fire in front of him. The stronger the Punch button used, the longer Dhalsim keeps the fire in front of him. Note that the A-Ism and V-Ism Yoga Flame has a different control motion than in X-Ism.

Yoga Flame: HCF+Punch [X]

-Dhalsim exhales a large fire in front of him. The stronger the Punch button used, the longer Dhalsim keeps the fire in front of him. Note that the X-Ism Yoga Flame has a different control motion than in A-Ism and V-Ism

Yoga Blast: HCB+Kick [A V]

-Dhalsim exhales a large fire at an upward angle. The stronger the Kick button used, the longer Dhalsim keeps the fire in the air. Note that the A-Ism and V-Ism Yoga Blast has a different control motion than in X-Ism.

Yoga Blast: HCF+Kick [X]

-Dhalsim exhales a large fire at an upward angle. The stronger the Kick button used, the longer Dhalsim keeps the fire in the air. Note that the X-Ism Yoga Blast has a different control motion than in A-Ism and V-Ism.

Yoga Teleport: F,D,DF or B,D,DB + (3P or 3K) (air) [X A V]

-Dhalsim will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (3P) will teleport Dhalsim halfway across the screen, while (3K) travels all the way across. Dhalsim cannot be attacked while he is teleporting. In A-Ism and V-Ism, Dhalsim can Teleport while in the air, but not in X-Ism

[Super Combos]

Yoga Tempest: HCF,HCF+Punch [X]

-A more powerful version of the Yoga Flame, Dhalsim exhales a large multi-hitting fire in front of him
X-Ism: 5 Hits

Yoga Inferno: QCF,QCF+Punch [A]

-A more powerful version of the Yoga Flame, Dhalsim exhales a twisting spray of fire in front of him
Level 1: 3 Hits Level 2: 8 Hits Level 3: 13 Hits

Yoga Strike: QCF,D,DF+Kick [A]

-Dhalsim leaps up and flips in the air. If he touches his opponent while in the air, he will grab them and slam them into the ground with his legs. This will only attack opponents in the air and will do nothing to them on the ground.
Level 1: 1 Hit Level 2: 2 Hits Level 3: 3 Hits

Yoga Stream: QCB,QCB+Punch [A]

-Dhalsim exhales a spray of fire along the ground. This attack must be blocked low
Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Notes]

-In X-Ism, Dhalsim's limbs will automatically adjust their length to how far away the opponent is.
-Oddly, Dhalsim says "Yoga Inferno" during the Yoga Tempest.
-On Dhalsim's stage, his wife will appear in the background. She will clap if Dhalsim hits his opponent, and shake her head if Dhalsim is hit. If he loses, she will fall to her knees and cover her face with her hands.

(Win Poses)

LP: Floats in a meditation stance, saying "Yogayogayoga..."

MP: Puts his hands together, bows his head and says "Yoga.."

HP: Floats in a meditation stance with hands at his sides, then wiggles his jaw up and down saying "Yogayogayoga..."

LK: Floats in a meditation stance, saying "Samade".

MK: Puts his hands together, bows his head and says "Samade".

HK: Puts his hands together, bows his head and says "Samade".

- E.Honda -

Edmond Honda is the strongest Sumo Grandmaster, or "Rikishi". He is so powerful, that no other Rikishi can compete with him. "I'll find worthy opponents and show them the strength of Sumo!". In the hopes of finding stronger opponents, he begins a journey.

Height: 6.1 ft.
Weight: 302 lbs
Blood Type: A
Bust: 7.0 ft
Waist: 6.0 ft
Hips: 6.9 ft
From: Japan

[Stand Attacks]

Slap: LP
Long Slap: MP
Overhead Chop: HP
Low Kick: LK
Front Kick: MK
High Kick: HK

[Crouch Attacks]

Slap: LP
Long Slap: MP
Tripping Hook: HP
Short Kick: LK
Side Kick: MK
Sweep Kick: HK

[Air Attacks]

Slap: LP
Overhead Chop: MP
Arm Swipe: HP
Bum Drop: LK
Sumo Press: MK
Side Kick: HK

[Close Attacks]

none

[Throws]

Body Toss: 2P
*Bear Hug: 2K
Air Toss (air) 2P

[Alpha Counters]

A-Ism: Standing HP V-Ism: Crouching HK

[Misc. Techniques]

Hiza Geru: F+MK [X A V]
-A close-range knee strike.

Harai Geri: F+HK [X A V]
-A long-range low kick

Sumo Press (air): D+MK [X]
-E.Honda stretches out and falls downward on his belly.

[Special Moves]

Hyakuretsu Harite: Punch rapidly [X A V]
-E.Honda will slap furiously in front of himself with his arms as blurs. Pressing LP rapidly will continue to slap until the button is neutral, while MP or HP rapidly will make E. Honda dash forward quickly with one quick flurry of slaps.

Super Zutsuki: CB,F+Punch [X A V]
-E.Honda will shoot himself across the screen with a quick headbutt. The

stronger the Punch button used, the faster and farther E.Honda will headbutt. Up close, using HP will hit twice.

Super Hyakkan Otoshi: CD,U+Kick [X A V]

-E.Honda leaps into the air with a Sumo Press attack, then drops straight down with a Bum Drop. The stronger the Kick button used, the higher and faster E.Honda leaps in the air. Up close, using LK or MK will hit twice, but HK will hit only once.

Ooichou Nage (throw): 360 Motion+Punch [X A V]

-E.Honda will slam his opponent into the ground with one arm, then somersault into the air and land on them with his bum. This throwing attack must be done right next to the opponent.

[Super Combos]

Oni Musou: CB,F,B,F+Punch [X A]

-A more powerful version of the Super Zutsuki, E.Honda will perform two headbutts in a row. At Level 3, he will perform two headbutts finished with a Hyakuretsu Harite slapping attack.

Level 1: 2 Hits Level 2: 2 Hits Level 3: 8 Hits

Fuji Drop: CB,F,B,F+Kick [A]

-E.Honda does a slightly rising Super Zutsuki forward, then scoops upward with both arms. If the scooping punch knocks the opponent into the air, he will follow and hit them with a Super Hyakkan Otoshi.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Orochi Kudaki: 720 Motion+Punch [A(LV3)]

-A much more powerful version of the Ooichou Nage, E. Honda will thrust his opponent into the ground twice, then leap high into the air and descend with a powerful bum drop. This must be done right next to the opponent.

Level 3: 3 Hits

[Notes]

-When playing as E.Honda, try charging DB whenever possible to perform a Super Zutsuki, Super Hyakkan Otoshi, or Super Combo at any moment.

(Win Poses)

LP: Raises his arms and laughs.

MP: Slaps forward and rotates head saying "Dosukoi!".

HP: Puts his hand on his chin and nods saying "Sekai wa hiroi yo!".

LK: Gives a thumbs up and says "Donna mon jai!".

MK: Raises his arms and laughs.

HK: Raises his arms and laughs.

- Evil Ryu -

There is an evil energy that causes absolute destruction... Ryu agonizes, knowing that he cannot control his power. Will he still become a master, or will his journey end in ruin?

Height: 5.7 ft.
Weight: 143 lbs
Blood Type: O
Bust: 3.6 ft.
Waist: 2.7 ft.
Hips: 2.8 ft.
From: Japan

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Jab: LP	Jab: LP	Downward Jab: LP
Straight: MP	Straight: MP	Uppercut: MP
Strong Jab: HP	Uppercut: HP	Downward Punch: HP
Low Kick: LK	Short Kick: LK	Punt Kick (up): LK
High Kick: MK	Long Kick: MK	Knee Drop (side): LK
Roundhouse Kick: HK	Sweep Kick: HK	High Kick (up): MK
		Thrust Kick (side): MK
[Close Attacks]	[Throws]	Roundhouse (up): HK
Elbow Jab: LP	Shoulder Toss: 2P	Thrust Kick (side): HK
Body Blow: MP	Leg Roll: 2K	
Uppercut: HP	Air Toss (air): 2P	
Axe Kick: HK		
[Alpha Counters]		
A-Ism: HP Shoryuken	V-Ism: Crouching HK	
[Misc. Techniques]		
Sakotsu Wari: F+MP		[X A V]
-Ryu winds up and punches downward for two hits.		
Senpukyaku: F+MK		[A V]
-Ryu hops forward and spins with a mid-level kick.		
Seichu Nidan Tsuki: F+HP		[X V]
-Ryu slides forward with a two-hit elbow strike.		
[Special Moves]		
Hadoken: QCF+Punch		[X A V]
-Ryu throws a blue fireball that travels horizontally across the screen.		
The stronger the Punch button used, the faster the projectile goes.		
Shakunetsu Hadouken: HCF+Punch		[X A V]
-Ryu throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them. The stronger the Punch button used, the faster the projectile goes.		
Shouryuken: F,D,DF+Punch		[X A V]
-Ryu will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Ryu will punch.		
Tatsumakei Senpukyaku: QCB+Kick (air)		[X A V]
-Ryu will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Ryu will spin and hit.		
Ashura Senku: F,D,DF or B,D,DB + (3P or 3K)		[X A V]
-Ryu will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (3K) will teleport Ryu halfway across the screen, while (3P) travels all the way across. Ryu cannot be attacked while he is teleporting.		
[Super Combos]		
Shinku Hadoken: QCF,QCF+Punch		[A]
-A more powerful version of the Hadoken, Ryu tosses a multi-hitting fireball across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total.		

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Messatsu Gou Shoryuken: QCF,D,DF+Punch

[A]

-A more powerful version of the Shouryuken, Ryu will perform multiple uppercuts in a row.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 8 Hits

Shinku Tatsumaki Senpukyaku: QCB,QCB+Kick

[A]

-A more powerful version of the Tatsumaki Senpukyaku, Ryu will do a spinning kick in place which can hit opponents rapidly or juggle them in the air.

Level 1: 5 Hits

Level 2: 9 Hits

Level 3: 13 Hits

Shun Goku Satsu: LP,LP,F,LK,HP

[X A]

-Ryu will teleport across most of the screen and try to grab his opponent. If Ryu makes contact with them, the screen will go black and he will perform a 15-Hit Combo. This extremely powerful attack cannot be blocked, and can nearly defeat any opponent by itself. If Ryu defeats an opponent with this attack, the background will go flash a TEN symbol.

Level 3: 15 Hits

[Notes]

- Unlike in Street Fighter Alpha 2, Evil Ryu's Shoryuken will only hit once up close.
- For an almost guaranteed connect with the Shun Goku Satsu, trip the opponent, then perform the Shun Goku Satsu just as they are getting up.
- In World Tour mode, the Shun Goku Satsu counts as a throw, for matches where opponents can only be damaged by throws.
- A Hadoken will knock down an opponent if Ryu's hands touch them during the attack, otherwise it will just knock them back.

(Win Poses)

- LP: Turns his back and looks at his opponent.
- MP: Crosses his arms as his belt and headband blow in the wind.
- HP: Turns his back and looks at his opponent.
- LK: Crosses his arms as his belt and headband blow in the wind.
- MK: Turns his back and looks at his opponent.
- HK: Crosses his arms as his belt and headband blow in the wind.

Fei-Long

Fei-Long is a youthful, talented action star from Hong Kong. He is the master of his own unique style of Kung Fu. On the street, he seeks a good fight to sharpen his skills.

Height: 5.6 ft.
 Weight: 132 lbs
 Blood Type: O
 Bust: 2.5 ft.
 Waist: 2.6 ft.
 Hips: 2.6 ft.
 From: Hong Kong

[Stand Attacks]

- Backfist: LP
- Chop: MP
- Strong Punch: HP
- Low Kick: LK
- High Kick: MK
- Hook Kick: HK

[Crouch Attacks]

- Elbow Jab: LP
- Chop: MP
- Dual Palm: HP
- Short Kick: LK
- Low Kick: MK
- Quick Sweep: HK

[Air Attacks]

- Jab (up): LP
- Chop (side): LP
- Jab (up): MP
- Hook (side): MP
- Hook (up): HP
- Overhead Rake (side): HP

[Notes]

-Fei-Long's crouching HK is extremely fast, but has a lag time at the end.

(Win Poses)

- LP: Does a three-kick combo, the raises his arms and yells.
- MP: Does a three-kick combo, the raises his arms and yells.
- HP: Does a three-kick combo, the raises his arms and yells.
- LK: Stands with arms at his sides, shakes while yelling.
- MK: Stands with arms at his sides, shakes while yelling.
- HK: Stands with arms at his sides, shakes while yelling.

- Final Bison -

Bison is the leader of the secret organization "Shadaloo". His inner power is about to exceed what his body can hold. Psycho Power needs a host that can trap its demonic strength. A new body that only the strongest of warriors possess...	Height: 6.1 ft. Weight: 212 lbs Blood Type: A Bust: 4.4 ft. Waist: 3.0 ft. Hips: 3.0 ft. From: ?
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[Stand Attacks]

- Jab: LP
- Psycho Straight: MP
- Psycho Wave Uppercut: HP
- Knee Jab: LK
- Front Kick: MK
- High Kick: HK

[Crouch Attacks]

- Jap: LP
- Psycho Straight: MP
- Psycho Wave Uppercut: HP
- Short Kick: LK
- Strong Kick: MK
- Slide Kick: HK

[Air Attacks]

- Jab: LP
- Psycho Straight (up): MP
- Psycho Clap (side): MP
- Psycho Wave Smash: HP
- Knee Jab: LK
- Side Kick (up): MK
- High Kick (side): MK
- Downward Thrust: HK

[Close Attacks]

- Reaching Jab: LP
- Psycho Body Blow: MP
- Psycho Uppercut: HP

[Throws]

- Body Toss: 2P
- Psycho Toss (air): 2P

[Alpha Counters]

none

[Special Moves]

Psycho Shot: CB,F+Punch

-M.Bison tosses a sphere of Psycho energy across the screen. The stronger the Punch button used, the faster the projectile goes.

Double Knee Press: CB,F+Kick

-M.Bison somersaults forward and hits twice as he brings his legs down. The stronger the Kick button used, the farther the somersault.

Head Press: CD,U+Kick (Punch)

-M. Bison will leap and stomp on his opponent's head, then jump off of them. After the stomp, use Left and Right to control Bison's descent and press any Punch button to drop with a Somersault Skull Diver punch.

Somersault Skull Diver: CD,U+Punch (Punch)

-M.Bison will leap over his opponent's head. Press any Punch button during the leap and he will dive down arms-first charged with Psycho energy.

Bison Warp: F,D,DF or B,D,DB + (3P or 3K)

-M.Bison will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (3P) will teleport Dhalsim halfway across the screen, while (3K) travels all the way across. Dhalsim cannot be attacked while he is teleporting.

[Super Combos]

Knee Press Nightmare: CB,F,B,B+K

-A more powerful version of the Double Knee Press, M.Bison somersaults forward twice and finishes with a sliding kick.

Level MAX: 8 Hits

Psycho Crusher: CB,F,B,F+Punch

-M.Bison will float back off the screen, then torpedo himself across the screen head-first, his body charged with Psycho energy that spreads all over the screen.

Level MAX: 9 Hits

[Notes]

-To unlock Final Bison, complete Arcade mode on level 8 difficulty using a character that has completed World Tour mode. Then highlight M.Bison on the character select screen, hold Start and press any button.

-Final Bison does not and cannot select any Ism.

-Final Bison is basically an insanely powerful version of M.Bison in X-Ism mode, but he has two Super Combos. He is also most characters' final fight in Arcade mode.

(Win Poses)

LP: Makes a slashing gesture with his hand across his throat.

MP: Crosses his arms with cape flaps in the wind, he says "Narui wa!".

HP: Warps to float over the opponent, then laughs.

LK: Makes a slashing gesture with his hand across his throat.

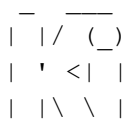
MP: Crosses his arms with cape flaps in the wind, he says "Narui wa!".

HK: Warps to float over the opponent, then laughs.

- Gen -

Gen is a wily assassin who uses legendary fighting techniques. He continues to fight bloody battles, even though he is ill. What he desires now more than anything is a "death match..." And so he searches for a worthy foe...

Height: 5.4 ft.
Weight: 135 lbs
Blood Type: O
Bust: 3.5 ft
Waist: 2.5 ft
Hips: 2.6 ft
From: China



[Stand Attacks]

- Jab: LP
- Hook Punch: MP
- Rising Backfist: HP
- Low Kick: LK
- Front Kick: MK
- Side Kick: HK

[Crouch Attacks]

- Jab: LP
- Straight: MP
- Reaching Spear: HP
- Short Kick: LK
- Long Kick: MK
- Sweep Kick: HK

[Air Attacks]

- Downward Jab: LP
- Downward Strike: MP
- Overhead Strike: HP
- Knee Jab: LK
- Thrust Kick: MK
- Thrust Kick: HK

[Close Attacks] [Throws]
none Backfist Smash: 2P
Ankle Kick: 2K
Ground Stomp (air): 2K

[Alpha Counters]
A-Ism: HK Gekirou V-Ism: Pal Strike

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[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Jab: LP	Jab: LP	Downward Jab: LP
Overhead Strike: MP	Strike: MP	Downward Strike: MP
Uppercut Strike: HP	Dual Thrust: HP	Dual Palm: HP
Low Kick: LK	Poke Trip: LK	Knee Jab: LK
Front Kick: MK	Low Kick: MK	Backward Kick: MK
Hop Double Kick: HK	Handstand Kick: HK	Thrust Kick: HK

[Close Attacks] [Throws]
none Backfist Smash: 2P
Ankle Kick: 2K
Ground Stomp (air): 2K

[Alpha Counters]
A-Ism: Hopping Kick V-Ism: Shoulder Ram

[Misc. Techniques]
So Style: 3P [A V]
-Gen switches to So stance.

Ki Style: 3K [A V]
-Gen switches to Ki stance.

[Special Moves]
(So) Hyakurenko: Punch rapidly [X A V]
-Gen jabs furiously in front of himself over a large radius. He will continue to attack until the Punch buttons are not pressed rapidly. The stronger the Punch button used, the faster Gen will punch.

(So) Gekirou: F,D,DF+Kick (Kick rapidly) [X A V]
-Gen leaps into the air with a high kick. If he knocks his opponent into the air, he will pause for a moment. During that time, press the Kick button used to start the Gekirou rapidly to kick more times; pressing other Kick buttons will have no effect.

(Ki) Jyasen: CB,F+Punch [X A V]
-Gen rolls forward and finishes with a chop strike. The stronger the Punch button used, the longer Gen will roll and the more times he will hit.

(Ki) Oga: CD,U+Kick [A V]
-Gen leaps to the back wall, pushes himself off it, and dives down with a kick. The stronger the Kick button used, the farther Gen will leap. Pressing Up-Forward at the end of the motion will make Gen leap to the

other wall. Upon touching the side of the screen, holding Up will make Gen bounce to the top of the screen, but he will not attack when he drops.

[Super Combos]

(So) Zanei: QCF,QCF+Punch [X A]

-Gen slides forward low along the ground. If he passes his opponent, they will be hit several times after Gen passes.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

(So) Shitenshu: QCB,QCB+Punch [A]

-A more powerful version of the Kyakurenko, Gen swings a flurry of jabs finished with a finger jab. If the finger jab hits the opponent, they will start to flash and a 9-second countdown timer will appear over their head. Unless Gen is hit, the opponent will continue to take damage as the timer counts. When it reaches zero, the opponent will be knocked back and dizzied.

Level 1: 3 Hits Level 2: 5 Hits Level 3: 7 Hits

(Ki) Jyakoha: QCF,D,DF+Kick [A]

-Gen will leap forward into the air while trying to grab his opponent. If he makes contact with them in the air, he will stomp them to the ground and, at Levels 2 and 3, jump on their chest.

Level 1: 1 Hit Level 2: 2 Hits Level 3: 3 Hits

(Ki) Koga (air): QCB,QCB+Kick [A]

-A more powerful version of the Oga, Gen will do a diving kick, then leap to the opposite wall and perform another kick. Each Level will add another leap and kick. Gen will always leap to the closest side of the screen.

Level 1: 9 Hits Level 2: 10 Hits Level 3: 12 Hits

[Notes]

- In X-ism, Gen appears to always be in So stance, but he is able to use any of his available attacks from both stances.
- The Koga Super Combo is too awkward to be effective, since it gives the opponent plenty of time to block or counterattack between Gen's kicks.

(Win Poses)

LP: Stands with his hands together in his sleeves and says "You are big fool!"

MP: Stands with his hands together in his sleeves and laughs.

HP: Stands with his hands together in his sleeves and says "You are big fool!"

LK: Stands with his hands together in his sleeves and laughs.

MK: Stands with his hands together in his sleeves and says "You are big fool!"

HK: Stands with his hands together in his sleeves and laughs.

- Guile -

	Height: 6.1 ft.
Guile, an ace air force pilot, received	Weight: 190 lbs
an order one day... COMMANDER CHARLIE IS	Blood Type: O
MISSING. FIND HIM AND BRING HIM BACK. In the	Bust: 4.1 ft.
hard rain, Guile rushes to the heliport. He	Waist: 2.7 ft.

knows nothing of the hardships that await him...

Hips: 2.9 ft.

From: U.S.A.

[Stand Attacks]

Jab: LP
Uppercut: MP
Straight: HP
Short Kick: LK
Sobat Kick: MK
High Roundhouse: HK

[Crouch Attacks]

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Double Sweep: HK

[Air Attacks]

Downward Jab: LP
Downward Punch (up): MP
Overhead Chop (side): MP
Fierce Punch (up): HP
Fierce Chop (side): HP
Punt Kick (up): LK
Knee Drop (side): LK
Spin Kick (up): MK
Thrust Kick (side): MK
Roundhouse Kick: HK

[Close Attacks]

Hook: MP
Uppercut: HP
High Kick: MK
Back Kick: HK

[Throws]

Body Toss: 2P
Suplex: 2K
Ground Toss (air): 2P
Backbreaker (air): 2K

[Alpha Counters]

A-Ism: Spinning Backfist V-Ism: Standing MK

[Misc. Techniques]

Reverse Spin Kick (close): F/B+HK [X A]

-Guile flips upside-down and kicks his opponent in the head.

Spinning Backfist: F+HP [X A V]

-A long-range backfist attack.

Rolling Sobat: F/B+MK [X A]

-Guile's standard MK, but he can move slightly forward or backward while kicking if a direction is held.

Knee Bazooka: F/B+LK [X A]

-Guile leaps forward with a quick knee strike. Note the button press is different in X-Ism and A-Ism than in V-Ism.

Knee Bazooka: F/B+MK [V]

-Guile leaps forward with a quick knee strike. Note the button press is different in V-Ism than in X-Ism and A-Ism.

[Special Moves]

Sonic Boom: CB,F+Punch [X A V]

-Guile tosses a twisting wave of energy horizontally across the screen. The stronger the Punch button used, the faster the projectile moves.

Somersault Kick: CD,U+Kick [X A V]

-Guile leaps into the air and somersault backwards while kicking, slashing with his leg. The stronger the Kick button used, the higher Guile will kick.

[Super Combos]

Somersault Strike: CDB,DF,DF,UF+Kick [X A]

-A more powerful version of the Somersault Kick, Guile kicks multiple times in a row. At Level 3, Guile does three Somersault Kicks.

Level 1: 6 Hits

Level 2: 8 Hits

Level 3: 10 Hits

-A more powerful version of the Sonic Boom, Guile swings his arms and makes a large spinning blade in front of him that hits multiple times.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits

[Notes]

-When playing as Guile, try charging DB whenever possible to perform a Sonic Boom, Somersault Kick, or Super Combo at any moment.

(Win Poses)

LP: Combs his hair and says "I'm impressed!"

MP: Combs his hair and says "I'm impressed!"

HP: Stands his hands on his sides and his dog tags sparkle.

LK: Flexes one arm and smiles.

MK: Salutes and looks forward, saying "Too easy!"

HK: Combs his hair and says "I'm impressed!"

- Guy -

He is the ninja who lives in the present.
He is heir to the Bushin style, which has
endured for centuries. When a threat to the
world rises, so will the shadow of Bushin.
These are the words Master Zeku left. What
do they mean?

Height: 5.9 ft.
Weight: 159 lbs
Blood Type: O
Bust: 3.5 ft.
Waist: 2.5 ft.
Hips: 2.7 ft.
From: U.S.A.

[Stand Attacks]

Backfist: LP
Body Blow: MP
Strong Backfist: HP
High Kick: LK
Front Kick: MK
Roundhouse Kick: HK

[Crouch Attacks]

Backfist: LP
Straight: MP
High Elbow: HP
Short Kick: LK
Back Sweep Kick: MK
Slide Kick: HK

[Air Attacks]

Downward Jab: LP
Downward Punch: MP
High Backfist: HP
Punt Kick (up): LK
Thrust Kick (side): LK
Thrust Kick: MK
Backflip Kick (up): HK
Axe Kick (side): HK

[Close Attacks]

Elbow Smash: MP
Backfist Uppercut: HP
Ankle Kick: LK
Side Kick: MK
High Roundhouse: HK

[Throws]

Shoulder Toss: 2P
*Knee Smash: 2K
Suplex (air): 2P

[Alpha Counters]

A-Ism: Crouching HP V-Ism: Crouching MK

[Misc. Techniques]

Triangle Jump (air): Up+opposite direction [X A V]

-Guy can perform a second jump in mid-air by pushing off the side of the screen if he is close enough to it.

Backflip Kick: DF+HK [X A V]

-Guy kicks forward, then backflips.

Bushin Gokusaken: LP,MP,HP,HK [X A V]

-Guy's classic combo from Final Fight, it goes: Jab, Body Blow, Uppercut,

High Roundhouse.

Kubikudaki: F+MP [X A V]

-Guy winds up and drives his elbow downward for two hits.

Hiji Otoshi (air): D+MP [X A V]

-Guy drops down on his elbow. This attack slows down Guy's movement forward or backward if done while jumping in those directions.

[Special Moves]

Hozanto: QCB+Punch [X A V]

-Guy spins low forward and emerges with a backfist strike. The stronger the Punch button used, the farther and faster Guy will spin. Guy can dodge some attacks while spinning.

Bushin Senpukyaku: QCB+Kick [X A V]

-Guy spins forward into the air while kicking. The stronger the Kick button used, the higher Guy kicks. This attack can hit three times using LK or MK, and four times with HK.

Bushin Izuna Drop: QCF+Punch (Punch when close) [X A V]

-Guy flips forward into the air. Press a Punch button as he is very close to his opponent and he will flip them over and slams their back into the ground. Using LP will make Guy roll high into the air, MP will roll at a medium arc, and HP will roll quicker at a more horizontal arc.

Izuna no Hiji Otoshi: QCF+Punch, Punch [X A V]

-Guy flips forward into the air. Press a Punch button anytime when he is not close to his opponent and he will drop straight down with an elbow drop. Using LP will make Guy roll high into the air, MP will roll at a medium arc, and HP will roll quicker at a more horizontal arc.

Hayagake: QCF+LK (Kick) [X A V]

-Guy will run forward quickly. Pressing any Kick button during the run will make Guy stop.

Kage Sukui: QCF+MK (Kick) [X A V]

-Guy will run forward quickly. Pressing any Kick button during the run will make Guy perform a sliding kick.

Kubikari: QCF+HK (Kick) [X A V]

-Guy will run forward quickly. Pressing any Kick button during the run will make Guy perform a two-hit hopping overhead slash kick.

[Super Combos]

Bushin Hassoken: QCF,D,DF+Punch [A]

-Guy leaps forward with a punching attack. If he hits his opponent, he will carry them upward with a series of punching attacks, finished with a kick.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Bushin Goraikuyaku: QCF,D,DF+Kick [A]

-Guy dashes forward with a series of punches, then finishes with a slashing kick.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits

Bushin Musourenka: HCB,HCB+Punch [X A(LV3)]

-Guy winds up and does a high backfist. If he hits his opponent, the screen will go black, flashing white with the silhouettes of Guy hitting his

opponent. When the last hit will knock the opponent back into the air, Guy flips back and taunts his opponent.

[Notes]

-Guy seems to take more damage than other characters. Play defensively and try to avoid hits using his great jumping abilities.

(Win Poses)

LP: Crosses his arms.

MP: Faces the back with his hand by the side of his head, then brings it down by his side and says "Waruku omou na".

HP: Starts to cross his arms, then holds one forearm while making a Bushin gesture and says "Korezo.. Bushin-ryu!"

LK: Crosses his arms.

MK: Faces the back with his hand by the side of his head, then brings it down by his side and says "Waruku omou na".

HK: Starts to cross his arms, then holds one forearm while making a Bushin gesture and says "Korezo.. Bushin-ryu!"

- Juli -

Enhanced soldiers are created by Shadaloo's demonic technology... Juli, one of these soldiers, receives an order from Bison... "Find and destroy the enhanced soldier named Cammy!"	Height: 5.4 ft. Weight: 108 lbs Blood Type: B Bust: 3.0 ft. Waist: 1.9 ft. Hips: 2.8 ft. From: ?
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[Stand Attacks]

Jab: LP
Uppercut: MP
Double Arm Smash: HP
Knee Jab: LK
Front Kick: MK
Handstand Roundhouse: HK

[Crouch Attacks]

Jab: LP
Chop: MP
Uppercut: HP
Short Kick: LK
Thrust Kick: MK
Leg Sweep: HK

[Air Attacks]

Downward Chop: LP
Strong Chop: MP
Downward Punch: HP
Thrust Kick: LK
Splits Kick: MK
Roundhouse Kick: HK

[Close Attacks]

none

[Throws]

Suplex: 2P
Frankensteiner: 2K
Shoulder Toss (air): 2P
Air Frankenteiner (air): 2K

[Alpha Counters]

A-Ism: HK Mach Slide V-Ism: HK Cannon Spike

[Misc. Techniques]

Falling Arc: F+MK [X A V]

-A high axe kick that hits twice up close.

Psycho Charge Beta: hold 3P [X A V]

(When teamed up with Juni in Dramatic Mode ONLY)

-Juli will charge up the team's Super Combo gauge. Note that this technique can only be used in Dramatic Battle mode when teamed up with Juni.

[Special Moves]

Sniping Arrow: QCF+Kick [X A V]
-Juli leaps forward while kicking high. The stronger the Kick button used, the faster and farther Juli kicks.

Cannon Spike: F,D,DF+Kick [X A V]
-Juli performs a high rising kick into the air. The stronger the Kick button used, the higher and farther Juli kicks.

Spin Knuckle: HCB+Punch [X A V]
-Juli will spin forward and perform a double-hit backfist. The spin before the attack is able to dodge oncoming attacks if the timing is right. The stronger the Punch used, the farther Juli will spin.

[Super Combos]

Spin Drive Smasher: QCF,D,DF+Kick [X A]
-A more powerful version of the Cannon Spike, Juli will perform a multi-hitting low spinning kick, followed by a multi-hitting Cannon Spike.
Level 1: 6 Hits Level 2: 7 Hits Level 3: 9 Hits

Reverse Shaft Breaker: QCB,QCB+Kick [A]
-A more powerful variation of the Spiral Arrow, Juli will spin straight up feet-first. Press the Control Pad Left and Right and all buttons rapidly during the spin for more hits.
Level 1: 12 Hits Level 2: 14 Hits Level 3: 18 Hits

Psycho Rolling: QCF,QCF+Punch [A]
(When teamed up with Juni in Dramatic Mode ONLY)
-Juli and Juli bounce forward together in a ball, then bounce into the air. This can only be performed in Dramatic Mode when teamed up with Juni, and both characters must be near each other and not attacking.
Level 1: 3 Hits Level 2: 6 Hits Level 3: 10 Hits

Death Cross Dancing: LP,LP,F,LK,HP [A(LV3)]
(When teamed up with Juni in Dramatic Mode ONLY)
-Juli slides forward with an elbow strike and grab. If she grabs the opponent and Juni is very close by, they will both unleash a flurry of punches and kicks from both sides of the opponent finished with a cross-up kick. This can only be performed in Dramatic Mode when teamed up with Juni, and both characters must be near each other and not attacking.
Level 3: 17 Hits

[Notes]

-The Death Cross Dancing is a horrible Super Combo that deals a tiny amount of damage for the amount of trouble it requires to set up.

(Win Poses)

LP: Salutes as M.Bison appears, floats and laughs.

MP: Stands at attention as M.Bison appears, floats and laughs.

HP: Turns her back and puts her hands on her hips, then looks at her opponent.

LK: Turns her back and puts her hands on her hips, then looks at her opponent.

MK: Salutes as M.Bison appears, floats and laughs.

HK: Stands at attention as M.Bison appears, floats and laughs.

(Win Poses w/Juni)

LP: Both turn their backs and put their hands on their hips.
 MP: Both Mach Slide to the center of the screen, face opposite directions and salute.
 HP: Both Mach Slide to the center of the screen, face each other and salute.
 LK: Both turn their backs and put their hands on their hips.
 MK: Both Mach Slide to the center of the screen, face opposite directions and salute.
 HK: Both Mach Slide to the center of the screen, face each other and salute.

- Juni -

Enhanced soldiers are created by Shadaloo's demonic technology. Juni, one of these soldiers, receives and order from Bison... "Pursue a warrior named Ryu and collect his data as a sample".	Height: 5.3 ft. Weight: 101 lbs Blood Type: AB Bust: 2.8 ft. Waist: 1.8 ft. Hips: 2.7 ft. From: ?
--	---

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Jab: LP	Jab: LP	Downward Chop: LP
Uppercut: MP	Chop: MP	Strong Chop: MP
Double Arm Smash: HP	Uppercut: HP	Downward Punch: HP
Knee Jab: LK	Short Kick: LK	Thrust Kick: LK
Front Kick: MK	Thrust Kick: MK	Splits Kick: MK
Handstand Roundhouse: HK	Leg Sweep: HK	Roundhouse Kick: HK

[Close Attacks]	[Throws]
none	Suplex: 2P
	Frankensteiner: 2K
	Shoulder Toss (air): 2P
	Air Frankenteiner (air): 2K

[Alpha Counters]	
A-Ism: HK Mach Slide	V-Ism: HK Cannon Spike

[Misc. Techniques]

Psycho Shield (while blocking): F+3P [X A V]
 -Juni pushes forward while blocking to lessen the damage she takes.

Falling Arc: F+MK [X A V]
 -A high axe kick that hits twice up close.

Psycho Charge Alpha: hold 3K [X A V]
 (When teamed up with Juli in Dramatic Mode ONLY)
 -Juni will charge up her Vitality gauge. Note that this technique can only be used in Dramatic Battle mode when teamed up with Juli.

[Special Moves]

Spiral Arrow: CB,F+Kick (air) [X A V]
 -Juni will spin herself forward low along the ground feet-first. The stronger the Kick button used, the faster and farther Juni spins. This attack can be used to pass under some projectile attacks. Using HK will

hit twice up close.

Cannon Spike: CD,U+Kick [X A V]

-Juni performs a high rising kick into the air. The stronger the Kick button used, the higher and farther Juni kicks.

Hooligan Combination: DB,D,DF,F,UF+Punch [X A V]

-Juni will roll into a ball and jump forward. This can be cancelled by pressing any Kick button, or followed into one of these attacks:

-Fatal Leg Twister: (any direction but Up)+Kick (near opponent's head)

-Juni performs a Frankensteiner throw attack. Press the button when Juni is near her opponent's head.

-Cross Scissors Pressure: (any direction but Up)+Kick (near opponent's body)

-Juni will grab her opponent and spin them into the air, then land on them with a stomp. Press the button when Juni is near her opponent's body.

-Razor Edge Slicer: Neutral

-Juni will perform a sliding kick upon hitting the ground if nothing is done during the Hooligan Combination roll.

Cannon Strike (jumping forward): QCF+Kick [X A V]

-Juni dives almost straight down with a kick. The stronger the Kick button used, the fast Cammy will dive.

Mach Slide: QCF+Kick [X A V]

-Juni dashes forward and vanishes, then reappears as she stop dashing. She can pass through attacks and opponents this way. The stronger the Kick button used, the farther Juni dashes.

Earth Direct (throw): 360 Motion+Punch [X A V]

-Juni grabs her opponent and tumbles with them up into the air, then slams them into the ground with her knees. The stronger the Punch button used, the higher and faster Juni and her opponent will tumble. This attack must be done very close to the opponent, and cannot be blocked.

[Super Combos]

Psycho Streak: CB,F,B,F+Punch [X A]

-Juni salutes and says "Yes Sir!" as M.Bison appears in front of her and performs a Psycho Crusher attack forward. Juni cannot move until Bison flies off the screen.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Spin Drive Smasher: CDB,DF,DB,UF+Kick [A]

-A more powerful version of the Spiral Arrow and Cannon Spike, Juni will perform a multi-hitting Spiral Arrow, followed by a multi-hitting Cannon Spike.

Level 1: 6 Hits Level 2: 7 Hits Level 3: 9 Hits

Psycho Rolling: QCF,QCF+Punch [A]

(When teamed up with Juni in Dramatic Mode ONLY)

-Juli and Juli bounce forward together in a ball, then bounce into the air. This can only be performed in Dramatic Mode when teamed up with Juni, and both characters must be near each other and not attacking.

Level 1: 3 Hits Level 2: 6 Hits Level 3: 10 Hits

Death Cross Dancing: LP,LP,F,LK,HP [A (LV3)]

(When teamed up with Juli in Dramatic Mode ONLY)

-Juni slides forward with an elbow strike and grab. If she grabs the opponent and Juli is very close by, they will both unleash a flurry of punches and kicks from both sides of the opponent finished with a cross-up kick. This can only be performed in Dramatic Mode when teamed up with Juli, and both characters must be near each other and not attacking.

Level 3: 17 Hits

[Notes]

-The Death Cross Dancing is a horrible Super Combo that deals a tiny amount of damage for the amount of trouble it requires to set up.

(Win Poses)

LP: Salutes as M.Bison appears, floats and laughs.

MP: Stands at attention as M.Bison appears, floats and laughs.

HP: Turns her back and puts her hands on her hips, then looks at her opponent.

LK: Turns her back and puts her hands on her hips, then looks at her opponent.

MK: Salutes as M.Bison appears, floats and laughs.

HK: Stands at attention as M.Bison appears, floats and laughs.

(Win Poses w/Juli)

LP: Both turn their backs and put their hands on their hips.

MP: Both Mach Slide to the center of the screen, face opposite directions and salute.

HP: Both Mach Slide to the center of the screen, face each other and salute.

LK: Both turn their backs and put their hands on their hips.

MK: Both Mach Slide to the center of the screen, face opposite directions and salute.

HK: Both Mach Slide to the center of the screen, face each other and salute.

- Karin -

Karin Kanzuki is the only daughter of a corporate family. She must honor her family motto. "Be the winner of everything". To do such, she must defeat the one girl who has defeated her... To find Sakura, she will travel the world.

Height: 5.3 ft.
Weight: 106 lbs
Blood Type: B
Bust: 2.7 ft.
Waist: 1.9 ft.
Hips: 2.8 ft.
From: Japan

[Stand Attacks]

Jab: LP

Body Blow: MP

Step Backfist: HP

Side Kick: LK

Front Kick: MK

Low Roundhouse: HK

[Crouch Attacks]

Palm Jab: LP

Low Punch: MP

Uppercut: HP

Short Kick: LK

Front Kick: MK

Sweep Kick: HK

[Air Attacks]

High Palm: LP

Straight Punch: MP

Overhead Chop: HP

Downward Kick: LK

Side Kick: MK

Roundhouse: HK

[Close Attacks]

none

[Throws]

Ground Takedown: 2P

*Knee Bash: 2K

Air Takedown (air): 2P/2K

[Alpha Counters]

A-Ism: Standing HP

V-Ism: Crouching HK

[Misc. Techniques]

Elegant Kick: F+MK

[X A V]

-Karin hops forward with an axe kick that hits overhead.

[Special Moves]

Gurenken: QCF+Punch

[X A V]

-Karin slides forward while jabbing high with her palm. The stronger the Punch button used, the farther Karin slides. This can be chained into a number of attacks:

--Gurenken: Punch

--Hosho: F+Punch after one Gurenken, or Punch after two Gurenkens

--Mujinkyaku: Kick

--Ressenha: U+Kick

--Sliding Kick: D+Kick

--Upper Yasya Counter: B+Punch

--Lower Yasya Counter: B+Kick

--Ressencho: QCF+Punch, Punch

Mujinkyaku: F,D,DF+Kick

[X A V]

-Karin slides forward while kicking high into the air, which can hit twice up close. The stronger the Kick button used, the farther Karin slides.

Ressenha: QCF,UF+Kick

[X A V]

-Karin leaps forward and spins her hands around and down in a slashing motion. The stronger the Kick button used, the farther and higher the leap.

Hosho: F,D,DF+Punch

[X A V]

-Karin does a strong palm strike straight forward. The stronger the Punch button used, the longer she keeps her arm out.

Ressencho: B,D,DB+Punch (Punch)

[X A V]

-Karin slides forward with an elbow jab. Pressing the Punch button a second time will result in a second jab from the opposite side. The stronger the Punch button used, the farther Karin slides.

Upper Yasya Counter: QCB+Punch

[X A V]

-Karin will assume a defensive stance. If she is hit by a high attack during this time, she will knock the opponent back into the air. The stronger the Punch button used, the longer Karin stays in her defensive stance.

Lower Yasya Counter: QCB+Kick

[X A V]

-Karin will assume a crouching defensive stance. If she is hit by a low attack during this time, she will knock the opponent back into the air. The stronger the Kick button used, the longer Karin stays in her defensive stance.

Arakuma Inashi (throw): 360 Motion+Kick

[X A V]

-Karin grabs her opponent and hits them with two knee bashes, then flips them to the ground. This attack must be done very close to the opponent, and cannot be blocked.

[Super Combos]

Shinpi Kaibyaku: QCF,QCF+Punch

[X A]

-A more powerful version of the Gurenken, Karin will slide forward while

palm jabbing multiple times, finished with a Hosho at Levels 1 and 3, or a Mujinkyaku at Level 2.

Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits

Kouoken: QCF,QCF+Kick

[A]

-A more powerful version of the Ressenha, Karin leaps forward and spins with her arms out for multiple hits.

Level 1: 3 Hits Level 2: 6 Hits Level 3: 9 Hits

[Notes]

-Karin has great combo potential with her huge Gurenken strings. Memorize the combo strings to be able to hit opponents from any direction.

(Win Poses)

LP: Puts her hand by her mouth and laughs in a shrill voice.

MP: Puts on hand on her side and the other of her face and says

"Kono Karin ni kateru to omotte?".

HP: Poses as her butler comes in and bows, holding a tray with a wine glass on it.

LK: Poses as her butler comes in with a first-aid kit, kneels by the opponent and rummages through it.

MK: Poses as her bulter runs across the screen with an empty tray, being chased by a tiny dog.

HK: Poses.

- Ken -

Ryu's eternal rival Ken Masters... His title of "US martial arts champion" proves his strength. Yet his mind has become unsound. His friend's focus urges him. Now he sets out to find the answer just beyond his fists...

Height: 5.7 ft.
Weight: 159 lbs
Blood Type: B
Bust: 3.6 ft.
Waist: 2.7 ft.
Hips: 2.8 ft.
From: U.S.A.

[Stand Attacks]

Jab: LP
Straight: MP
Strong Straight: HP
Short Kick: LK
Axe Kick: MK
Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Sweep Kick: HK

[Air Attacks]

Jab: LP
Downward Straight: MP
Downward Punch: HP
Punt Kick (up): LK
Knee Drop (side): LK
Punt Kick (up): MK
Front Kick (side): MK
Roundhouse Kick (up): HK
Thrust Kick (side): HK

[Close Attacks]

Headbutt: MP
Uppercut: HP
Head Kick: MK
Knee Smash: HK

[Throws]

Rolling Leg Toss: 2P
*Knee Smash: 2K
Rolling Leg Toss (air): 2P

[Alpha Counters]

A-Ism: HP Shoryuken V-Ism: Standing HK

[Misc. Techniques]

Inazuma Kakato Wari: F+MK

[X A V]

-Ken brings his leg up, then kicks downward for two hits.

Forward Roll: QCB+Punch [A V]

-Ken will roll forward, and can pass through his opponent if close enough to them. The stronger the Punch button used, the farther Ken will roll.

Forward Collapse: QCF+Taunt [A V]

-Ken will start to roll forward, then fall flat on his back and get up. This doesn't deal any damage and is an alternate taunt.

Ushiro Mawashigeri: F+HK [X A V]

-Ken spins forward and performs a mid-level roundhouse kick.

[Special Moves]

Hadoken: QCF+Punch [X A V]

-Ken throws a blue fireball that travels horizontally across the screen. The stronger the Punch button used, the faster the projectile goes.

Shouryuken: F,D,DF+Punch [X A V]

-Ken will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Ken will punch. Using HP, Ken's arm will become fiery and hit three times up close.

Tatsumakei Senpukyaku: QCB+Kick (air) [X A V]

-Ken will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Ken will spin and hit.

[Super Combos]

Shoryu Reppa: QCF,QCF+Punch [X A]

-A more powerful version of the Shoryuken that performs the attack twice in a row rapidly. At Level 3, Ken performs three Shouryukens, the last one flaming.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits

Shinryuken: QCF,QCF+Kick (Kick rapidly) [A]

-A more powerful version of the Shoryuken that spins and travels straight up. Tapping Kick buttons rapidly during the attack will increase the amount of hits and damage that it deals.

Level 1: 13 Hits Level 2: 15 Hits Level 3: 19 Hits

Shippu Jinraikyaku: QCB,QCB+Kick [A(LV3)]

-A much more powerful variation of the Tatsumaki Senpukyaku, Ken will perform four stepping kicks forward, followed by a multi-hitting spin kick upward that carries opponents into the air.

Level 3: 10 Hits

[Notes]

-A Hadoken will knock down an opponent if Ken's hands touch them during the attack, otherwise it will just knock them back.

(Win Poses)

LP: Raises an arm and smiles.

MP: Brushes his hand through his hair, then gives a thumbs up and says "Yatta ze!".

HP: Makes a peace sign and says "Yatta ze!".

LK: Makes a peace sign and says "Yatta ze!".

MK: Brushes his hand through his hair, then gives a thumbs up and says

"Yatta ze!".

HK: Makes a peace sign and says "Yatta ze!".

- M.Bison -

Bison is the leader of the secret organization "Shadaloo". His inner power is about to exceed what his body can hold. Psycho Power needs a host that can trap its demonic strength. A new body that only the strongest of warriors possess...

Height: 6.1 ft.
Weight: 212 lbs
Blood Type: A
Bust: 4.4 ft.
Waist: 3.0 ft.
Hips: 3.0 ft.
From: ?

[Stand Attacks]

Jab: LP
Psycho Straight: MP
Psycho Smash: HP
Knee Jab: LK
Front Kick: MK
High Kick: HK

[Crouch Attacks]

Jap: LP
Psycho Straight: MP
Psycho Uppercut: HP
Short Kick: LK
Strong Kick: MK
Slide Kick: HK

[Air Attacks]

Jab: LP
Psycho Straight (up): MP
Psycho Clap (side): MP
Psycho Smash: HP
Knee Jab: LK
Side Kick (up): MK
High Kick (side): MK
Downward Thrust: HK

[Close Attacks]

Reaching Jab: LP
Psycho Body Blow: MP
Psycho Uppercut: HP

[Throws]

Body Toss: 2P
Psycho Toss (air): 2P

[Alpha Counters]

A-Ism: Bison Warp (in place) V-Ism: Palm Strike

[Special Moves]

Psycho Shot: CB,F+Punch [A V]

-M.Bison tosses a sphere of Psycho energy across the screen. The stronger the Punch button used, the faster the projectile goes.

Double Knee Press: CB,F+Kick [X A V]

-M.Bison somersaults forward and hits twice as he brings his legs down. The stronger the Kick button used, the farther the somersault.

Head Press: CD,U+Kick (Punch) [X A V]

-M. Bison will leap and stomp on his opponent's head, then jump off of them. After the stomp, use Left and Right to control Bison's descent and press any Punch button to drop with a Somersault Skull Diver punch.

Somersault Skull Diver: CD,U+Punch (Punch) [X A V]

-M.Bison will leap over his opponent's head. Press any Punch button during the leap and he will dive down arms-first charged with Psycho energy.

Bison Warp: F,D,DF or B,D,DB + (3P or 3K) [A V]

-M.Bison will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (3P) will teleport Dhalsim halfway across the screen, while (3K) travels all the way across. Dhalsim cannot be attacked while he is teleporting.

Psycho Crusher: CB,F+Punch [X]

-M.Bison will torpedo himself across the screen head-first, his body charged

with Psycho Energy for multiple hits. The stronger the Punch button used, the faster and farther he torpedos.

[Super Combos]

Knee Press Nightmare: CB,F,B,B+K [X A]
-A more powerful version of the Double Knee Press, M.Bison somersaults forward twice. At Level 3, he will finish with a sliding kick.
Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Psycho Crusher: CB,F,B,F+Punch [A]
-M.Bison will torpedo himself across the screen head-first, his body charged with Psycho energy.
Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Notes]

-In X-IsM, the Somersault Skull Diver punch after the Head Press takes a different, more diagonal angle.

(Win Poses)

- LP: Makes a slashing gesture with his hand across his throat.
- MP: Crosses his arms with cape flaps in the wind, he says "Narui wa!".
- HP: Warps to float over the opponent, then laughs.
- LK: Makes a slashing gesture with his hand across his throat.
- MP: Crosses his arms with cape flaps in the wind, he says "Narui wa!".
- HK: Warps to float over the opponent, then laughs.

- R.Mika -

	Height: 5.5 ft.
Rainbow Mika is ready to make her debut	Weight: 137 lbs
as a pro wrestler. She thought of the	Blood Type: O
perfect promotion to make her a star...	Bust: 3.2 ft.
She would travel the world and fight famous	Waist: 2.4 ft.
Street Fighters! Mika takes her first step	Hips: 3.1 ft.
to becoming "Star of the Ring!"	From: Japan

[Stand Attacks]

- Chop: LP
- Elbow: MP
- Stepping Backfist: HP
- Low Kick: LK
- Spin Kick: MK
- Backflip Dropkick: HK

[Crouch Attacks]

- Chop: LP
- Hopping Headbutt: MP
- Shoulder Tackle: HP
- Back Kick: LK
- High Kick: MK
- Slide Kick: HK

[Air Attacks]

- Downward Jab: LP
- Downward Punch: MP
- Elbow Drop: HP
- High Kick: LK
- Spin Kick: MK
- Dropkick (up): HK
- Thrust Kick (side): HK

[Close Attacks]

none

[Throws]

- Suplex: 2P
- Backbreaker: 2K
- Neck Ride (air): 2K

[Alpha Counters]

A-IsM: Standing MP V-IsM: Crouching HK

[Special Moves]

Flying Peach: QCB+Punch [X A V]

-R.Mika hops forward, then pushes herself forward bum-first. The stronger the Punch button used, the farther the attack goes and the longer the hop at the start.

Shooting Peach: QCB+Kick [X A V]

-R.Mika pushes herself forward bum-first, then lands on the ground and rubs her bum. The stronger the Kick button used, the farther the attack goes.

Daydream Headlock (throw): 360 Motion+Kick (Punch rapidly) [X A V]

-R.Mika grabs the opponent in a headlock and crushes them repeatedly. Pressing Punch buttons will cause more hits. For a finisher, she salutes with one arm and Neck Rides the opponent to the ground. This attack must be done very close to the opponent, and cannot be blocked.

Paradise Hold (throw): 360 Motion+Punch [X A V]

-R.Mika does a hand-flip forward. If she makes contact with her opponent right after she springs on her hands, she slams them to the ground, then flips over and slams them again. This attack must be done very close to the opponent, and cannot be blocked.

Wingless Airplane (air throw): HCB+Kick [X A V]

-R.Mika does an air Frankensteiner to slam the opponent to the ground. This attack must be done very close to the opponent, and cannot be blocked.

[Super Combos]

Peach Special: QCF,D,DF+Kick [X A]

-R.Mika runs forward. Pressing different buttons during the run have different effects:

LP: Dropkick	LK: Front Flip
MP: Slide Kick	MK: Front Flip
HP: Clothesline	HK: Front Flip

If R.Mika knocks the opponent the HP Clothesline, she will automatically leap onto the cornerpost of her wrestling ring and perform a backflip drop that will always hit. With either the LP or MP attacks, the opponent will still be standing and there is another choice of attacks, by pressing the following motions just as R.Mika leaps off the post:

neutral: Flipping Backdrop
F: Rolling Neck Breaker
Kick: Sky-High Dropkick

(Or, when just about to make contact with the opponent's head)

F+Kick: Wingless Airplane Spin

The Front Flip moves will makes R.Mika tumble forward. If she lands on her opponent, she will flip over them to their other side. She will automatically do this if she runs into her opponent. If she runs into the side of the screen, she will double back and run in the opposite direction. The higher the Super Combo Level used, the more times R.Mika will run back and forth across the screen.

Level 1: 1 Pass Level 2: 2 Passes Level 3: 3 Passes

Rainbow Hip Crush: QCF,QCF+Punch [A]

-A more powerful version of the Shooting Peach, R.Mika throws a series of backfists followed by a series of Shooting Peach attacks.

Level 1: 4 Hits Level 2: 7 Hits Level 3: 10 Hits

Heavenly Dynamite: 360 Motion+Punch (Punch rapidly) [A]

-R.Mika grabs her opponent and does a rapid headbutting attack. Press the

Punch button rapidly to score more hits. The last headbutt will leave the opponent dizzy. She finishes with a Neck Ride at Level 1, a back toss at Level 2, and at Level 3, she leaps onto the cornerpost of her wrestling ring and performs a backbreaker.

Level 1: 9 Hits Level 2: 10 Hits Level 3: 12 Hits

[Notes]

-R.Mika's crouching MP only hits airborne opponents, and is suitable for comboing them in the air.

(Win Poses)

LP: Jumps up and down and says "Katta!".

MP: Jumps up and down and says "Katta!", as her trainer drives by on a scooter while carrying a stick. She stops jumping as the trainer goes by.

HP: Jumps up and down and says "Katta!", as her trainer drives up to her on a scooter while carrying a stick.

LK: Jumps up and down and says "Katta!", as her trainer drives by on a scooter while carrying a stick. The trainer drops a tire, which R.Mika ties to her waist and runs off.

MK: Jumps up and down and says "Katta!", as her trainer drives by on a scooter while carrying a stick. She stops jumping as the trainer goes by.

HK: Jumps up and down and says "Katta!", as her trainer drives by on a scooter while carrying a stick. She stops jumping as the trainer goes by.

- Rolento -

Rolento's goal is to build the most powerful military nation. He realizes he needs powerful allies to strengthen his cause. He remembers a man named Cody, a fighter who was once his enemy. Will Rolento fulfill his idealistic ambitions?

Height: 5.9 ft.
Weight: 179 lbs
Blood Type: O
Bust: 4.0 ft.
Waist: 2.8 ft.
Hips: 3.0 ft.
From: U.S.A.

[Stand Attacks]

Rod Jab: LP
Back Rod Upper: MP
Overhead Rod Smash: HP
Knee Jab: LK
Front Kick: MK
Backdoor Kick: HK

[Crouch Attacks]

Rod Jab: LP
Rod Spin: MP
Rod Swipe: HP
Short Kick: LK
Front Kick: MK
Slide Kick: HK

[Air Attacks]

Rod Jab: LP
Rod Spin: MP
Overhead Rod: HP
Front Kick: LK
Downward Kick: MK
Downward Thrust: HK

[Close Attacks]

Rod Uppercut: HP
Knee Bash: MK

[Throws]

Rod Toss: 2P
Grenade Blast: 2K
Air Blast (air): 2K

[Alpha Counters]

A-Ism: Patriot Circle V-Ism: Dash Forward
(3rd spin)

[Misc. Techniques]

Fake Rod: F+MK

-Rolento jabs the ground with his rod and stands on it for a second. This is a fake version of the Spike Rod, but it can still hit up close.

Spike Rod (air): D+MK [X A V]

-Rolento strikes straight below with his rod. This can hit opponents, as well as bounce Rolento forward a bit if he hits the ground with it. Holding B will make him bounce backward.

High Jump: D,U [A V]

-Rolento bends his rod and propels himself into the air farther than a normal jump. Pressing U or UF will make Rolento jump forward, but he can also High Jump back by pressing UB.

Trick Landing: (while landing) 3K [X A V]

-Rolento bounces on his rod before landing, sending him back a step. Holding F during the Trick Landing will make him bounce forward.

[Special Moves]

Patriot Circle: QCF+Punch (repeat 3X) [X A V]

-Rolento slides forward while spinning his rod in front of him for multiple hits. Repeating the motion a second and third time will perform two more rod-spinning attacks. The stronger the Punch button used, the faster and farther Rolento slides.

Stinger: F,D,DF+Kick (any button) [X A V]

-Rolento leaps straight up with several knives in his hand. Pressing any button during the leap will make him spin and toss a knife at an angle downward. The strength of the attack determines the angle of the knife:

Light Attack: almost straight down

Medium Attack: 45° diagonal angle

Hard Attack: a more horizontal angle

Mekong Delta Attack: 3P (Punch) [X A V]

-Rolento does a backflip with the 3P press. The moment he touches the ground, pressing a Punch button will make him roll quickly along the ground as an attack. The stronger the Punch button used, the farther and faster the roll.

Mekong Delta Air Raid: QCB+Punch (Punch) [X A V]

-Rolento rolls backward along the ground. The stronger the Punch button used, the farther and faster he rolls. Pressing a Punch button during the roll will make Rolento quickly launch himself forward with his rod and strike downward with it in the air.

Mekong Delta Escape: QCB+Kick (any button) [X A V]

-Rolento quickly leaps back and pushes off the side of the screen, then drops down. He can perform any Air Attack during his drop.

[Super Combos]

Take No Prisoner: QCF,QCF+Punch [X A]

-Rolento tugs a wire that rises along the ground in front of him. If it hits his opponent, Rolento will leap to the middle of the screen, and string the wire over a hook held by one of his soldiers, then yank the wire up to hang the opponent.

Level 1: 1 Hit

Level 2: 1 Hit

Level 3: 1 Hit

Minesweeper: QCB,QCB+Punch [A]

-Rolento rolls backward along the ground scattering grenades that explode in order, always knocking the opponent into the next explosion.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits

Steel Rain: QCF,QCF+Kick

[A]

-Rolento tosses a bunch of knives into his rod, then swings high and tossing the knives to rain down on the opponent.

Level 1: 3 Hits

Level 2: 6 Hits

Level 3: 7 Hits

[Notes]

- In X-Ism, all Rolento's jumps forward and backward will be High Jumps, without the rod-bending animation.
- Rolento drops a grenade in his taunt, which can hits for a minimal amount of damage.
- The knives that Rolento tosses during his Stinger attack can be knocked away by opponents' attacks.

(Win Poses)

LP: Turns and snaps, saying "Mission complete!". A bunch of soldiers hang from the top of the screen stabbing with knives.

MP: Drops a grenade that bounces to the opponent and blows up. Rolento laughs.

HP: Turns and snaps, saying "Mission complete!". A bunch of soldiers hang from the top of the screen stabbing with knives, but one is delayed from the rest.

LK: Turns and snaps, saying "Mission complete!". A bunch of soldiers hang from the top of the screen stabbing with knives, and one with a hook, who leaves.

MK: Turns and snaps, saying "Mission complete!". A wave of soldiers hang from the top of the screen stabbing with knives.

HK: Turns and snaps, saying "Mission complete!".

- Rose -

Rose is a mysterious woman who wields the mystic "Soul Power". She feels that Doomsday is fast approaching... She must seal Bison's power away even at the cost of her life... What fate awaits her in the end...?

Height: 5.8 ft.
 Weight: 119 lbs
 Blood Type: ?
 Bust: 3.2 ft.
 Waist: 1.9 ft.
 Hips: 2.8 ft.
 From: Italy

[Stand Attacks]

Jab: LP
 Soul Jab: MP
 Soul Shawl Slash: HP
 Short Kick: LK
 Shawlstand Kick: MK
 Shawlstand Roundhouse: HK

[Crouch Attacks]

Jab: LP
 Soul Jab: MP
 Soul Uppercut: HP
 Short Kick: LK
 Long Kick: MK
 Sweep Kick: HK

[Air Attacks]

Chop: LP
 Soul Wave: MP
 Soul Shawl Slash: HP
 Downward Kick: LK
 Side Kick: MK
 Roundhouse Kick: HK

[Close Attacks]

Soul Chop: MP
 Short Shawl Slash: HP
 Hop Kick: MK
 Soul Piette: HK

[Throws]

Soul Drain: 2P
 Soul Throw (air): 2P

[Alpha Counters]

A-Ism: Spin Around
 V-Ism: Crouching HK

(does nothing)

[Misc. Techniques]

Sliding: DF+MK [X A V]

-Rose slides forward with a low kick. This can travel under high projectiles.

Soul Piette: F+HK [A V]

-Rose leans forward and touches the ground with one hand, while reaching up over her head with her leg and kicking high. She moves forward slightly after the kick.

[Special Moves]

Soul Spark: HCF+Punch [X A V]

-Rose whips out her shawl and throws a sphere of Soul energy across the screen. The stronger the Punch button used, the faster the projectile travels.

Soul Throw: F,D,DF+Punch [X A V]

-Rose leaps forward into the air. If she makes contact with her opponent, she will toss them to the ground. The stronger the Punch button used, the faster, higher, and farther Rose will leap into the air.

Soul Reflect: QCB+Punch [X A V]

-Rose slashes her shawl in front of her, which can hit opponents up close.

Each Punch button has a different animation and effect:

LP: Cancels projectiles and absorbs them into Rose's Super Combo Gauge.

MP: Reflects projectiles straight across the screen.

HP: Reflects projectiles at an upward angle.

Soul Spiral: QCF+Kick [X A V]

-Rose slides forward with a punch while wrapping her shawl around her arm like a drill. The stronger the Kick button used, the farther Rose slides and the more hits the attack deals.

[Super Combos]

Aura Soul Throw: QCF,D,DF+Punch [X A]

-A more powerful version of the Soul Throw, Rose leaps forward into the air.

If she makes contact with her opponent, she will toss them to the ground burning with Soul energy. At Level 2, Rose will uppercut before doing the Soul Throw. At Level 3, she dashes forward with a punch-uppercut combo before doing the Soul Throw.

Level 1: 1 Hit Level 2: 3 Hits Level 3: 4 Hits

Aura Soul Spark: QCB,QCB+Punch [A]

-A more powerful version of the Soul Spark, Rose throws a multi-hitting projectile across the screen. At Level 2, she will do a Soul Piette kick and Soul Reflect while moving forward before tossing the projectile.

Level 1: 3 Hits Level 2: 5 Hits Level 3: 3 Hits

Soul Illusion: QCF,D,DF+Kick [A]

-Rose creates a pair of illusions that follow her movements and adds hits to her attacks, which is similar to a Custom Combo in V-ISM but without the ability to link anything really quickly. The images will stay longer with each level used.

Level 1: 3 seconds Level 2: 6 seconds Level 3: 9 seconds

[Notes]

-Rose cannot use the Soul Reflect to reflect or absorb Cody's Bad Stone or Knife Throw. The Bad Stone will just break and the Knife will drop down to the ground.

(Win Poses)

LP: Shakes her finger and says "Madda madda, ne?".

MP: Drops one end of her shawl to the ground and rotates a ball of Soul energy around it, saying "Warui ja nai".

HP: Creates illusions on both sides, then all three shakes their fingers and Rose says "Sora ja dame!".

LK: Creates an illusion of herself, then both lean back on each other and Rose says "Daijobu?".

MK: Disappears behind a giant Fool tarot card, then the card disappears and Rose stands in an old victorian style dress with cards in her hands. She then says "Ciao!".

HK: Drops a card to the ground as the wind blows through her hair and shawl, then says "Na senai yo!".

- Ryu -

Ryu is a man following the path to become a true martial artist. What is the meaning of the "evil energy" building within him? He continues his journey to find the answers, and new challenges.

Height: 5.7 ft.
Weight: 143 lbs
Blood Type: O
Bust: 3.6 ft.
Waist: 2.7 ft.
Hips: 2.8 ft.
From: Japan

[Stand Attacks]

Jab: LP
Straight: MP
Strong Jab: HP
Low Kick: LK
High Kick: MK
Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
Downward Punch: MP
Uppercut (side): MP
Downward Punch: HP
Punt Kick (up): LK
Knee Drop (side): LK
High Kick (up): MK
Thrust Kick (side): MK
Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP
Body Blow: MP
Uppercut: HP
Axe Kick: HK

[Throws]

Shoulder Toss: 2P
Leg Roll: 2K
Air Toss (air): 2P

[Alpha Counters]

A-Ism: Shoryuken

V-Ism: Crouching HK

[Misc. Techniques]

Sakotsu Wari: F+MP

[X A V]

-Ryu winds up and punches downward for two hits.

Senpukyaku: F+MK

[A V]

-Ryu hops forward and spins with a mid-level kick.

Fake Hadoken: QCF+Taunt

[A V]

-Ryu winds up as if to throw a Hadoken, but instead just yells and quickly recovers.

Seichu Nidan Tsuki: F+HP

[X V]

-Ryu slides forward with a two-hit elbow strike.

[Special Moves]

Hadoken: QCF+Punch

[X A V]

-Ryu throws a blue fireball that travels horizontally across the screen.
The stronger the Punch button used, the faster the projectile goes.

Shakunetsu Hadouken: HCF+Punch

[X A V]

-Ryu throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them. The stronger the Punch button used, the faster the projectile goes.

Shouryuken: F,D,DF+Punch

[X A V]

-Ryu will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Ryu will punch.

Tatsumaki Senpukyaku: QCB+Kick (air)

[X A V]

-Ryu will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Ryu will spin and hit.

[Super Combos]

Shinku Hadoken: QCF,QCF+Punch

[A]

-A more powerful version of the Hadoken, Ryu tosses a multi-hitting fireball across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Shinku Tatsumaki Senpukyaku: QCB,QCB+Kick

[A]

-A more powerful version of the Tatsumaki Senpukyaku, Ryu will do a spinning kick in place which can hit opponents rapidly or juggle them in the air.

Level 1: 5 Hits Level 2: 9 Hits Level 3: 13 Hits

Metsu Shoryuken: QCF,D,DF+K

[A (LV3)]

-A more powerful version of the Shoryuken, Ryu slides forward with a Seichu Nidan Tsuki elbow strike. If he hits his opponent, he will perform a two-hit Shoryuken. The longer Ryu dashes with the elbow strike before hitting his opponent, the more powerful the following Shoryuken will be.

Level 3: 3 Hits

[Notes]

-Ryu has a special win pose after beating an opponent with a Metsu Shoruken, where he turns his back and looks at his opponent.

-A Hadoken will knock down an opponent if Ryu's hands touch them during the attack, otherwise it will just knock them back.

(Win Poses)

LP: Raises one arm and smiles.

MP: Crosses his arms as his belt and headband blow in the wind.

HP: Faces away from his opponent with his eyes closed and arms crossed as his belt and headband blow in the wind. Then he opens his eyes.

LK: Raises one arm and smiles.

MK: Raises one arm and smiles.

HK: Faces away from his opponent with his eyes closed and arms crossed as his belt and headband blow in the wind. Then he opens his eyes.

- Sagat -

Sagat is known as the "Emperor of Muay Thai". The scar upon his chest serves as a reminder of his defeat to Ryu and his Shoryuken! He fights for vengeance alone... But, he's begun to realize that the power of hatred is limited.

Height: 7.4 ft.
Weight: 240 lbs
Blood Type: B
Bust: 4.6 ft
Waist: 2.9 ft
Hips: 3.1 ft
From: Thailand

[Stand Attacks]

Elbow Jab: LP
Straight: MP
Strong Straight: HP
Low Kick: LK
Front Kick: MK
High Kick: HK

[Crouch Attacks]

Jab: LP
Strong Jab: MP
Straight: HP
Short Kick: LK
Side Kick: MK
Sweep Kick: HK

[Air Attacks]

Straight Jab: LP
Uppercut: MP
Straight: HP
Knee Drop: LK
Side Kick: MK
Roundhouse Kick: HK

[Close Attacks]

Hook Punch: MP
Uppercut: HP

[Throws]

Overhead Toss: 2P
*Knee Bash: 2K
Air Toss (air): 2P

[Alpha Counters]

A-Ism: Side Kick

V-Ism: HP Tiger Blow

[Misc. Techniques]

Kick Feint: MK, MK (quickly) [A V]

-Sagat will raise his leg to kick, then bring in down quickly as a fake.

Tiger Charge: QCF+Taunt [A]

-Sagat's chest scar glows and he laughs. For a few seconds, the next Tiger Blow that Sagat performs will deal slightly more damage.

[Special Moves]

Tiger Shot: QCF+Punch [X A V]

-Sagat tosses a wave-shaped fireball high across the screen. The stronger the Punch button used, the faster the projectile travels.

Ground Tiger Shot: QCF+Kick [X A V]

-Sagat crouches down and tosses a wave-shaped fireball low across the screen. The stronger the Kick button used, the faster the projectile travels.

Tiger Blow: F,D,DF+Punch [A V]

-Sagat will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Sagat will punch. Using MP or HP, the uppercut will hit 5 or 7 times respectively.

Tiger Crush: F,D,DF+Kick [A V]

-Sagat hops forward with a quick high knee strike. The stronger the Kick button used, the farther Sagat will leap. Note that this attack has a different motion in X-Ism.

Tiger Crush: QCF,UF+Kick [X]

-Sagat hops forward with a quick high knee strike. The stronger the Kick

button used, the farther Sagat will leap. Note that this attack has a different motion in A-Ism and V-Ism.

Tiger Uppercut: F,D,DF+Punch [X]

-Sagat will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Sagat will punch. This attack can hit twice up close.

[Super Combos]

Tiger Genocide: QCF,D,DF+Kick [X A]

-A more powerful version of the Tiger Crush and Tiger Blow/Uppercut, Sagat hops forward with a multi-hitting Tiger Crush knee strike, then follows with a multi-hitting Tiger Blow/Uppercut. At Level 3, he will perform a second Tiger Blow/Uppercut.

Level 1: 7 Hits Level 2: 10 Hits Level 3: 14 Hits

Tiger Cannon: QCF,QCF+Punch [A]

-A more powerful version of the Tiger Shot, Sagat tosses a multi-hitting wave-shaped fireball high across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total. At Level 3, the fireball will burn opponents and knock them down.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Tiger Raid: QCB,QCB+Kick [A]

-Sagat performs a series of increasingly high kicks, followed by a leaping multi-hit kick straight across the screen. At Level 3, Sagat's leg becomes fiery during the jumpkick for more damage.

Level 1: 6 Hits Level 2: 7 Hits Level 3: 7 Hits

[Notes]

-When using Tiger Shots, switch between Low and High shots often to confuse your opponent's blocking patterns.

(Win Poses)

LP: Puts one hand under his chin, then smiles and laughs.

MP: Faces forward and crosses his arms, then laughs.

HP: Crosses his arms, then turns his head and laughs.

LK: Puts one hand under his chin, then smiles and laughs.

MK: Faces forward and crosses his arms, then laughs.

HK: Crosses his arms, then turns his head and laughs.

- Sakura -

Sakura is a young girl who is fascinated by street fighting. "What is a street fighter?", she asked herself one day. "I want to see him, and fight him again! I want his answer!" She sets off on a journey of new meetings and old reunions.

Height: 5.2 ft.
Weight: 92 lbs
Blood Type: A
Bust: 2.6 ft
Waist: 2.0 ft
Hips: 2.8 ft
From: Japan

[Stand Attacks]

Jab: LP

Straight: MP

Strong Straight: HP

[Crouch Attacks]

Jab: LP

Overhead Smash: MP

Uppercut: HP

[Air Attacks]

Downward Palm: LP

Straight Punch: MP

Overhead Smash: HP

Low Kick: LK
Back Kick: MK
Back Roundhouse: HK

Short Kick: LK
High Kick: MK
Sweep Kick: HK

Side Kick: LK
Front Kick: MK
Downward Kick: HK

[Close Attacks]

Elbow Jab: MP
Upward Smash: HP
Split Kick: HK

[Throws]

*Sleeper & Elbow: 2P
Kick Flip: 2K
Kick Off (air): 2K

[Alpha Counters]

A-Ism: HP Shouoken V-Ism: Crouching HK

[Misc. Techniques]

Flower Kick: F+MK [X A V]

-Sakura steps forward and brings her leg above her head, then kicks downward.

[Special Moves]

Hadoken: QCF+Punch [X A V]

-Sakura throws a blue fireball that travels horizontally across the screen, but dissipates before going all the way across. While Sakura winds up to throw the fireball, tapping Punch buttons will cause her to stall and increase the size of the Hadoken. The bigger the fireball gets, the slower and shorter it travels. There are three sizes of Hadoken Sakura can throw.

Shouoken: F,D,DF+Punch [X A V]

-Sakura dashes forward and leaps into the air with an uppercut. The stronger the Punch button used, the farther Sakura dashes and the more times she hits.

Shunpukyaku: QCB+Kick (air) [X A V]

-Sakura hops forward with a spinning kick. The stronger the Kick button used, the higher she will leap and the more times she spins and kicks. If performed in the air, the kick will arc up or down according to the time performed during her jump.

Sakura Otoshi: F,D,DF+Kick, Punch (3x) [A V]

-Sakura hops forward with her arms behind her head. The stronger the Kick button used, the higher and farther Sakura hops. Pressing a Punch button while she is in the air will make her perform an overhead smash punch. If timed right, Sakura can perform up to three punches, although they must be timed very well to hit every time.

[Super Combos]

Midare Zakura: QCF,D,DF+Kick [X A]

-A more powerful version of the Shououken, Sakura dashes forward while uppercutting multiple times in a row.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits

Shinku Hadoken: QCF,QCF+Punch [A]

-A more powerful variation of the Hadoken, Sakura throws a large blue fireball across the screen which dissipates and loses hits as it travels. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Haru Ichiban: QCB,QCB+Kick [A]

-A more powerful version of the Shunpukyaku, Sakura spins low along the ground

while kicking low, then finishes with a high kick. This attack must be blocked low.

Level 1: 5 Hits

Level 2: 6 Hits

Level 3: 7 Hits

[Notes]

-Fully-charged Hadoken fireballs have very short range and are easily avoided. Stick to throwing the smaller ones since their range is far better.

(Win Poses)

LP: Giggles, smiles and raises one arm in the air, as her clothes blow in the wind.

MP: Does the classic Sakura dance.

HP: Kicks twice and knocks off her shoe, then yells in a fighting pose as her shoe falls and knocks her on the head.

LK: Kicks twice, then yells in a fighting pose.

MK: Rubs her nose, then points and says "Konna toko da ne!".

HK: Crosses her arms as her clothes blow in the wind.

- Shin Akuma -

Akuma... The supreme master of the fist. This lone warrior is a wanderer, shrouded with "evil intent"... He searches for challengers with enough potential to kill.	Height: 5.8 ft. Weight: 177 lbs Blood Type: ? Bust: 3.9 ft. Waist: 2.8 ft. Hips: 2.8 ft. From: ?
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[Stand Attacks]

Jab: LP
Straight: MP
Lunge Punch: HP
Short Kick: LK
Low Thrust: MK
High Roundhouse: HK

[Crouch Attacks]

Jab: LP
Straight: MP
Uppercut: HP
Short Kick: LK
Long Kick: MK
Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
Downward Straight: MP
Downward Punch: HP
Punt Kick (up): LK
Knee Drop (side): LK
High Kick (up): MK
Thrust Kick (side): MK
Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Gut Punch: MP
Uppercut: HP
Knee Smash: MK
Axe Kick: HK

[Throws]

Shoulder Toss: 2P
Leg Roll: 2K
Rolling Leg Toss (air): 2K

[Alpha Counters]

A-Ism: HP Gou Shoryuken V-Ism: Crouching HK

[Misc. Techniques]

Zugai Hasatsu: F+MP [X A V]

-Akuma holds his hand behind his head, then brings it down for a two-hit smash punch.

Senpu Kyaku: F+MK [X A V]

-Akuma hops forward and spins with a mid-level kick.

Tenma Kujin Kyaku: (jumping forward) D+MK [X A V]

-Akuma will quickly dive almost straight down with a kick. This attack can only be performed during a jump forward, and the button combination must be pressed at the peak of Akuma's jump.

[Special Moves]

Gou Hadoken: QCF+Punch [X A V]

-Akuma throws a blue fireball that travels horizontally across the screen. The stronger the Punch button used, the faster the fireball travels.

Zanku Hadoken (air): QCF+Punch [X A V]

-Akuma throws a blue fireball at a downward angle while jumping. The stronger the Punch button used, the faster the fireball travels to the ground.

Shakunetsu Hadoken: HCB+Punch [X A V]

-Akuma throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them and will knock them down. The stronger the Punch button used, the fast the fireball travels and the more hits it deals, to a maximum of three hits.

Gou Shoryuken: F,D,DF+Punch [X A V]

-Akuma will rise into the air with an uppercut that can hit up to three times up close. The stronger the Punch button used, the higher Akuma rises into the air.

Tatsumaki Zankukyaku: QCB+Kick (air) [X A V]

-Akuma will spin forward with a kick. If performed on the ground, Akuma can score an extra hit as he leaps into the air by hitting with his knee. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Akuma will spin and hit.

Ashura Senku: F,D,DF or B,D,DB + (3P or 3K) [X A V]

-Akuma will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (3K) will teleport Akuma halfway across the screen, while (3P) travels all the way across. Akuma cannot be attacked while he is teleporting.

Hyakkishu: QCF,UF+Punch [A V]

-Akuma flips forward into the air. The stronger the Punch button used, the farther and faster Akuma leaps. He can perform several different attacks while flipping:

no button press: Sliding Kick
any Punch button: Dropping Palm Smash
any Kick button: Backdrop

F+Punch (over opponent's head): Flipping Ground Smash

[Super Combos]

Messatsu Gou Hadou: HCB,HCB+Punch [A]

-A more powerful version of the Shakunetsu Hadouken. Although it does not burn opponents, it will knock them down. With each Level, the fireball will travel faster. This can be used to cancel an oncoming projectile, removing one hit from the total.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Tenma Gou Zanku (air): QCF,D,DF+Punch [A]

-A more powerful version of the Zanku Hadouken, Akuma will throw a fireball at a downward angle while jumping, which will push will up and back into the air.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 8 Hits

Messatsu Gou Shoryu: QCF,D,DF+Punch

[A]

-A more powerful version of the Goushouryuken, Akuma will perform multiple uppercuts in a row. At Levels 1 and 2, he will uppercut twice, while at Level 3 he will uppercut three times.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 7 Hits

Shun Goku Satsu: LP,LP,F,LK,HP

[X A(LV3)]

-Akuma will teleport across most of the screen and try to grab his opponent. If Akuma makes contact with them, the screen will go black and Akuma will perform a 15-Hit Combo. This powerful Super Combo cannot be blocked. If Akuma defeats an opponent with this attack, the background will flash with Akuma's TEN symbol.

Level 3: 15 Hits

[Notes]

- To play as Shin Akuma, highlight Akuma on the character select screen, then hold Start and press any button.
- For an almost guaranteed connect with the Shun Goku Satsu, trip the opponent, then perform the Shun Goku Satsu just as they are getting up.
- In World Tour mode, the Shun Goku Satsu counts as a throw, for matches where opponents can only be damaged by throws.
- A Hadoken will knock down an opponent if Akuma's hands touch them during the attack, otherwise it will just knock them back.

(Win Poses)

LP: Gets into a straddle stance and flexes.

MP: Stomps into a straddle stance and makes the ground shake.

HP: Turns his back and flashes the TEN symbol on it.

LK: Turns his back and flashes the TEN symbol on it, then says "Shoushi".

MK: Gets into a straddle stance and flexes.

HK: Turns his back and flashes the TEN symbol on it.

- Sodom -

The Kabuki Fighter, Sodom, seeks to achieve true "Japanism". How will he reach a higher level of cultural worship? He now wanders the world, in search of his "brothers".

Height: 6.8 ft.

Weight: 238 lbs

Blood Type: A

Bust: 4.9 ft

Waist: 3.2 ft

Hips: 3.4 ft

From: U.S.A.

[Stand Attacks]

Jitte Jab: LP

Jitte Club: MP

Double Jitte Stab: HP

Low Kick: LK

Front Kick: MK

Stepping Front Kick: HK

[Crouch Attacks]

Jitte Backhand: LP

Jiite Slash: MP

Jitte Uppercut: HP

Short Kick: LK

Long Kick: MK

Slide Kick: HK

[Air Attacks]

Jitte Slash: LP

High Jitte Jab: MP

Overhead Jitte Slash: HP

Back Kick: LK

Side Kick: MK

Drop Kick: HK

[Close Attacks]

Jitte Punch: MP

Jiite Stab: HP

[Throws]

Long Windmill Toss: 2P

Short Windmill Toss: 2K

Powerbomb (air): 2P

[Alpha Counters]

A-Ism: MP Jigoku Scrape V-Ism: Crouching HK

[Misc. Techniques]

Tengu Walking (when knocked down): B,DB,D+Kick [X A V]

-Right before hitting the ground, Sodom will stab the ground with his Jitte and run forward on them. The stronger the Kick button used, the more "steps" Sodom will run on his Jitte.

[Special Moves]

Jigoku Scrape: QCF+Punch [X A V]

-Sodom slides forward while slashing with his Jitte. Each Punch button has a different animation. LP and MP are both front slashes, while HP is a overhead slash with a larger arc.

Shiraha Catch: F,D,DF+Kick [X A V]

-Sodom grabs in front of his head. If he is attacked high during this animation, he grabs his opponent and Windmill Tosses them.

Butsumetsu Buster: 360° motion+Punch [X A V]

-Sodom hops a bit forward and attempts to grab his opponent. If he does, he lifts them over his head, leaps into the air and powerbombs them into the ground. The stronger the Punch button used, the higher the powerbomb. This cannot be blocked and must be performed right next to the opponent.

Daikyo Burning: 360° motion+Kick [X A V]

-Sodom dashes forward with his Jitte extended. If he hits his opponent, he grabs them and plants them into the ground, then pushes them along the ground to burn them. The stronger the Kick button used, the farther Sodom dashes with his Jitte and the longer he drags the opponent along the ground.

Yagura Reverse: B,D,DB+Kick [X A V]

-Sodom backflips and lands on his Jitte, then quickly returns to his feet. This is a fake version of his Tengu Walking, and cannot hit nor deal any damage.

[Super Combos]

Meido no Miyage: QCF,QCF+Punch [X A]

-A more powerful version of the Jigoku Scrape, Sodom slides forward while slashing multiple times with his Jitte. At Level 3, he will add a jumping slash at the end.

Level 1: 3 Hits Level 2: 6 Hits Level 3: 7 Hits

Tenchusatsu (throw): 720° motion+Punch [A]

-A more powerful version of the Bustumetsu Buster, Sodom hops a bit forward and attempts to grab his opponent. If he does, he lifts them over his head and powerbombs them into the ground twice. At Level 3, Sodom will finish by pushing his opponent along the ground and burning them.

Level 1: 2 Hits Level 2: 2 Hits Level 3: 3 Hits

[Notes]

-In X-Ism, Sodom's Jitte are replaced by a pair of Katana, which increase his range.

-Sodom's taunt, a bow, can hit the opponent and deal an extremely small amount of damage to them.

-In order to use Sodom effectively, you must master the 360° controller motion, as his most powerful attacks all use it.

(Win Poses)

LP: Bows to his opponent.

MP: Pulls out a fan and spreads it, then says "Appare!" as a fountain of water sprays from the fan.

HP: Pulls out a fan and spreads it, then says "Bureiko!" as a pair of butterflies flutter up and down on the fan.

LK: Poses and spins his Jitte in each hand.

MK: Poses and spins his Jitte in each hand, then drops them both and looks back and forth surprised.

HK: Bows to his opponent.

- T.Hawk -

	Height: 7.5 ft.
T.Hawk is the greatest warrior from the proud Thunderfoot tribe. Recently, many villagers have disappeared mysteriously. Sensing something ominous, Hawk leaves the village...	Weight: 358 lbs
	Blood Type: O
	Bust: 4.7 ft
	Waist: 3.2 ft
	Hips: 3.7 ft
	From: Mexico

[Stand Attacks]

High Elbow: LP

Backfist Chop: MP

Fierce Chop: HP

Low Stomp: LK

Front Kick: MK

Backdoor Roundhouse: HK

[Crouch Attacks]

Chop: LP

Two-Side Chop: MP

Overhead Chop: HP

Short Kick: LK

Long Kick: MK

Double Sweep Kick: HK

[Air Attacks]

Downward Chop: LP

Strong Chop: MP

Straight Chop (up): HP

Overhead Chop (side): HP

Knee Drop: LK

Spin Side Kick: MK

Drop Kick: HK

[Close Attacks]

Chop Uppercut: MP

Double Overhead Chop: HP

Punt Kick: MK

High Back Roundhouse: HK

[Throws]

*Stranglehold: 2P

[Alpha Counters]

A-Ism: Close HK

V-Ism: Crouching HK

(second kick only)

[Misc. Techniques]

Body Press (air): D+HP

[X A V]

-T.Hawk stretches out and falls downward on his stomach.

[Special Moves]

Tomahawk Buster: F,D,DF+Punch

[X A V]

-T.Hawk hunches down, then pushes himself forward into the air with his arms pointed at his sides. The stronger the Punch button used, the higher T.Hawk leaps. Using HP will also hit twice up close.

Mexican Typhoon (throw): 360] motion+Punch

[X A V]

-T.Hawk grabs his opponent and leaps into the air while spinning them with with one arm, then slams them into the ground. The stronger the Punch button used, the higher the slam. This cannot be blocked and must be performed right next to the opponent.

Condor Dive (air): 3P [X A V]

-T.Hawk dives head-first at an angle with his arms pointed at his sides. This attack can be performed at anytime during a jump.

Condor Spine: D,B,DB+Punch [X A V]

-T.Hawk hops forward and smashes downward with a double-hand chop. The stronger the Punch button used, the higher and farther T.Hawk leaps.

[Super Combos]

Raging Typhoon: 720 motion+Punch [X A]

-A more powerful version of the Mexican Typhoon, T.Hawk grabs his opponent and leaps into the air while spinning them with one arm, then slams them into the ground twice, or three times at Level 3. This cannot be blocked and must be performed right next to the opponent.

Level 1: 2 Hits Level 2: 2 Hits Level 3: 3 Hits

Canyon Splitter: QCF,QCF+Punch [A]

-A more powerful version of the Condor Spine and Tomahawk Buster, T.Hawk hops forward with a multi-hitting double-hand chop, then leaps into the air with a multi-hitting Tomahawk Buster.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

[Notes]

-The Tomahawk Buster is very weak compared to the Raging Typhoon. Use it as your main T.Hawk Super Combo.

-In order to use T.Hawk effectively, you must master the 360 controller motion, as his most powerful attack uses it.

(Win Poses)

LP: Whistles silently and says "Hoy!", then an eagle lands on his arm and he smiles.

MP: Stands straight with his hands on his sides, smiles and says "Ho!".

HP: Stands straight with his hands on his sides, then an eagle lands on his shoulder and he says "Ho!" and smiles.

LK: Whistles silently and says "Hoy!", then an eagle lands on his arm and he smiles.

MK: Stands straight with his hands on his sides, smiles and says "Ho!".

HK: Stands straight with his hands on his sides, then an eagle lands on his shoulder and he says "Ho!" and smiles.

- Vega -

Vega is a masked noble with blood red eyes of insanity. By order of M.Bison, the leader of the Shadaloo organization, he must find a girl named Cammy and report on her experiences.

Height: 6.1 ft.
Weight: 159 lbs
Blood Type: O
Bust: 4.0 ft
Waist: 2.4 ft
Hips: 2.7 ft
From: Spain

[Stand Attacks]

Claw Jab: LP
Claw Slash: MP
Lunging Claw Stab: HP

[Crouch Attacks]

Claw Jab: LP
Claw Stab: MP
Upper Claw Stab: HP

[Air Attacks]

Chop: LP
Claw Stab: MP
Lower Claw Stab: HP

Knee Strike: LK Short Kick: LK Downward Kick: LK
Low Kick: MK Long Kick: MK Front Kick: MK
Hopping Axe Kick: HK Slide Kick: HK Backdoor Roundhouse: HK

[Close Attacks] [Throws]
(None) Suplex: 2P
Claw Toss (air): 2P
Leg Flip (air): 2K

[Alpha Counters]
A-Ism: Claw Sideslash V-Ism: Crouching HK

[Misc. Techniques]

Triangle Jump (air): Up+opposite direction [X A V]
-Vega can perform a second jump in mid-air by pushing off the side of the screen if he is close enough to it.

Back Slash: 3P [X A V]
-Vega will backflip onto his hands, then flip back again onto his feet. This is an evasive move, and Vega cannot be hit while performing it.

Short Back Slash: 3K [X A V]
-Vega will quickly backflip onto his feet. This evasive move is like the Back Slash except quicker, and Vega cannot be hit while performing it.

Kabe Hari Tsuki: CD,U+3K [X A V]
(on Vega's stage only)
-Vega will leap onto the fence in the background and climb around on it. During this time, he cannot be hit. After a bit, Vega will leap off the fence towards his opponent, and he can perform any attack that can follow the Wall Leap listed below under Special Moves.

Backward Kick: F+HK [X A V]
-Vega spins around and hops forward with a high roundhouse kick.

[Special Moves]

Rolling Crystal Flash: CB,F+Punch [X A V]
-Vega will roll forward and finish with an upper claw stab. The stronger the Punch button used, the more times Vega will roll and hit.

Sky High Claw: CD,U+Punch (Punch) [X A V]
-Vega will leap back and push himself off the wall, claw first. Pressing a Punch button during the attack will stretch out Vega's arm for a slightly longer range. The weaker the Punch button used, the higher Vega will shoot across the screen. Vega will always try to jump to the wall behind him for this attack, but pressing (UF) instead of (U) will make him leap to the opposite wall and perform the attack.

Wall Leap: CD,U+Kick [X A V]
-Vega will leap back and push himself off the side of the screen towards his opponent. Vega will always leap to whichever side of the screen he is closest to, unless (UF) or (UB) is used at the end of the motion. After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Wall Leap:

[]Flying Barcelona Attack: Punch [X A V]
-Vega will slash his arms out below him, hitting opponents on both sides, but not directly below him.

[]Izuna Drop (throw): (any direction but Up)+Punch [X A V]
-Vega will grab them and perform a powerful suplex. This can only be done if Vega is very close to his opponent.

Scarlet Terror: CDB,F+Kick [V]
-Vega will backflip and kick while moving slightly forward. The stronger the Kick button used, the higher and farther Vega will flip.

[Super Combos]

Super Wall Leap: CDB,DF,DB,UF+Kick [X A]
-A more powerful version of the Wall Leap, Vega will leap forward and push himself off the side of the screen towards his opponent. Vega will always leap towards the opposite side of the screen, unless (UB) is used at the end of the motion instead of (UF). After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Super Wall Leap:

[]Flying Barcelona Special: Punch [X A]
-A more powerful version of the Flying Barcelona Attack, Vega will slash his arms out below him, hitting opponents multiple times on both sides, but not directly below him.
Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

[]Rolling Izuna Drop (throw): (any direction but Up)+Punch [X A]
-A more powerful version of the Izuna Drop, Vega will grab the opponent and perform multiple powerful suplexes. This can only be done if Vega is very close to his opponent.
Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Scarlet Mirage: CB,F,B,F+Kick [A]
-A more powerful version of the Scarlet Terror that performs two backflip kicks in a row. At Level 3, a third backflip kick is added.
Level 1: 5 Hits Level 2: 6 Hits Level 3: 9 Hits

Red Impact: CB,F,B,F+Punch [A(LV3)]
-Vega will perform a short claw swipe, which will toss his opponent into the air above him. He will then spin around and impale them with his claw. Vega must be holding his claw to perform this attack.
Level 3: 2 Hits

[Notes]

-If he is hit repeatedly, Vega will drop his claw, then eventually his mask. To retrieve them, have Vega walk over them. Vega will also regain his mask and claw between rounds.

(Win Poses)

- LP: Slashes his arms in front of him.
- MP: Removes off his mask.
- HP: Takes off his mask.
- LK: Flips, then lands and laughs.
- MK: Slashes his arms in front of him and laughs.
- HK: Slashes his arms in front of him and laughs.

Known as the "Red Cyclone", he is the Russian hero, Zangief. He targets the secret organization "Shadaloo"... a power that threatens the security of his country.

Weight: 237 lbs
Blood Type: A
Bust: 5.6 ft
Waist: 4.4 ft
Hips: 5.1 ft
From: U.S.S.R.

[Stand Attacks]

Overhead Chop: LP
Backhand: MP
Smash Punch: HP
Shin Kick: LK
Front Kick: HK
Drop Kick: HK

[Crouch Attacks]

Chop: LP
Uppercut: MP
Smash Punch: HP
Short Kick: LK
Straight Kick: MK
Long Sweep: HK

[Air Attacks]

Straight Chop: LP
Overhead Chop: MP
Down Straight (up): HP
Flat Straight (side): HP
Side Kick: LK
Punt Kick: MK
Drop Kick: HK

[Close Attacks]

none

[Throws]

Suplex: 2P
*Stomach Crush: DF/DB+2P
*Head Bite: 2K
Piledriver (air): 2P

[Alpha Counters]

A-Ism: Standing MK

V-Ism: Hook Punch

[Misc. Techniques]

Body Press (air): D+HP

[X A V]

-Zangief stretches out and falls downward on his stomach.

Short Sweep Kicks: DB+MK/HK

-Zangief can shorten his crouching MK and HK by holding DB.

[Special Moves]

Double Lariat: LP+HP

[X A V]

-Zangief will spin around twice with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time, and can move left and right while spinning.

Quick Double Lariat: LK+HK

[X A V]

-Zangief will quickly spin around once with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time, and can move left and right while spinning.

Banishing Flat: F,DF,D+Punch

[X]

-Zangief will step forward and perform a fiery backhanded slap that can cancel projectiles. HP holds his arm out longer than LP. Note that this attack has a different motion in A-Ism and V-Ism.

Banishing Flat: F,D,DF+Punch

[A V]

-Zangief will step forward and perform a fiery backhanded slap that can cancel projectiles. HP holds his arm out longer than LP. Note that this attack has a different motion in X-Ism.

Screw Piledriver (throw): 360° motion+Punch

[X A V]

-Zangief spins with his opponent into the air and descends with a spinning piledriver. This attack must be done very close to the opponent, and cannot be blocked. The stronger the Punch button used, the higher Zangief spins and the more damage the piledriver does.

Atomic Suplex (throw): 360° motion+Kick [X A V]

-Zangief will grab them and perform a suplex, then leap into the air and do a second suplex. If this attack is not done right next to an opponent, it becomes the Flying Power Bomb (seen below).

Flying Power Bomb (throw): 360° motion+Kick [X A V]

-Zangief will take a couple steps forward and attempt a grab. If it is successful, he will hoist them high into the air and powerbomb them into the ground. The stronger the Kick button used, the farther Zangief will walk while attempting to grab. This is the alternative to the Atomic Suplex, if the attack is performed at a distance from the opponent.

[Super Combos]

Final Atomic Buster (throw): 720° motion+Punch [X A]

-A more powerful variation of both the Atomic Suplex and Screw Piledriver, and must be performed right next to an opponent. Zangief will do a series of suplexes, followed by a series of spinning piledrivers.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Aerial Russian Slam (throw): QCF,D,DF+Kick [A]

-Zangief will jump up at a slight angle and grab opponents that are in the air. Each level performs a single hit, but the throw animation is different. Also, the higher the level, the faster, higher, and farther Zangief leaps into the air.

Level 1: Toss Slam Level 2: Piledriver Level 3: Powerbomb

[Notes]

-Zangief is the only character in the game with a crouching throw, his Stomach Crush.

-In order to use Zangief effectively, you must master the 360° controller motion, as his most powerful attacks all use it.

(Win Poses)

LP: Points up with both arms and yells.

MP: Points up with both arms and says "Tadasho!".

HP: Flexes and smiles while saying "Bolshoi pavieda!".

LK: Flexes and and smiles while laughing.

MK: Drinks from a bottle, then Blanka drops from the top of the screen holding a large fish. Zangief blows a cloud of fire and Blanka takes off, then Zangief poses and smiles with his face all blackened from the fire.

HK: Drinks from a bottle, then Blanka drops from the top of the screen holding a large fish. Zangief blows a cloud of fire and Blanka and the fish get burned, then Zangief poses and smiles with his face all blackened from the fire.

(VI) [World Tour Mode]

Train and increase your player's powers while taking a world tour of street fighting arenas and stages.

Gain points as you fight to increase your fighter's Level, as well as the Level of whichever Ism they are currently using. Each Ism offers statistic bonuses as they level up:

Attack: Increases damage normal attacks and Special Moves inflict.

SC Attack: Increases damage Super Combos inflict.

Defence: Decreases damage taken from opponents' attacks.

Gauge: Charges up the Super Combo gauge quicker.

Stamina: Increases your Vitality Gauge.

Here are the rules:

- The maximum Level a fighter can attain is 32.
- The maximum Level their Isms can attain is 32 divided among all three Isms.
- The maximum any statistic can be raised is 120.
- Earn more points by winning fights as quickly as possible with as much Vitality remaining as possible.
- Each level in a country leads to a set other level or levels. See the World Map below to plot your course and find the Ism Pluses you want.
- Upon reaching Gokuentou, you have the option to Give Up and save your fighter to your VMU. Doing so will make them unable to be used in World Tour mode ever again.

- Fight Types -

Some fights have special obstacles that must be overcome during the fight, as listed below:

Combo Attack	COM	Opponent can only be damaged by combos.
Custom Combo	CUS	Opponent can only be damaged by Custom Combos.
Drama Survival	DSU	Fight with an ally against multiple opponents.
Dramatic Battle	DRA	Fight with an ally to defeat the opponent.
Gauge Hyper	HYP	Opponent's Super Combo meter charges quickly.
Gauge MAX	MAX	Opponent's Super Combo meter will always be at MAX.
Guard Crush	GUA	Attack the opponent after performing a Guard Crush.
Normal	NOR	Normal one-on-one fight.
Power Type	POW	Opponent's attacks are much more powerful.
R Dramatic	RDR	Opponents attack in combinations.
Recovery Battle	REC	Opponent will regain life gauge.
Stun Attack	STU	Opponent's attacks make you dizzy.
Survival	SUR	Defeat several opponents to win.
Target Attack	TAR	Defeat the specified opponent.
Team Battle	TEA	Fight against a team of 2 or 3 characters.
Throw Attack	THR	Opponent can only be damaged by throws.
Time Attack	TIM	Defeat the opponent in more limited time.

- Ism Plus -

Ism Pluses are great ways to increase your fighter's abilities by obtaining them after certain fights, as shown in the map below. Here is a list of every Ism in the game:

Air Guard	Allows you to guard against attacks in the air.
Alpha Cancel	Able to cancel normal moves with a Special Move.
Alpha Combo	Normal punches and kicks become multi-hit attacks.
Alpha Counter Plus	Attack power of Alpha Counters increases.
Auto Guard	Guards against attacks automatically.
Custom Combo	Able to perform Custom Combos.
Damage Plus	Causes more block damage to opponents.
Guard Power Plus	Inflict additional damage to opponent's GP Gauge.
Guard Smash	Attacks deal more guard damage and GP Gauge damage.
Infinite Guard	Your Guard Power Gauge will not go down.
Overall Power Up	Defensive power down, Offensive power up.
Resist Dizziness	Takes more hits to become dizzy.
Status Plus	Overall statistics increase.
Super Alpha Cancel	Able to cancel Special Moves into Super Combos.
Super Combo Gauge Plus	Super Combo Gauge recovers gradually.
Super Guard	No damage when blocking Special Moves.

- World Map -

LEGEND

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|Level|Stage| Opponent(s)          | -Ism| Type|   Next Stage/Ism Plus Earned|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-0 | ST1 | Dan                    |   A | NOR | A-1, B-1                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-1 | ST1 | Fei-Long               |   A | NOR |                               |
|     | ST2 | Chun-Li                |   X | NOR | A-2, A-3                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-2 | ST1 | E.Honda                |   X | NOR |                               |
|     | ST2 | R.Mika                 |   A | HYP | A-4                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-3 | ST1 | Dhalsim                |   A | NOR |                               |
|     | ST2 | Zangief                |   X | DRA | A-4                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-4 | ST1 | Balrog                 |   X | TIM | Resist Dizziness           |
|     | ST2 | Adon                   |   X | TIM | A-5, A-6, B-5              |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-5 | ST1 | Birdie                 |   V | NOR |                               |
|     | ST2 | Sodom/Rolento         |   A | RDR | A-7                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-6 | ST1 | Guy                    |   V | COM |                               |
|     | ST2 | Fei-Long               |   X | POW | A-7, C-1                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-7 | ST1 | Sakura                 |   A | POW |                               |
|     | ST2 | Ryu                    |   X | POW | END                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-1 | ST1 | E.Honda                |   X | NOR |                               |
|     | ST2 | R.Mika                 |   A | HYP | B-2, B-3                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-2 | ST1 | Fei-Long               |   A | NOR |                               |
|     | ST2 | Chun-Li                |   X | NOR | A-4, B-4                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-3 | ST1 | Dhalsim                |   A | NOR |                               |
|     | ST2 | Zangief                |   X | DRA | B-4                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-4 | ST1 | Birdie                 |   V | NOR | Alpha Counter Plus         |
|     | ST2 | Sodom/Rolento         |   A | RDR | B-5, B-6                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-5 | ST1 | Sakura                 |   A | POW |                               |
|     | ST2 | Ryu                    |   X | POW | C-1, B-7                    |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-6 | ST1 | Balrog                 |   X | TIM |                               |
|     | ST2 | Adon                   |   X | TIM | B-7                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-7 | ST1 | Guy                    |   V | COM |                               |
|     | ST2 | Fei-Long               |   X | POW | END                          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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| C-1 | ST1 | Gen/Ryu          | X | SUR | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| END | ST1 | Adon                | X | COM |      |
|     | ST2 | Sagat                | X | POW | U.S.S.R. A-0 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-0 | ST1 | Ryu/Balrog          | X | SUR | A-1, B-1, C-1 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-1 | ST1 | Gen                  | V | NOR |      |
|     | ST2 | Adon                 | X | TIM | A-2, A-3, A-4 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-2 | ST1 | Sodom                | X | NOR |      |
|     | ST2 | Rolento               | A | SUP | A-5 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-3 | ST1 | Dhalsim              | V | POW |      |
|     | ST2 | Rose                  | X | DSU | A-5 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-4 | ST1 | Dan                  | A | TIM |      |
|     | ST2 | Blanka                 | X | REC | A-6 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-5 | ST1 | R.Mika/Zangief       | X | TAR | A-7 | Air Guard |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-6 | ST1 | Guile                 | X | NOR |      |
|     | ST2 | Sagat                  | A | GUA | A-8, A-9 | Damage Plus |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-7 | ST1 | Chun-Li               | V | STU |      |
|     | ST2 | Fei-Long               | A | MAX | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-8 | ST1 | Adon                  | V | NOR |      |
|     | ST2 | E.Honda                 | X | THR | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-9 | ST1 | R.Mika/Zangief       | X | TAR | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-1 | ST1 | Vega                  | V | NOR |      |
|     | ST2 | Cammy/Cammy           | A | RDR | B-2 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-2 | ST1 | Fei-Long              | A | HYP |      |
|     | ST2 | Cody                   | V | COM | A-6, B-4 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-3 | ST1 | Charlie/Juli/Juni    | ! | TEA | B-4 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-4 | ST1 | R.Mika/Zangief       | X | TAR | B-5, B-6 | Super Guard |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-5 | ST1 | Chun-Li               | X | POW |      |
|     | ST2 | Birdie                 | A | DRA | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-6 | ST1 | Ken/Karin             | A | RDR |      |
|     | ST2 | E.Honda                 | A | CUS | END |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| C-1 | ST1 | Guy                   | V | NOR |      |
|     | ST2 | R.Mika                 | X | TIM | B-2, C-2, C-3 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| C-2 | ST1 | Evil Ryu              | X | NOR |      |
|     | ST2 | Guile                   | A | GCR | C-4 |

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| C-3 | ST1 | Dan | | A | TIM | | | | |
| | ST2 | Blanka | | A | REC | C-4 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| C-4 | ST1 | Rolento/Dee Jay | ! | TEA | C-5 | | Auto Guard | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| C-5 | ST1 | Akuma | | X | NOR | | | | |
| | ST2 | Cody/Sakura | | A | RDR | END | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| END | ST1 | Birdie/T.Hawk/Zangief | ! | TEA | Europe A-0 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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| A-0 | ST1 | Rolento | | V | NOR | | | | |
| | ST2 | Sodom | | X | STU | A-1, B-1 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-1 | ST1 | Adon/Blanka | | A | SUR | A-2, A-3 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-2 | ST1 | Guile | | X | NOR | | | | |
| | ST2 | Fei-Long | | V | STU | A-4, A-5 | | Alpha Combo | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-3 | ST1 | Karin/Ken/Dan | ! | TEA | A-6, A-7, C-2 | | | |
| | | | | | | | | | | | | | | | | Super Alpha Cancel | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-4 | ST1 | Karin/Ken/Dan | ! | TEA | A-8 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-5 | ST1 | Gen | | X | STU | | | | |
| | ST2 | M.Bison | | X | DRA | A-8 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-6 | ST1 | Dhalsim | | A | NOR | | | | |
| | ST2 | Cammy | | A | COM | A-9 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-7 | ST1 | Gen | | A | STU | | | | |
| | ST2 | M.Bison | | X | DRA | A-10 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-8 | ST1 | Akuma/Sagat | | A | RDR | END | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-9 | ST1 | Gen | | A | STU | | | | |
| | ST2 | Final Bison | | ! | DRA | END | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-10 | ST1 | E.Honda | | V | NOR | | | | |
| | ST2 | Adon | | A | THR | END | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-1 | ST1 | Karin/Ken/Dan | ! | TEA | B-2, B-3 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-2 | ST1 | Birdie | | X | THR | | | | |
| | ST2 | Chun-Li | | A | HYP | B-4, B-5, C-1 | | Alpha Cancel | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-3 | ST1 | Sagat | | V | NOR | | | | |
| | ST2 | T.Hawk | | A | COM | B-6, B-7 | | Guard Smash | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-4 | ST1 | Cody/Dhalsim | | X | SUR | | | | |
| | ST2 | M.Bison | | A | GUA | B-8 | | | |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

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B-5	ST1	Gen	A	STU	
	ST2	Final Bison	X	DRA	B-9
+-----+-----+-----+-----+-----+-----+					
B-6	ST1	Cody	A	TIM	
	ST2	R.Mika	X	THR	B-10
+-----+-----+-----+-----+-----+-----+					
B-7	ST1	Gen	V	STU	
	ST2	M.Bison	X	DRA	B-10
+-----+-----+-----+-----+-----+-----+					
B-8	ST1	Gen	X	STU	
	ST2	M.Bison	X	DRA	END
+-----+-----+-----+-----+-----+-----+					
B-9	ST1	Evil Ryu	X	POW	
	ST2	Sakura/Sakura	X	SUR	END
+-----+-----+-----+-----+-----+-----+					
B-10	ST1	Dee Jay	X	SUP	
	ST2	Karin	V	STU	END
+-----+-----+-----+-----+-----+-----+					
C-1	ST1	Zangief	A	NOR	
	ST2	Charlie	A	COM	C-2
+-----+-----+-----+-----+-----+-----+					
C-2	ST1	Gen	V	STU	
	ST2	M.Bison	X	DRA	END
+-----+-----+-----+-----+-----+-----+					
END	ST1	Juli/Juni	A	SUR	
	ST2	Cammy/Vega	X	TAR	Africa A-0
+-----+-----+-----+-----+-----+-----+					

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A-0	ST1	Dhalsim	X	NOR	
	ST2	Guile	X	STU	A-1, B-1
+-----+-----+-----+-----+-----+-----+					
A-1	ST1	Balrog	X	NOR	
	ST2	Birdie	X	SUP	A-2, A-3
+-----+-----+-----+-----+-----+-----+					
A-2	ST1	Dan/Blanka	X	RDR	
	ST2	Sakura	A	REC	A-4, A-5
+-----+-----+-----+-----+-----+-----+					
A-3	ST1	Rolento	A	NOR	
	ST2	T.Hawk	V	THR	A-5, A-6
+-----+-----+-----+-----+-----+-----+					
A-4	ST1	Rolento	A	NOR	
	ST2	T.Hawk	X	THR	A-5, A-6
+-----+-----+-----+-----+-----+-----+					
A-5	ST1	Cammy	X	TIM	
	ST2	Zangief/E.Honda	X	SUR	A-7
+-----+-----+-----+-----+-----+-----+					
A-6	ST1	R.Mika	A	HYP	
	ST2	Karin	X	NOR	A-8
+-----+-----+-----+-----+-----+-----+					
A-7	ST1	Sagat	A	GUA	
	ST2	Adon	X	STU	A-9, A-10 Infinite Guard
+-----+-----+-----+-----+-----+-----+					
A-8	ST1	Rolento	X	TIM	Custom Combo
	ST2	Sagat	A	POW	A-10, A-11, A-12
+-----+-----+-----+-----+-----+-----+					

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+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-9 | ST1 | Birdie          | X | NOR |          |
|     | ST2 | Balrog              | X | DRA | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-10| ST1 | Zangief            | A | NOR |          |
|     | ST2 | E.Honda            | A | STU | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-11| ST1 | Dan                 | V | SUP |          |
|     | ST2 | Balrog              | A | STU | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-12| ST1 | Dhalsim            | A | HYP |          |
|     | ST2 | Blanka/Blanka     | X | SUR | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-1 | ST1 | Blanka              | V | NOR |          |
|     | ST2 | Dee Jay            | A | COM | B-2, B-3, B-4 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-2 | ST1 | Sodom              | V | GUA |          |
|     | ST2 | Sodom              | X | HYP | B-5      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-3 | ST1 | Rolento            | A | NOR |          |
|     | ST2 | T.Hawk             | V | THR | B-5, B-6 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-4 | ST1 | Sagat              | A | NOR |          |
|     | ST2 | Dhalsim            | X | CUS | B-6      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-5 | ST1 | Sagat              | A | NOR |          |
|     | ST2 | Dhalsim            | X | CUS | B-7      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-6 | ST1 | Fei-Long           | V | NOR |          |
|     | ST2 | Chun-Li            | A | COM | B-7      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-7 | ST1 | Vega               | V | REC |          |
|     | ST2 | Juni/Juli/Cammy   | ! | TEA | B-8, B-9  Guard Power Plus |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-8 | ST1 | Zangief            | A | NOR |          |
|     | ST2 | E.Honda            | A | STU | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-9 | ST1 | Blanka              | A | HYP |          |
| A   | ST2 | Guy                | V | STU | B-9B     |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-9 | ST1 | Ken                | X | NOR |          |
| B   | ST2 | Rose               | A | NOR |          |
|     | ST3 | Charlie            | A | NOR | B-9C     |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| B-9 | ST1 | Akuma              | A | REC |          |
| C   |     |                    |   |     | END      |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| END | ST1 | Cammy/Final Bison | ! | TAR | America A-0 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
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+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-0 | ST1 | Guile              | A | DRA |          |
|     | ST2 | Ken                | X | NOR | A-1, B-1, C-1 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-1 | ST1 | Cody               | V | TIM |          |
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|      | ST2 | Balrog          | A | SUP | A-2, A-3          |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| A-2 | ST1 | R.Mika          | A | TIM |                   |
|      | ST2 | Dee Jay         | V | SUP | A-4                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| A-3 | ST1 | Adon/Akuma     | A | SUR |                   |
|      | ST2 | Blanka          | V | THR | A-4, B-4          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| A-4 | ST1 | Dhalsim        | A | SUP |                   |
|      | ST2 | Juli/Juli/E.Honda | ! | TEA | A-5, A-6 Overall Power Up |
+-----+-----+-----+-----+-----+-----+-----+-----+
| A-5 | ST1 | Vega           | V | HYP |                   |
|      | ST2 | Sakura         | X | MAX | A-7                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| A-6 | ST1 | Dhalsim        | X | STU |                   |
|      | ST2 | Zangief        | A | GUA | A-7                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| A-7 | ST1 | Chun-Li        | X | TIM |                   |
|      | ST2 | Rolento        | X | STU | END                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-1 | ST1 | Cammy          | A | TIM |                   |
|      | ST2 | Gen            | X | COM | B-2, B-3          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-2 | ST1 | Adon/Akuma     | A | SUR |                   |
|      | ST2 | Blanka          | A | THR | B-4                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-3 | ST1 | Chun-Li        | X | TIM |                   |
|      | ST2 | Fei-Long       | A | STU | B-4                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-4 | ST1 | Zangief/T.Hawk | X | SUR | Super Combo Gauge Plus |
|      | ST2 | Fei-Long       | V | MAX | A-6, B-5, C-5    |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-5 | ST1 | Gen            | A | STU |                   |
|      | ST2 | Guile/Charlie  | X | RDR | B-6                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| B-6 | ST1 | Guy/Adon       | X | TAR |                   |
|      | ST2 | Ryu            | X | REC | END                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-1 | ST1 | Dee Jay        | A | COM |                   |
|      | ST2 | Zangief        | A | NOR | C-2, C-3          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-2 | ST1 | R.Mika          | A | TIM |                   |
|      | ST2 | Dee Jay         | A | SUP | B-4, C-4          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-3 | ST1 | Rolento        | A | CUS |                   |
|      | ST2 | E.Honda        | A | COM | C-4                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-4 | ST1 | Evil Ryu       | X | DRA | Supreme Guard Smash |
|      | ST2 | Ryu            | X | TIM | C-5, C-6          |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-5 | ST1 | Cody           | X | CUS |                   |
|      | ST2 | Dan            | A | REC | C-7                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-6 | ST1 | Chun-Li        | X | TIM |                   |
|      | ST2 | Rolento        | X | STU | C-7                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| C-7 | ST1 | Akuma          | X | POW |                   |
|      | ST2 | Ken/Gen        | A | SUR | END                |
+-----+-----+-----+-----+-----+-----+-----+-----+
| END | ST1 | Balrog/Vega    | A | SUR |                   |

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|      | ST2 | Juli/Juni           | ! | RDR |
|      | ST3 | Final Bison           | ! | HYP | Gokuentou
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
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```

```
|      | ST1 | Akuma/Evil Ryu       | A | RDR |
|      | ST2 | Shin Akuma/M.Bison  | A | SUR |
|      | ST3 | Final Bison x2      | ! | RDR | ?
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

(VII) [Secrets]

- Play as Shin Akuma -
Highlight Akuma on the Character Select screen, then hold Start and press any button.
- Status Plus ISM -
Play through Arcade Mode on level 8 difficulty using a World Tour character to earn the Status Plus ISM, which increases overall statistics.
- Unlock Final Bison -
Play through Arcade Mode on level 8 difficulty using a World Tour character to unlock Final Bison. To play as Final Bison, highlight M.Bison on the Character Select screen, then hold Start and press any button.
- Shun Akuma Final Battle -
In Final Battle mode, select a character, Ism, and style. When selecting a speed, hold all three punches and kicks to fight against Shin Akuma. Shin Akuma uses a random Ism.
- Secret Character Introductions -

Charlie VS. Final Bison
-A jet passes overhead, then Charlie drops down onto the screen.

Chun-Li VS. Final Bison
-Chun-Li points a gun at Bison as he floats down, then tosses it aside as the fight starts.

Cody VS. Guy (one must be CPU-controlled)
-Cody walks in and smashes a stack of barrels. Guy stands and watches as a pile of barrels fall on him and he takes damage. Guy performs a Bushin Senpukyaku and breaks all the barrels to reveal some food, which he picks up to restore his Vitality. As he picks up the food, an icon with the word "FOOD" appears under his vitality gauge. This is a tribute to Capcom's old Final Fight arcade game.

Dan VS. Blanka (one must be CPU-controlled)
-A truck on the side of the screen shakes and opens. Dan rolls out and taunts, then Blanka rolls out, hitting Dan on the hit and making him dizzy. Blanka roars with pineapples sticking out of his pants.

Akuma OR Akuma OR
Evil Ryu OR Evil Ryu OR
Shin Akuma VS. Shin Akuma

-Both characters will perform Shun Goku Satsu attacks as they enter the screen. When they contact each other, the screen goes white for a moment and they get pushed back, as if Guard Crushed, as a lightning bolt zaps between them. Both characters must not be the same for this to occur.

Gen VS. Akuma

-Gen starts on the opposite side of the screen where he should be. Akuma slides in from the other side with a Shun Goku Satsu and tries to grab Gen, but he blocks and counters with a Zanei, which Akuma blocks.

Guy OR

Sakura VS. Karin (one must be CPU-controlled)

-Karin jumps out of a helicopter and crouches on the ground until it flies away. If against Sakura, she scratches her head. Guy will just stand there.

Dan VS. Sakura

-Dan rolls in and taunts while Sakura scratches her head.

Zangief VS. R.Mika

-R.Mika does her usual wrestling-ring intro while Zangief walks in and raises both arms. Spotlights shine all over the screen while this happens.

anyone VS. CPU-controlled Balrog

-Balrog dashes in and punches a punching bag off the screen, then knocks his fists together and punches a few times.

Ryu VS. Evil Ryu (one must be CPU-controlled)

-Ryu attacks Evil Ryu with a sliding elbow strike, which Evil Ryu blocks and Alpha Counters with a Shinku Hadoken, which Ryu blocks.

Ryu VS. Ken

-Ken has Ryu in a headlock and noogies him while saying "Tattaki tsubushite yaru ze!". Ryu flips Ken to the other side of the screen, then Ken punches a few times and waves a finger, and Ryu adjusts his headband and gloves.

Ryu OR

Evil Ryu VS. Sagat (one must be CPU-controlled, varies to Sagat's Ism)

X -Sagat holds Dan in the air, then the screen flashes and Sagat does a Tiger Uppercut to knock Dan off the screen. Sagat's scar on his chest flashes and he laughs.

A -Sagat's scar on his chest flashes and he laughs.

V -Sagat tosses Dan aside and off the screen. Dan's sandals fall off and vanish.

Adon VS. Sagat

-Both fighters perform an elbow-kick-high kick combo while hitting each others' blows, the last causing a bolt of lightning to strike between them. Then Adon smiles and gives a thumbs-down, and Sagat crosses his arms and chuckles.

Sagat VS. Dan (one must be CPU-controlled)

-Dan rolls in, flexes one arms and cries, screaming "Oyajiiii!".

Rose VS. Final Bison

-Rose gets pushed back as Bison floats down to the ground, then throws a

tarot card at him, which Bison knocks aside.

(VIII) [FAQ]

- Which version of Street Fighter Alpha 3 is this?

Okay, here's the story. There are really TWO versions of Street Fighter Alpha 3: the basic SFA3, and an updated version called, in Japan, "Street Fighter Zero 3 Upper".

Although this game is titled 'Street Fighter Alpha 3', it has all the features and characters from Street Fighter Zero 3 Upper.

- How do I connect to the Internet for Network mode?

Follow the instructions in your Sega Dreamcast Manual to connect your console to a phone line and set up a connection with an ISP.

- How to I fight against someone on the Internet?

You can't. The Network option is used only for downloading Master Characters to fight against, not to play against other people online.

- How do I know which bosses I'll fight?

Each character has a set 5th, 9th, 10th, and if applicable, 11th fight. These are unique to each character and outline their story in Arcade mode, as shown below:

Character	5th fight	9th fight	10th fight	11th fight
Adon	Ken	Rose	Final Bison	---
Akuma	Adon	Guy	Final Bison	---
Balrog	Akuma	Sagat	Ryu	---
Birdie	E.Honda	Blanka	Balrog	Final Bison
Blanka	Dan	Zangief	Balrog	Final Bison
Cammy	Dhalsim	Vega	Juli & Juni	Final Bison
Charlie	Cammy	Rolento	Final Bison	---
Chun-Li	Birdie	Cammy	Juli & Juni	Final Bison
Cody	Birdie	Guy	Final Bison	---
Dan	Chun-Li	Sagat	Balrog	Final Bison
Dee Jay	Adon	Sagat	Final Bison	---
Dhalsim	Rose	Birdie	Juni & Juli	Final Bison
E.Honda	Ryu	Sodom	Final Bison	---
Evil Ryu	Sagat	Final Bison	Shin Akuma	---
Fei-Long	Balrog	Vega	Final Bison	---
Final Bison	Akuma	Sagat	Ryu	---
Gen	Ryu	Akuma	Final Bison	---
Guile	Chun-Li	Charlie	Final Bison	---
Guy	Karin	Gen	Final Bison	---
Juli	T.Hawk	Cammy	Final Bison	---
Juni	E.Honda	Ryu	Final Bison	---
Karin	Blanka	Sakura	Juni & Juli	Final Bison
Ken	Karin	Sakura	Final Bison	---
M.Bison	Akuma	Sagat	Ryu	---
R.Mika	Karin	Zangief	Balrog	Final Bison
Rolento	Sodom	Cody	Balrog	Final Bison
Rose	Guy	Vega	Juni & Juli	Final Bison
Ryu	Rose	Ken	Final Bison	---

Sagat	Dan	Ryu	Final Bison	---	
Sakura	E.Honda	Ryu	Final Bison	---	
Shin Akuma	Adon	Guy	Final Bison	---	
Sodom	Rolento	Chun-Li	Final Bison	---	
T.Hawk	Rolento	Juli	Final Bison	---	
Vega	Zangief	Cammy	Final Bison	---	
Zangief	Rolento	Chun-Li	Final Bison	---	

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(IX) [Acknowledgments]

- Capcom, for making this great game.
 - CJayC, for his devotion to GameFAQs.

 - Jade, for telling me the name of Sodom's weapons.
 - Figlet, for help with ASCII text.
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