## Street Fighter Alpha 3 Combo/Pose/Misc FAQ Final

by DJellybean Updated on Jan 23, 2001

Street Fighter Alpha 3 Combos/Win Poses/Miscellaneous FAQ 8/16/99

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Version Last

NOTE: Last version. No more updates will be made. (10/7/00)

NOTE: This is just a minor update, but I did add some other sections at the bottom of this FAQ. And another note, I hate HOTMAIL! For them I had to completely reorganize my FAQ because they had messed up my document even through ZIP format!

ANOTHER NOTE: Thanks to all the people who agree with me that 3-D fighters just can't compare with 2-D fighters. I guess bad mouthing Sega and Namco can really get a bunch of replies, oh well a couple of more additions and corrections to the Cameo appearances with the help of more highly intelligent people! Before you email me, I have no problem with Namco, only Sega and I hope Alex(jumpmanst@yahoo.com) can start that anti-Dreamcast campaign real soon!

UNRELATED NOTE: This note is for Sega and Sega only. If Sega is reading this then read on. You guys literally stink! Ha! Ha! I can smell you all the way from here in smell vision! Nintendo and Sony will stomp the spikes out of Sonic! Quit releasing your crappy systems because nobody wants them. You need games and frankly you just don't provide them. I mean Soul Calibur is your only hope of success, because Namco is a full Sony supporter. Then you have another big whammy to compete with and as all of us RPG fans knows it(but obviously there is no bigger Final Fantasy fan than me) and that's SQUARE. Can you spell SQUARE Sega? Yeah, its kinda hard but you what they say: "Hooked on Phonics works for me!" Ha! Ha! Ha! Sega your pathetic you know that? You need RPGs, and I mean solid ones like Final Fantasy or Zelda. I mean doesn't anybody know that Sega is in debt? If this Dreamcast project fails then lets hope that Sony or Nintendo will let them in and provide jobs. You should have just produced games instead for Sony and Nintendo, just like 3DO has and they are doing just fine, which is a lot more than I can say for Sega. With titles like Need for Speed 5: Motor City, Final Fantasy, Zelda and Pokemon, how can Sega ever hope to compete? Basically Sega should just go home, because Nintendo and Sony are having Sonic soup with litte green Dreamcasts! Ha! Ha! Ha!

-----Credits-----

-+- Capcom (www.capcom.com) For making the best fighting game ever! Well at least for now, and when Street Fighter Alpha 4 comes out, watch out! -+- CJayc(www.gamefaqs.com) For putting this FAQ up and his hard work and dedication to the site! (^ ^) -+- Ricardo A Lafaurie Jr. (kickaha048@hotmail.com) For filling me in on a ton of missing quotes from win poses and character appearnaces as well. Thanks a lot! (^ ^) -+- Herb Q(hq9@hotmail.com) Thanks for telling me the Cody and Ken cameo appearances! I had completely forgot about them. Thanks a lot! ( $^{^{\wedge}}$ ) -+- Geno713(Geno713@aol.com) Thanks for providing me with the character cameo appearances and corrections on Guy's win poses. Thanks a lot! (^ ^) -+- Noah Smith (noahs@shelby.net) For informing me about a TON of various Pocket Fighter cameo appearances. (^ ^) -+- Aya Brea(aya.brea@hotbot.com) Thanks to Aya for the amazing Karin combo along with other character appearances as well! Thanks a lot! (^ ^) -+- James Chen(jchensor@ucla.edu) For his excellent combo system that should be the ONLY one that everybody should be using. Not only is it simplistic its also neat! ( $^{^{\wedge}}$ ) -+- Miguel Rustia (www.miggy.net) For his excellent websites and his clarifications and revision of James chen's combo system to make it a lot more readable. Thanks! (^  $^{\circ}$ ) -+- You (----@something.com) The readers of course, for respecting my work and so fourth and yes this FAQ would not be possible without the reader's interest! -+- Dingo Jellybean (bellybutton21@hotmail.com) For typing up this FAQ. (^ ^) \_\_\_\_\_\_ \_\_\_\_\_\_ \_\_\_\_\_\_ \_\_\_\_\_\_

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## Small Note from author:

Welcome everybody to the FAQ with basically nothing that is important to the game, I will include every useless aspect of the game in this FAQ so I can further waste your time in mindless reading! This FAQ is made by a person with no life for people with no lives. So if you are reading you probably have no life! Okay okay, this FAQ was made by a person with a life, sheesh!

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I started this guide because I love 2-D and the Alpha series, I'm not much of a fan of 3-D fighting games though. Besides 2-D started the entire fighting game series anyways and every single fighting game must OWE IT to Street Fighter 2, otherwise they would not be here. Well basically this FAQ is here to display combos and winning poses along with the description of each stage incase you are a bit loss or just want some sort of idea of how the stages in the game look like, and they are in beautiful 2-D animation. Also if you need all the other stuff like moves, supers, what is available in each ISM along with side areas then take a look at my other FAQ. You should be familiar with all the character moves in the game and then you should take a look at this one, but most of all have fun!

Character Win Poses

- --Adon
- --Akuma
- --Balrog

--Birdie --Bison --Blanka --Cammy --Charlie --Chun-Li --Classic Balrog --Cody --Dan --Dee Jay --Dhalsim --E.Honda --Evil Ryu --Final Bison --Fei Long --Gen --Guile --Guy --Juli --Juni --Juni and Juli --Karin --Ken --R.Mika --Rolento --Rose --Ryu --Sagat --Sakura --Shin Akuma --Sodom --T.Hawk --Vega --Zangief Combos --Adon --Akuma --Balrog --Birdie --Bison --Blanka --Cammy --Charlie --Chun-Li --Classic Balrog --Cody --Dan --Dee Jay --Dhalsim --E.Honda --Evil Ryu --Final Bison --Fei Long --Gen --Guile --Guy --Juli --Juni --Karin --Ken

R.Mika
Rolento
Rose
Ryu
Sagat
Sakura
Shin Akuma
Sodom
T.Hawk
Vega
Zangief
Stages
Adon
Akuma
Balrog
Birdie
Bison
Blanka
Cammy
Charlie
Chun-Li
Classic Balrog
Cody
Dan
Dee Jay
Dhalsim
E.Honda
Evil Ryu
Final Bison
Fei Long
Gen
Guile
Guy
Juli
Juni
Karin
Ken
R.Mika
Rolento
Rose
Ryu
Sagat
Sakura
Shin Akuma
Sodom
T.Hawk
Vega
Zangief
Character Bios
Game Appearances
Is it just me?
Top Ten Supers
Credits
+-
+-
Character Win Poses

In this game each character has a certain win pose, to select which win pose you want follow these simple procedures:

- -- Pick any character and play either Arcade Mode, Versus Mode, Dramatic Battle Mode, World Tour Mode, Survival Mode, or Team Battle Mode. Do not pick the other modes because they will not give you the opportunity to select your win pose.
- -- Then in that mode that you have selected defeat your opponent.
- -- Immediately when you have knocked out your opponent (in can be between rounds) hold the select button.
- -- When you hold down the select button hit any other attack button you wish to see the win pose for.

Below is a list of all 36 characters in the game, all these characters will include a listing of what win poses each character has depending on which button you press after your victory.

NOTE: Certain characters will require you to be in a certain ISM to have a certain win pose, or it may change certain button selections for that certain win pose, but don't worry I've got it all down!

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----Adon

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JP: Stands and gives his opponent a thumbs down.

SP: Jumps up while he takes off his bandana and holds it while he looks at it

FP: Stands and gives a menacing, but funny laughter.

SK: Stands with back towards the screen and flexes both biceps in sorta being in a "Proclaiming to be a master" pose(sorta reminds me of Chou Li from Bloodsport).

FK: Shakes his head for a while and then he kneels down and looks to the sky.

RK: Stands there and tilts his head back and forth while having both his hands covering his face repeatedly(?).

Akuma

1111 anna

JP: Stomps the ground and he goes into a ready pose.

SP: Same as above.

FP: Stands there with his back to the screen and the "ten" symbol lights up.

SK: Same as above.

FK: Stands in his ready pose but this time he shakes violently.

RK: Same as SK and FP

Balrog

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JP: Stands in a boxing victory pose and laughs
SP: Same as above
FP: Same as above
SK: Same as above
FK: same as above
RK: He flexes his muscle enough to rip his shirt and laughs
Birdie
JP: Holds out his knife while he gives an awkward smile(?).
SP: Holds out a thumbs up then quickly gives a thumbs down while sticking out
    his tongue. He also exclaims "Hey!...You!"
FP: Stretches out his chains and licks it(?!).
SK: Holds out two fingers and a thumb at the opponent, just like his level 3
    The Birdie.
FK: Holds out 3 fingers out and exclaims "I, number one!" (shows you his
    intellect).
RK: Stands in a "ready to dance" pose (?!).
Bison
____
JP: Stands over his opponent and says "Bah, Nuruiwa!"
SP: Same as his JP win pose above.
FP: Same as his JP win pose above.
SK: Same as his JP win pose above.
FK: Same as his JP win pose above.
RK: Same as his JP win pose above.
Blanka
JP: Flips around repeatedly while laughing in his own amzonic way.
SP: Same as above.
FP: Same as above.
SK: Same as above.
FK: Same as above.
RK: Same as above.
                        Blanka vs. Blanka
JP: Same as his regular taunt against a different opponent.
SP: Eats a bunch of watermelons really fast and throws the trash at his
    opponent.
FP: Drinks orange juice from his juice maker(?!).
SK: Celebrates victory while throwing up his arms in the air repeatedly.
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FK: Same as above.
RK: Same as SP.
Cammy
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JP: Swings her arm and gives a neutral look to the front of the screen.
SP: Saluts M.Bison as he floats while laughing and exclaims "Yes Sir."
FP: Stands in silence as M.Bison floats while laughing.
SK: Stands with her back to the screen and gives a silent but quick thumbs
FK: Stands with her back to the screen and turns around and gives a thumbs
    up while she smiles.
RK: Same as JP.
Charlie
_____
JP: Puts on his glasses and goes "Hmph!"
SP: Same as above.
FP: Same as above.
SK: Gives a sorta 2 finger salut and exclaims "Too easy!" (most intimidating
    of them all!).
FK: Same as above.
RK: Shaves his nails with something(?), whiffs his air with his breath and
    exclaims "Hmph!"
Chun-Li
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JP: Stands for a moment and bows a little with her hand out and exclaims
    "Gomen ne"
SP: Same as above.
FP: Same as above.
SK: Same as above.
FK: Same as above.
RK: Same as above.
                            X-ISM
                            ----
JP: Same as her A-ISM taunt.
SP: Same as above.
FP: Same as above.
SK: Same as above.
RK: Stands for a moment and does a few kicks and stops in the middle of her
    kick animation.
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JP: Stares and then bows down in memory of her father.
SP: Jumps up and cheers and exclaims "Yatta!"
FP: Same as her X-ISM RK win pose.
SK: Same as her JP win pose.
FK: Same as her SP win pose.
RK: Same as her RK win pose.
Classic Balrog
_____
JP: Stands in a boxing victory pose and laughs
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SP: Same as above FP: Same as above SK: Same as above

FK: same as above

RK: He flexes his muscle enough to rip his shirt and laughs

Cody \_\_\_\_

JP: Cody uses a body language to exclaim "I don't know!" he also gives a smile and a wierd sigh of relief.

SP: Same as his JP win pose. FP: Same as his JP win pose. SK: Same as his JP win pose. FK: Same as his JP win pose. RK: Same as his JP win pose.

> \_\_\_\_\_ Cody vs. Cody

JP: Same as his default win pose above. SP: Same as his default win pose above.

FP: Same as his default win pose above.

SK: Same as his default win pose above.

FK: Same as his default win pose above.

RK: Same as his default win pose above.

UD: Cody stands there, then quickly he runs as a police officer brings out his gun and handcuffs as he chases after Cody(real funny!).

NOTE: UD means "un-decided" meaning you cannot pick another win pose you will always have this win pose when you have won the entire match only.

Dan

- JP: Holds out his hand in a fist animation and exclaims "Bushai!"
- SP: His shirt tears a little and goes into the same fist animation as above and exclaims "Hisshou!"
- FP: Gives an awkward smile while facing towards the screen and gives a goofy looking thumbs up.
- SK: Holds out his hand in the same fist animation like his JP and SP pose and exclaims "Yahoo! I did it!" in Japaneese.
- FK: Same as his JP win pose.
- RK: Same as his JP win pose.

Dee Jay

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- JP: Puts both his hands in his pants and exclaims "Thank you everybody!" afterwards he whistles a tune afterwards with musical notes coming out of his mouth, and also no, you cannot here the tune he is whistling.
- SP: Shakes his Morracas and exclaims something.
- FP: Shakes his Morracas, but he stops every few times and exclaims "Oh yeah!" and each time he does that he goes into a different pose, my favorite one yet!
- SK: Same as his JP win pose.
- FK: Shakes his Morracas and exclaims something different than his SP pose.

Dhalsim

- JP: Floats and exclaims "Yogagaaaaa...." with his hands together and his head tilting downwards.
- SP: Holds his hands together and tilts his head down and exclaims "Yoga."
- FP: Like his JP win pose except he is sitting in a similar fashion to indian style and his mouth moves along with "Yogagaaaaa...."
- SK: Floats like his JP and FP win pose except he exclaims "Namonte."
- FK: Stands with his hands together and head tilted down like his SP pose and exclaims "Namon."
- RK: Same as his FK win pose.

E.Honda

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- JP: Cheers joyfully with laughter, similar to Balrog's boxing victory pose.
- SP: Goes into his Strong Punch animation and exclaims "Dol sai!"
- FP: Stands there and thinks and says something(a little help here?), very similiar to Sagat's win pose.
- SK: Gives a thumbs up and says something(a little help here?).
- FK: Same as his JP win pose.
- RK: Same as his JP win pose.

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Evil Ryu
_____
JP: He stands and turns his back to the screen in silence.
SP: He stands and stares the opposite direction of the opponent.
FP: Same as his JP win pose.
SK: Same as his SP win pose.
FK: Same as his JP win pose.
RK: Same as his SP win pose.
_____
Fei Long
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JP: Does a few attacks and goes into the classic Bruce Lee win pose while
    providing the traditional yell(one of my favorites!).
SP: Same as his JP win pose.
FP: Same as his JP win pose.
SK: Goes into a ready pose while shaking violently, similar to Akuma's win
    pose.
FK: Same as his SK win pose.
RK: Same as his SK win pose.
_____
Final Bison
JP: Stands over his opponent and says "Bah, nuruiwa!"
SP: Same as his JP win pose above.
FP: Same as his JP win pose above.
SK: Same as his JP win pose above.
FK: Same as his JP win pose above.
RK: Same as his JP win pose above.
Gen
JP: Puts his hands under his long sleeves and exclaims "You were big fool."
    (I love this one! It really rubs in your victory!)
SP: Like the one above, he puts his hands in his sleeves and gives a
    menacing, but rather funny laugh (well funny to me!).
FP: Same as his JP win pose.
SK: Same as his SP win pose.
FK: Same as his JP win pose.
RK: Same as his SP win pose.
Guile
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JP: Brings a comb out of his pocket and exclaims "I'm impressed!"
SP: Same as his JP win pose above.
FP: Guile stands, looks towards the screen, and his Dog Tag shines.
SK: Guile flexes his muscle while he smiles at the opponent and
    exclaims "Hmph!"
FK: Gives a two finger salut while looking at the screen and exclaims
    "Too easy!"(Ha! The most intimidating of them all, like Charlie's!).
RK: Same as his JP win pose.
Guy
JP: Stands there and folds his arms over each other.
SP: Faces the opponent holds out two fingers and says "Waruku Omouna."
FP: Turns his back to the screen puts two fingers over his forehead and
    says "Kurezo...Bushinryu."
SK: Same as his JP win pose.
FK: Same as his SP win pose.
RK: Same as his FP win pose.
Juli
JP: Just like Cammy's win pose she saluts M.Bison while he is floating
    the only exception is that she does not say "Yes sir."
SP: She stands there in silence as M.Bison floats by laughing.
FP: Turns around with her back to the screen while giving a quick look at
    her opponent.
SK: Same as her FP win pose.
FK: Same as her JP win pose.
RK: Same as her SP win pose.
Juni
JP: Just like Juli's JP win pose, she saluts M.Bison as he floats by
    laughing and she does like say "Yes sir" like Cammy does.
SP: Just like Juli's SP win pose, M.Bison floats by and she stands in
FP: Just like Juli's FP win pose, she turns her back to the screen while
    giving a quick look at her opponent.
SK: Same as her FP win pose.
FK: Same as her JP win pose.
RK: Same as her SP win pose.
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Juni and Juli

- JP: They each do their regular taunt and they both are facing the opposite direction.
- SP: They each do their regular taunt except they are facing each other and they form sorta like a unique diamond shape(its hard to describe).
- FP: Same as her JP win pose.
- SK: Same as her SP win pose.
- FK: Same as her JP win pose.
- RK: Same as her JP win pose.
- NOTE: As you can expect these are their win poses when they are in Dramatic Battle mode, I'm not sure who has the authority in determining the win pose here, 2nd player or 1st player, I guess its whoever does their win pose selection first. When you have a CPU controlled Juni or Juli you can select your own win pose.

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Karin

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- JP: Gives sorta like a rich, high class laugh in a very high tone with her hand over her mouth.
- SP: She stands there ponders and exclaims something (a little help?).
- FP: She stands there posing like she was a model or something.
- SK: Same as her FP win pose.
- FK: Same as her FP win pose.
- RK: Same as her FP win pose.

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Karin vs. Karin

- JP: Same as her JP win pose above.
- SP: Same as her SP win pose above.
- FP: Karin goes into her modelling pose as her butler rushes out to bring her glass of milk. He kneels in front of her handing her glass of milk with a straw in it like she was royalty, also the milk inside the glass shakes.
- SK: Karin goes into her modelling pose while her butler runs in and tries quickly to bring something out of his bag, its like if he fails he going to be fired or something!
- FK: Karin goes into her modelling pose while her butler runs about while a cat chases him.
- RK: Same as her FP win pose in a Karin vs. (other opponent) match up.

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Ken

\_\_\_

- JP: Goes into a victory pose very similar to Ryu's, he puts his hand up (depending on which side his opponent is on will determine which hand he puts up) and gives a victory smile.
- SP: Puts his hand over his face, moves his hand giving a thumbs up and

exclaims "Yasuntai!" FP: Like his SP win pose he gives a thumbs up and exclaims "Yatta ze!" the only exception here is that he does not cover his face, he goes directly into his thumbs up pose. SK: Same as his SP win pose. FK: Same as his SP win pose. RK: Same as his FP win pose. V-TSM JP: Same as his JP win pose above. SP: Same as his SP win pose above. FP: Same as his FP win pose above. SK: Same as his FP win pose above. FK: Same as his SP win pose above. RK: Same as his FP win pose above. NOTE: The only exception in V-ISM is Ken's Short Kick taunt, its a different win pose than is default win pose. R.Mika JP: She jumps up repeatedly and cheers like she was a small girl. SP: Same as her JP win pose above. FP: Same as her JP win pose above. SK: Same as her JP win pose above. FK: Same as her JP win pose above. RK: Same as her JP win pose above. R.Mika vs. R.Mika \_\_\_\_\_ JP: Same as her default win pose above. SP: Like her SP win pose, the golf car drives by with some mysterious person inside the golf cart, but R.Mika stops cheering after a short while. FP: She cheers just like her SP win pose except the person in the golf cart stops in front of her, I still don't know who he is! SK: She cheers just like her win poses above, the mysterious person in the golf cart rolls by and drops a giant tire. R.Mika attaches the tire to herself and runs off with it. I think that person must be her trainer! FK: Same as her SP win pose above. RK: Same as her FK win pose above. Rolento \_\_\_\_\_

JP: Rolento goes into his classic pose exclaiming "Mission Complete!" while at the same time 5 henchmen from above makes repeated stabs against the air while all hanging upside down.

- SP: Rolento laughs as he drops a grenade that rolls towards the opponent and explodes on them! (What a funny quy!)
- FP: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" while his five henchmen hangs upside down stabbing at the air, except this time the second henchman from the right comes in a little late.
- SK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time the second henchman from the right comes in on time and later leaves.
- FK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time his henchmen does the so called "Wave" as seen in baseball games by audiences, but Rolento style as they stab against the air.
- RK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" The only exception is that his henchmen don't come out.

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Rose

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- JP: She stands and waves her index finger across sorta like she is saying "don't mess with me again" and says "Mada, mada ne."
- SP: Rose stands there and smiles as she holds out her scarf as it flows with Soul Power and she says something(once again I'm still a little puzzled as to what she is saying).
- FP: Its just like her JP win pose except this time she forms a mirror image upon both sides of her before she waves her finger.
- SK: Rose forms a mirror image of herself, leans against her mirror image and exclaims "Daijoubu?"
- FK: Rose takes a giant card which says "The Fool" and she flips it and she is wearing a fancy dress, something women would wear in the 1800's.
- RK: She stands as the wind blows and lets a tarrot card drop out of her hand and onto the ground.

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Ryu

- JP: Ryu stands and holds up his hand and smiles at victory, just like Ken's win pose.
- SP: He stands there as the wind blows and looks at the other direction while giving a slight smile.
- FP: He stands there as the wind blows and looks at the other direction and a small single leaf blows by near his feet.
- SK: Same as his JP win pose above.
- FK: Same as his JP win pose above.
- RK: Same as his FP win pose above.

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Sagat

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JP: He stands there and laughs while he is in his thinking pose.

SP: Crosses his hands over his chest and laughs rather very menacingly.
FP: Crosses his hands and gives a menacing laugh and stares at the other direction.
SK: Same as his JP win pose above.
FK: Same as his SP win pose above.
RK: Same as his FP win pose above.

Sakura

- JP: She stands with her fist in the air and gives a cheerful laugh.
- SP: Does that funky little gliding dance(very cool!).
- FP: Does a few attacks and her shoe flies off as she is in her ready stance.
- SK: Like her win pose above except this time that her shoe does not fly off.
- FK: She stands and rubs her nose and says something(not sure what she says though).
- RK: The wind blows as she stands there like Ryu folding her arms(funny actually!).

Shin Akuma

JP: Stomps the ground and he goes into a ready pose.

SP: Same as above.

FP: Stands there with his back to the screen and the "ten" symbol lights up.

SK: Same as above.

FK: Stands in his ready pose but this time he shakes violently.

RK: Same as SK and FP

Sodom

JP: He stands and gives a traditional bow towards the opponent.

SP: He stands and holds out a fan that sprays water and says something "Apparei!."

FP: He stands and holds out a fan that shoots little butterflies and says something(I will need help here).

SK: Spins out his Sai in both hands and gives a grunt afterwards.

FK: Just like his SK win pose except the Sais drop out of his hand and he shakes his head in disgust.

RK: Just like his JP win pose above.

X-ISM

JP: Just like his default JP win pose above.

SP: Just like his default SP win pose above.

FP: Just like his default FP win pose above.

SK: Same as his FP win pose.

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RK: Same as his default JP win pose above.
T.Hawk
_____
JP: He stands and whistles for his eagle and it rests on his hand, the funny
    part about this is that the eagle shakes his head, which is pretty
    intimidating!
SP: He stands there and exclaims "whmp!"
FP: Just like his SP win pose except this time the same eagle lands on his
    shoulder and shakes its head.
SK: Just like his JP win pose above.
FK: Just like his SP win pose above.
RK: Just like his RK win pose above.
Vega
JP: Quickly puts his claw down and gives a snickering laugh.
SP: Stands and removes his mask in disgust at his opponent.
FP: Same as his SP win pose above.
SK: He jumps up and gives a menacing snickering laugh to himself.
FK: Same as his JP win pose above.
RK: Same as his JP win pose above.
_____
Zangief
JP: Stands and flexes his muscles and says "Bolschoy Tavieda!"
SP: Same as his JP win pose above.
FP: Same as his JP win pose above.
SK: Its just like his JP win pose above except he just laughs this time.
FK: Same as his SK win pose above.
RK: Same as his SK win pose above.
                               X-ISM
JP: Same as his default JP win pose above.
SP: Same as his default JP win pose above.
FP: Same as his default JP win pose above.
SK: Same as his default SK win pose above.
FK: Same as his default SK win pose above.
RK: Same as his default JP win pose above.
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FK: Same as his FP win pose.

NOTE: In X-ISM only Zangief's Roundhouse kick win pose differs from his normal default win pose.

## Zangief vs. Zangief

- JP: Puts two index fingers up in the air and cheers loudly, just like his crossover series win pose.
- SP: Same as his JP win pose above.
- FP: Zangief flexes more muscle than his default JP win pose but gives a smile at the end, and he also exclaims the same thing he says in his default JP win pose.
- SK: Same as his FP win pose above.
- FK: Zangief puts lighter fluid in his mouth and blows a giant fish that Blanka holds up, and later Zangief smiles with his face being charred.
- RK: Zangief puts lighter fluid in his mouth and blows a giant fish that Blanka holds up, and later Zangief smiles with his face being charred except this time Blanka is burned as well and he stays there blinking his eye occasionally.

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Combos

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While not as abundant or creative as the crossover series there are combos in this game, in fact a ton of them thanks to the new and re-defined juggling system. I will try to list down everything I can find in terms of combos for every character in the game, but I know I will need help, so if you would like to contribute your name will be listed at the top and bottom of this FAQ! Okay so its not the best prize, but isn't it just fun to contribute! Also I will use the ISM Plus Original Combo for all characters in each of the character section below.

NOTE: When the ISM Plus Original Combo is activated every character in the game will retain a ZigZag magic series that is used mainly in the crossover series. Here is what I mean:

Any character with the Original Combo can do these sequence of attacks in one continuous combo (or combination).

Jab --> Short --> Strong --> Forward --> Fierce or Roundhouse

There is also one unique thing about this Original Combo, it allows you to go in a different sequence! Similar to X-COTA!

Short --> Jab --> Forward --> Strong --> Fierce or Roundhouse

Also note that some characters may not be able to pull off all of the attacks because they get too far pushed back, in that case most characters in the game will be able to get at least 3 hits out of the entire chain combo.

In V-ISM ONLY can a character go backwards in a ZigZag series only in Custom Combo mode:

Roundhouse --> Strong --> Jab

Like the magic series, you can skip hits as well:

Also one more quick note, I will be using James Chen's excellent combo system along with Migs Rustia's revisions, if you don't know the combo system I suggest you visit Migs Rustia's website(listed at top and bottom of FAQ) or email James Chen. Also when I note about ISM PLUS combos, there are only certain ISM PLUS requirements to do the combo which I will list below for each character.

NOTE: One more thing, ALWAYS MAKE YOUR HITS DEEP! This way you will have less spacing between you and your opponent and will be able to pull out more hits in your combo.

Adon

Universal Combos

- 1. S.Forward --> Jaguar Knee
- 2. S.Jab, S.Short --> Jaguar Knee
- 3. J.Forward \/ S.Jab, S.Short --> Jaguar Knee
- 4. J.Forward \/ S.Jab, S.Short --> Jaquar Knee, S.Forward
- 5. In corner: J.Forward  $\/$  S.Jab, S.Short --> Jaguar Knee, Jaguar Knee

X-ISM

- 1. Jaguar Kick \/ C.Forward --> Jaguar Knee
   This one seems possible, I recall being able to pull if off once, but then
   again I could be wrong. Try to make the Jaguar Kick as low to the ground
   as possible.
- 2. J.Forward \/ S.Forward --> Jaguar Varied Assault
- 3. J.Forward \/ S.Jab, S.Short --> Jaguar Knee, Jaguar Varied Assault In this combo it works best if you are in the corner, but also works if you are out of the corner. This combo will juggle the opponent.

A-ISM

1. J.Fierce \/ S.Jab, S.Short --> Jaguar Knee, Level 1/Level 2 Jaguar Varied

Level 1 works best because all the hits will come out, level 2 works well also but on level 3 a hit or two will come out and that's it, so stick with level 1 or level 2. And this will juggle the opponent.

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NOTE: All of these combos will require you to activate the Custom Combo mode, but I will tell you which one to use.

1. Custom Combo Activation: (SP+FK)

In corner: Short Jaguar Kick, C.Short, C.Short --> Short Jaguar Kick,
C.Short, C.Short, etc.

Basically that is it, you can score a bunch of hits with this if you can do it quick enough and be consistent with the cursed dragon punch motion. I got 46 hits once! So be proud of me!

- 2. Custom Combo Activation: (JP+SK), (SP+FK)
   In corner: Roundhouse Jaguar Tooth, S.Short --> Short Jaguar Knee,
   Forward Jaguar Knee, Roundhouse Jaguar Knee, Forward Jaguar Kick
   (juggle)
- 3. Custom Combo Activation: (JP+SK), (SP+FK)
   In corner: J.Forward \/ S.Jab, S.Short, C.Forward --> Short Jaguar Kick,
   C.Short, C.Short(x10), Short Jaguar Knee(x3)(juggle)

ISM Plus Combos

- 1. ISM PLUS requirement: Alpha Combo
   C.Short, C.Jab, C.Strong, C.Forward --> Jaguar Knee, Jaguar Knee(juggle)
- 2. ISM PLUS requirement: Alpha Combo
  J.Forward \/ S.Jab, S.Forward --> Jaguar Knee, S.Forward(juggle)
- 3. ISM PLUS requirement: Super Alpha Cancel
   J.Forward, S.Jab, C.Short --> Short Jaguar Kick --> Jaguar Varied
   Assault

Overall

Rating: 82/100

Adon is a very fast character with surprisingly fast attacks that are quick countermoves against missed attacks. His supers have a lot of range and reach full screen's distance with very little time to waste. Adon is a rather impressive combo character, but he does have his shares of flaws. First off Adon lacks any form of dominance when jumping in, having him to result in defensive play most of the time, and his Jaguar Revolver is a complete waste when he is close to his opponent because he will just soar over his opponent. Also Adon has no projectiles, but then again its best that not every character in the game has a projectile. This makes it a pain to result in a fight against projectilers, and even a well timed Jaguar Kick will often be blocked. But overall, he should be someone on the Intermediate level of skill should be able to play Adon pretty well.

 Akuma

Universal Combos

- 1. C.Strong --> Gou Hadouken
- 2. Tatsumaki Zankuu Kyaku \/ Gou Shouryuken(juggle) The trick in this combo is to jump in with your hurricane kick and that should bounce the opponent up and you can go into your Gou Shoryuken as you land.
- 3. J.Roundhouse \/ C.Strong --> Gou Hadouken
- 4. Tatsumaki Zankuu Kyaku \/ S.Jab --> Gou Hadouken(juggle)
- 5. J.Fierce \/ S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shoryuken, Gou Hadouken(juggle)
- 6. Roundhouse Tatsumaki Zankuu Kyaku, Jab Gou Shouryuken, etc. (juggle) Can you belive that this is his infinite? Its so easy to do and Akuma breaks the "One juggle per combo only" law! The timing is extremely easy and takes little time to master.
- 7. Zankuu Hadouken \/ C.Jab --> Gou Hadouken
- 8. Jab Gou Shoryuekn, Jab Gou Shouryuken (juggle)
- 9. J.Roundhouse \/ S.Jab, S.Short --> Tatsumaki Zankuu Kyaku, S.Stromg --> Gou Hadouken

\_\_\_\_ X-TSM

1. C.Roundhouse --> Shun Goku Satsu

The point of this combo is to already have the Shun Goku Satsu in motion and as the opponent gets up, they will try to counter only to be snuffed by the Shun Goku Satsu. Its more like strategy than any real combo.

2. S.FWD.Forward --> Tatsumaki Zankuu Kyaku, S.Jab --> Tatsumaki Zankuu Kyaku (juggle)

A-TSM

- 1. S.Jab --> Messatsu Gou Shoryuu
- 2. C.Forward --> Messatsu Gou Hado
- 3. Tatsumaki Zankuu Kyaku, Messatsu Gou Shouryuu/Messatsu Gou Hado (juggle)
- 4. In corner: Jab Gou Shouryuken, Messatsu Gou Shouryuu(juggle)
- 5. Zankuu Hadouken \/ Messatsu Gou Shouryuu

-----V-ISM

1. Custom Combo activation: (JP+SK), (SP+FK)

S.FWD.Forward, etc.

This really isn't a combo but more of an annoyance move, use this to take down that guard meter!

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ISM PLUS Combos

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- ISM Plus requirement: Alpha Combo
   C.Jab, C.Short, C.Forward --> Messatsu Gou Shoryuu
- 2. ISM Plus requirement: Super Alpha Cancel
   J.Fierce \/ C.Short, C.Jab --> Level 1/Level 2 Messatsu Gou Shouryuu
   --> Tenma Gou Zankuu(juggle)
- 3. ISM Plus requirement: Super Alpha Cancel
   J.Fierce \/ S.Jab, S.Short --> Gou Hadouken --> Messatsu Gou Shouryuu/
   Messatsu Gou Hado

Overall

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Rating: 94/100

Akuma apparently has no weaknesses, or at least not much by the way. Akuma is blazing fast with unbelievable combo possibilities, he is obviously the best juggle combo character in the game. He has a lot of combinations to choose from and supers to counter practically anything. He also has a teleport which lets him escape from corner traps or to avoid supers all together. There are a few weaknesses however, and that's with his missed supers. Most of his supers besides the Messatsu Gou Hado are rather easy to counter. That's about it, there is really no apparent weakness to Akuma and beginners can easily pick him up.

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Balrog

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Universal Combos

- 1. C.Strong --> Dashing (anything)
- 2. J.Roundhouse \/ C.Strong --> Dashing (anything)
  This combo is rather simple, just charge ahead of time.
- 3. J.Jab \/ S.Jab, C.Jab, C.Jab --> Dashing (anything)
  This is just such a cheap, but easy combo, use this at will!

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X-ISM
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1. S.Short --> Crazy Buffalo
2. J.Roundhouse \/ C.Jab, C.Jab, C.Short --> Crazy Buffalo
3. J.Fierce \/ S.Strong --> Crazy Buffalo
A-ISM
NOTE: All of Balrog's X-ISM combos work in A-ISM, the only addition to
      this ISM is that he can use his Gigaton Blow instead of his Crazy
      Buffalo.
V-ISM
____
NOTE: The manual only says that you can use the Buffalo Head as a reversal
      only, what they do not mention is that it can be used freely in
      Custom Combo mode.
1. Custom Combo activation: (JP+SK)
   In corner: Jab Buffalo Head, Jab Buffalo Head, etc. (juggle)
   Just repeat this until your Custom Combo guage runs out.
2. Custom Combo Activation: (SP+FK)
   In corner: Jab Dashing Straight, S.Jab, Jab Dashing Straight, S.Jab,
   This one will take quite a bit of practice, but it looks more stylish
   than the first one if you master it!
ISM Plus Combos
_____
1. ISM Plus requirement: Original Combo
   C.Jab, C.Short, C.Strong --> Dashing (anything) or any super
2. ISM Plus requirement: Super Alpha Cancel
   J.Roundhouse \/ S.Jab, S.Short --> Dashing Straight --> any super
3. ISM Plus requirement: Super Alpha Cancel
   Final Punch --> Any super
   This is one heck of a killer, depending on how long you have
   charged for the Final Punch you can actually kill your opponent with
   just this one combo no matter how much life they have even at full life!
Overall
80/100
Balrog is one of the underdog characters in the game, but master him and he
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is quite lethal. He has powerful attacks and can use a Final Punch when you least expect it. Not only that but his Final Punch is even more powerful than any of his supers when charged for a certain amount of time.

He can always charge for his Final Punch and attack with a super or any other attack during the charge which makes it that more lethal and can very well end the match right there. However he really can't defend well against jumping in attacks and his combos require a lot of charging for complete effectiveness. That can be a pain for some people, but with practice Balrog can be a very powerful character.

Birdie

Universal Combos

- 1. Punch Throw, Bull Head(juggle)
- 2. S.Fierce, C.Fierce(juggle)
   Just make sure you are close to the opponent when the S.Fierce hits so
   that it launches the opponent.
- 3. J.DN.Fierce \/ Bandit Chain/Murder Chain
- 4. Punch Throw, Bull Horn(juggle)

  This is like the first combo except the damage on this combo is cumulative and will do more damage the longer you charge the Bull Horn.
- 5. J.DN.CU.Fierce \/ S.Jab --> Banit Chain/Murder Chain
  This combo is difficult to connect, you have to cross up your opponent
  while jumping in and continue from there.
- 6. J.DN.Fierce \/ C.Jab --> Bull Head

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X-ISM

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- 1. J.DN.Fierce \/ S.Strong --> The Birdie
- 2. Punch Throw, The Birdie(juggle)

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A-ISM

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NOTE: All of Birdie's X-ISM combos work in A-ISM as well.

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V-ISM

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1. Custom Combo Activation: (JP+SK), (SP+FK)
 In corner: Jab Bull Head, etc.

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1. ISM Plus requirement: Alpha Combo J.DN.CU.Fierce \/ C.Jab, C.Forward, C.Strong --> The Birdie 2. ISM Plus requirement: Alpha Combo J.DN.CU.Fierce \/ C.Jab, C.Forward, C.Strong --> Bull Head 3. ISM Plus requirement: Super Alpha Cancel Bull Horn --> The Birdie(juggle) This combo is cumulative depending on how long you charge for the Bull Horn, and this combo is liable to do 70% damage! \_\_\_\_\_ Overall \_\_\_\_\_ Rating: 73/100 Birdie really can't defend very well, but has some rather powerful supers to back that up. His Bull Revenger ranks up there by being one of the most powerful and feared supers in the game, not only is it unblockable but it is also very easy to do. Just like Balrog he can charge for his Bull Horn and still attack at the same time. But did I mention about his defense? He has practically no ground attacks that can match most jumping attacks and his Bull Revenger can be easily knocked out of and his The Birdie super will leave him open to attack if he misses, making his supers pretty hazardous to your health. Birdie really takes time to adapt to and his somewhere on the borderline of being an intermediate/expert skilled player. But overall he is a very powerful character when used correctly. Bison Universal Combos 1. S.Roundhouse --> Double Knee Press Basically you must cancel after the first hit, while the second hit will probably go over most characters in the game, you still must cancel after the first hit. 2. J.Roundhouse \/ C.Forward --> Double Knee Press X-ISM \_\_\_\_ 1. S.Strong --> Psycho Crusher 2. J.Fierce \/ S.Strong --> Psycho Crusher 3. J.Roundhouse \/ S.Forward --> Scissors Kick Nightmare A-ISM

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NOTE: All of Bison's X-ISM combos work in A-ISM except you can replace the final hits with his Psycho Crusher super instead.

V-ISM

1. Custom Combo Activation: any

Back to corner: Double Knee Press, Double Knee Press, etc.
Basically like Hulk's Gamma Wave from the crossover series it works
best if your back is to the corner and then you jsut keep repeating
the Double Knee Press until you reach the end of the corner.

ISM Plus Combos

- ISM Plus requirement: Alpha Combo
   C.JAb, C.Short, C.Forward --> Double Knee Press/Any Super
- 2. ISM Plus requirement: Super Alpha Cancel
   S.Roundhouse --> Psycho Shot --> Any Super

Overall

Rating: 77/100

M.Bison is a very powerful character with rather damaging supers. He has excellent range on his attacks and can really punish people for their mistakes and his offensive skills are top notch. He is a rather poor keep away character but he has a teleport to back that up. His flaws results in poor defensive skills and he has little priority in his jumping attacks. He is basically a worthless keep away character because the fact that you have to charge for his projectile, its slow, and the fact that he has long recovery time from it. But like all characters in the game he is a rahter powerful character when mastered.

Blanka

Universal Combos

- 1. J.Jab \/ Electric Thunder
- 2. C.Short --> Rolling Attack/Vertical Rolling
- 3. J.Roundhouse \/ C.Forward --> Vertical Rolling/Rolling Attack
- 4. J.CU.Fierce \/ C.Forward --> Electric Thunder

  This combo is tough to execute, mainly with the jump in attack, it takes
  a lot of practice to time the J.Fierce to cross the opponent up. Try to

make your fierce hit as late as possible while at the same time cross up the opponent. Remember, practice is the key!

X-ISM

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- J.CU.Fierce \/ C.Forward --> Electric Thunder/Ground Shave Rolling Just like number 4 above except you can add the Ground Shave Rolling instead.
- 2. J.Roundhouse \/ Ground Shave Rolling
   Its an odd combo but effective, just don't hold onto the Ground Shave
   Rolling, otherwise you will mess up the combo.

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A-ISM

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NOTE: All of Blanka's X-ISM combos work in A-ISM, and I have not found a single way to combo in that Tropical Hazard, can anyone help?!

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V-ISM

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NOTE: I haven't really found an effective Custom Combo for Blanka and as you might have probably guessed, suggestions are always welcomed.

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ISM Plus Combos

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1. ISM Plus requirement: Alpha Combo
 C.Jab, C.Short, C.Forward --> Rolling Attack

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Overall

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Rating: 71/100

Blanka is a pretty decent character all around. He has a lot of range on his attacks and has a pretty decent air counter being either his Ground Shave Roll or his Electric Thunder. But with that also comes with flaws, but then again every character has its share of flaws. First off practically every single rolling attack that Blanka has will leave him open to quick counters and attacks if they are blocked. His supers are often hard to connect mainly because they are just so awkward, while his Tropical Hazard is pretty visually impressive its almost certain that the opponent will block the attack. His jumping attacks however come out and lasts too quick, which is both a good and bad thing. With his quick jumping attacks it makes it very difficult to jump in with a successful attack without being countered and he must attack late in order for the attack to have a higher ratio of connecting. But basically Blanka is on the borderline of being an intermediate or expert skill player, and like all characters in the game master him and he can become an opponent's worst nightmare.

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Cammy
Universal Combos
1. S.Jab> Cannon Spike
2. J.Roundhouse \/ S.Jab S.Short> Cannon Spike
3. J.CU.Short \/ S.Fierce> Cannon Spike/Spiral Arrow The only tricky part about this combo is that you must be close to your opponent so that she does her close fierce punch, her close fierce punch will cancel into either attack, if her does her far fierce animation you did the combo uncorrectly! You must cross up the opponent with your jumping short kick to make the combo successful.
X-ISM
1. J.Fierce \/ S.Forward> Spin Dive Smasher
2. J.CU.Short \/ S.Jab, S.Short, S.Jab> Spin Dive Smasher Once again you must cross up your opponent for this combo to work.
 A-ISM 
1. J.Fierce \/ S.Jab, S.Short> Reverse Shaft Breaker
2. J.Fierce \/ S.Fierce> Reverse Shaft Breaker Once again she must be close to the opponent so that her close fierce animation comes out so you can cancel into the Reverse Shaft Breaker.
V-ISM
<ol> <li>Custom Combo Activation: (JP+SK), (SP+FK)         In croner: Spin Knuckle&gt; Short Cannon Spike, Short Cannon Spike, etc.         Basically just repeat the Cannon Spike until your Custom Combo guage         runs out.</li> </ol>
ISM Plus Combos
<ol> <li>ISM Plus Requirement: Alpha Combo         J.Fierce \/ S.Jab, S.Forward, S.Strong&gt; Cannon Spike/Spiral Arrow/         Spin Dive Smasher</li> </ol>
2. ISM Plus requirement: Super Alpha Cancel Spin Knuckle> Reverse Shaft Breaker

\_\_\_\_\_ Overall \_\_\_\_\_ Rating: 86/100 Cammy is simply an excellent all around character. She has a lot of speed and priority in her ground attacks along with rather very effective supers. She is a very avid combo character with many possibilities, but she is no juggle combo character like Akuma is. She does have weaknesses though and that is the fact that her jump in attacks come in such wierd angles that it makes it very tough to come in with an effective attack. Her supers also leave her open to attack as well making it hazardous to use supers at times. But overall she is a solid character with excellent defensive skills and she is on the line of being an intermediate skilled player. Charlie Universal Combos 1. C.Jab --> Somersault Kick 2. C.Strong --> Sonic Boom 3. J.Fierce \/ C.Jab, C.Short --> Somersault Kick/Sonic Boom You can use a Roundhouse Somersault Kick if you want extra hits. X-TSM \_\_\_\_ 1. J.Roundhouse \/ C.Strong --> Somersault Justice \_\_\_\_ A-ISM NOTE: All of Charlie's universal combos and X-ISM combos work in A-ISM the only exception is that you can replace the last attacks with either his Somersault Justice, Cross Fire Blitz, or Sonic Break. 1. J.Fierce \/ S.Forward --> Knee Bazooka 2. J.Roundhouse \/ S.FWD.Forward --> Any Super This combo is difficult to master because you must go forward during the middle of your charge, but then again with practice this will be very easy to execute. \_\_\_\_ V-ISM

1. Custom Combo Activation: Any

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In corner: Short Somersault Kick, Short Somersault Kick, etc.

This combo is simple, just keep doing it until your Custom Combo quage runs out. Also note that once connected it connect be averted! ISM Plus Combos -----1. ISM Plus requirement: Alpha Combo S.Forward, S.Forward, S.FWD.Forward 2. ISM Plus requirement: Alpha Combo J.Fierce \/ S.Jab, S.Forward, S.FWD.Fierce 3. ISM Plus requirement: Alpha Combo J.Roundhouse \/ C.Jab, C.Short, C.Strong, C.Forward 4. ISM Plus requirement: Super Alpha Cancel J.Roundhouse \/ C.Jab, C.Short --> Sonic Boom --> Any Super This combo does require some time to master, but after practice this combo will seem like child's play. Overall Rating: 88/100 Charlie is an extremely well balanced character, he has excellent ground defense along with some rather killer combos. He has some of the coolest yet most effective supers in the game that does monster damage. He is one of the more solid combo characters in the game and he practically unstoppable in V-ISM. But he does have a few drawbacks though, that mainly with his jumping attacks. He can't cross up anybody with his attacks which is a disadvantage in my opinion and sometimes charging can be hazardous. But he is on the intermediate skill level and once mastered he can be a dangerous character to mess with. Chun-Li Universal Combos 1. S.Jab --> Hyaku Retsu Kyaku 2. S.Fierce --> Hyaku Restu Kyaku

1. S.Jab --> Senretsu Kyaku

X-TSM

2. J.Fierce \/ S.Fierce --> Hyaku Retsu Kyaku
You must be close to your opponent when the second fierce comes out
so she does her close fierce animation. If she does her far fierce

animation you will not be able to cancel into the Senretsu Kyaku. 3. DF.Roundhouse --> Hyaku Retsu Kyaku/Senretsu Kyaku(juggle) 4. In corner: Whirlwind Kick, S.Strong(juggle) A-ISM \_\_\_\_ NOTE: All of Chun-Li's X-ISM combos work in A-ISM except for the last one which is pretty obvious since she has no Whirlwin Kick in A-ISM. 1. DF.Roundhouse --> Tenshou Kyaku/Hazan Tenshou Kyaku/Hyaku Retsu Kyaku/ Kikousho/Senretsu Kyaku/Kikoken(juggle) Yep, that's right. She can juggle any one of her special attacks including any other of her regular attacks. 2. DF.Roundhouse --> Tenshou Kyaku, Any attack(juggle) Yes you can pull off any normal attack as long as you are in distance but you will most likely be using a super instead right? 3. J.Fierce \/ C.Short --> Hazan Tenshou Kyaku \_\_\_\_ V-TSM 1. Custom Combo requirement: any In corner: Forward Tenshou Kyaku, etc. That's it, just like Charlie's cheap combo this cannot be averted once connected unless you choose to stop! 2. J.Short \/ Short Hyaku Retsu Kyaku Well Chun-Li can no longer juggle the opponent with her Hyaku Retsu Kyaku after knocking them down like she could in Street Fighter Alpha 2, but she can still drain a lot life with this combo even if blocked. -----ISM Plus Combos \_\_\_\_\_ 1. ISM Plus requirement: Alpha Combo J.Fierce \/ S.Jab, S.Short, S.Forward --> Hyaku Retsu Kyaku 2. ISM Plus requirement: Super Alpha Cancel J.Fierce \/ S.Jab --> Hyaku Retsu Kyaku --> Senretsu Kyaku Overall \_\_\_\_\_ Rating: 80/100 Chun-Li is a very fast character with plenty of attacks to counter any missed attack. Her supers are very effective and she has one for every situation and she also has tremendous throw range in the air. The downside to using her is

attack. Her supers are very effective and she has one for every situation and she also has tremendous throw range in the air. The downside to using her is that her jumping attacks are easily countered and have basically no priority except for her stomp kick, but even if you do use her stomp kick she will bounce away from the opponent. However like all characters in the game when mastered she can be a very serious opponent to defeat.

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Classic Balrog
Universal Combos
1. C.Strong> Dashing (anything)
<pre>2. J.Roundhouse \/ C.Strong&gt; Dashing (anything) This combo is rather simple, just charge ahead of time.</pre>
3. J.Jab \/ S.Jab, C.Jab, C.Jab> Dashing (anything) This is just such a cheap, but easy combo, use this at will!
 X-ISM 
1. S.Short> Crazy Buffalo
2. J.Roundhouse \/ C.Jab, C.Jab, C.Short> Crazy Buffalo
3. J.Fierce \/ S.Strong> Crazy Buffalo
 A-ISM 
NOTE: All of Balrog's X-ISM combos work in A-ISM, the only addition to this ISM is that he can use his Gigaton Blow instead of his Crazy Buffalo.
V-ISM 
NOTE: The manual only says that you can use the Buffalo Head as a reversal only, what they do not mention is that it can be used freely in Custom Combo mode.
<ol> <li>Custom Combo activation: (JP+SK)         In corner: Jab Buffalo Head, Jab Buffalo Head, etc.(juggle)         Just repeat this until your Custom Combo guage runs out.     </li> </ol>
2. Custom Combo Activation: (SP+FK) In corner: Jab Dashing Straight, S.Jab, Jab Dashing Straight, S.Jab, etc. This one will take quite a bit of practice, but it looks more stylish than the first one if you master it!
ISM Plus Combos

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- 1. ISM Plus requirement: Original Combo
   C.Jab, C.Short, C.Strong --> Dashing (anything) or any super
- 2. ISM Plus requirement: Super Alpha Cancel
   J.Roundhouse \/ S.Jab, S.Short --> Dashing Straight --> any super
- 3. ISM Plus requirement: Super Alpha Cancel Final Punch --> Any super This is one heck of a killer, depending on how long you have charged for the Final Punch you can actually kill your opponent with just this one combo no matter how much life they have even at full life!

Overall

## 82/100

Classic Balrog is somewhat of an odd character, the only thing that separates Classic Balrog from the regular Balrog is the fact all of classic Balrog's attacks are the same. Here's what I mean, Balrog's Jab is the same attack animation as his short, that also means that his Strong attack animation is the same as his Forward attack animation, the same goes for his fierce and roundhouse attack animations, this goes the same when he is crouching or standing. This gives him little variety in his attacks, but for some strange reason he has a more sense of priority when jumping in for attacks than regular Balrog does. He has basically all the attributes as regular Balrog does with the same supers and everything else. But overall he is a very powerful character to be reckoned with and when mastered he is just an unbelievable combo character.

Cody

Universal Combos

- 1. S.Jab --> Forward/Roundhouse Ruffian Kick
- 2. S.FWD.Roundhouse --> Forward/Roundhouse Ruffian Kick(juggle)
- 3. S.FWD.Roundhouse, S.Forward(juggle)
- 4. Criminal Upper, Forward/Roundhouse Ruffian Kick(juggle)
- 5. J.Roundhouse \/ S.Jab, S.Short --> Forward/Roundhouse Ruffian Kick

X-ISM

1. Final Destruction, J.Roundhouse \/ S.Jab, S.Jab, S.Jab, etc.(juggle) Well once you start the Final Destruction Cody goes into "Final Fight" mode, in which he cannot block and all his regular attacks become those street attacks in Final Fight. The J.Roundhouse will knock the opponent up, also it does not matter what attack you use because they

are all the same kicks. On the ground just hit any other attack button and you should juggle them. Sometimes Cody might go into his 4 hit combo as he did in Final Fight and if he does that will completely mess up the combo, I'm not sure exactly what to do to get this combo accomplished, but it does work, but only until the Final Destruction mode wears off.

A-ISM

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NOTE: All of Cody's universal combos work in A-ISM as you can expect but this time he can either throw in a Final Destruction of Dead End Irony instead of his regular and special attacks.

V-ISM

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1. Custom Combo Activation: any Back to corner: Jab Criminal Upper, Jab, Criminal Upper, etc. Think of this like Magneto's Magnetic Shockwave, just keep balancing them until you are to the other side of the screen.

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo C.Jab, C.Forward, S.Roundhouse, S.FWD.Roundhouse

2. ISM Plus requirement: Super Alpha Cancel
Bad Stone --> Any Super

Overall

Rating: 86/100

Cody is an excellent all around character, he has excellent supers to counter any missed attacks and he is simply an amazing combo character with superior juggle combo abilities. His special attacks are great counters and have very low recovery time making it virtually impossible to counter. However everybody has a weakness in this game, well almost everybody and Cody's weakness is obviously his lack of defensive skills and he will have a lot of trouble counter jumping attacks except if he uses his Alpha counter. His jumping attacks lack much priority and he will usually be knocked out of the air against any ground attacks. But overall Cody is an exceptional character to use and he is right around the intermediate skill level area and like all characters in the game once mastered he can be a powerful character.

Dan

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Universal Combos
1. S.Jab --> Gadouken
2. S.Jab --> Kouryuken
3. Short Kuuchuu Dankuu Kyaku \/ C.Fierce --> Dankuu Kyaku(juggle)
4. J.Roundhouse \/ S.Strong --> Gadouken
5. J.Roundhouse \/ Kouryuken
X-TSM
1. J.Roundhouse \/ Hisshou Buraiken
2. J.Roundhouse \/ S.Jab --> Hisshou Buraiken, Kouryuken(juggle)
A-ISM
1. Level 3 Shinkuu Gadouken, Kouryuken(juggle)
2. Short Kuuchuu Dankuu Kyaku \/ Hisshou Buraiken, Kouryuken(juggle)
3. Short Kuuchuu Kyaku \/ Kouryuu Rekka(juggle)
V-ISM
1. Custom Combo activation: (JP+SK)
   In corner: Jab Kouryuken, Jab Kouryuken, Jab Kouryuken, etc.
   The timing in this combo is pretty tricky, but its very easy to
  execute, just keep on repeating the pattern over and over again and
   you will juggle them infinitely until the Custom Combo mode stops
   of course.
ISM Plus Combos
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1. ISM Plus requirement: Alpha Combo
   C.Jab, C.Short, C.Forward --> Shinkuu Gadouken
2. ISM Plus requirement: Super Alpha Cancel
   J.Roundhouse \/ S.Strong -> Gadouken --> Any Super
Overall
Rating: 84/100
I not sure why people think this guy is at such a disadvantage, maybe he is
in the corss over series, but that's it. Dan has excellent defense and
pretty darn good combo abilities with a lot of juggle possibilities. His
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supers are very damaging and all combo with very little effort, which is

needless to say since practically all the characters in this game have supers that combo rather easily without hesitation. His Dankuu Kyaku is a great weapon to attack from long distance and his Kuuchuu Dankuu Kyaku is also a great escape move, not only that its one of the sweetest juggle moves in the game. But there are disadvantages though and that's the fact that his projectile basically sucks, and his supers offer limited range besides his Shinkuu Gadouken. Other than that I really do not see very much disadvantages in Dan. He is an intermediate character, and beginners should stay away from using this guy.

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Dee Jay

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Universal Combos

- 1. S.Jab --> Air Slasher
- 2. C.Jab --> MAchine Gun Uppercut
- 3. Jab Air Slasher /\ J.Roundhouse \/ S.Jab --> Air Slasher This works best in long distances obviously and its one of the most sweestest looking combos you will ever see, I remember Guile being able to do a similar combo back in the old Street Fighter days but now Guile sucks and Dee Jay is the only one who can put two projectiles in one combo with out the help of a Super Alpha Cancel.
- 4. C.Short --> Air Slasher, S.Roundhouse

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X-ISM

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- 1. Sobat Carnival, S.Roundhouse (juggle)
- 2. Sobat Carnival, Machine Gun Uppercut(juggle)

  There really is no catch to this combo, just make sure you charge while the hits connect.
- 3. J.Roundhouse \/ S.Jab --> Sobat Carnival, S.Roundhouse(juggle)
- 4. J.Roundhouse \/ C.Jab, C.Short --> Jackknife Maximum

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A-ISM

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NOTE: All of Dee Jay's X-ISM combos work in A-ISM except for the last one of course since he has no Jackknife Maximum. They can be replaced by another super in stead of his Sobat Carnival.

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V-ISM

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1. Custom Combo Activation: (JP+SK) Roundhouse Jackknife Maximum, Short Jackknife Maximum, Short Jackknife This combo is very simple, it works best OUT OF THE CORNER, since this will literally create a volleyball effect and bounce your opponent around like a giant volleyball! 2. Custom Combo Activation: (JP+SK) Roundhouse Jackknife Maximum, J.Short, J.Short, J.Short, etc. Same as above but this one is easier to do, but there is more of a chance that your opponent will be able to escape this one more easily. -----ISM Plus Combos 1. ISM Plus Requirement: Alpha Combo C.Jab, C.Short, C.Strong --> Air Slasher 2. ISM Plus Requirement: Super Alpha Cancel J.Roundhouse \/ C.Jab --> Machine Gun Upper Cut --> Theme of Sunrise/ Climax Beat(juggle) -----Overall \_\_\_\_\_ Rating: 91/100 Dee Jay is just simply an amazing combo character with a lot of possibilities. First off, Dee Jay's main advantage over other projectile throwers is that he has found a lack of recovery time, something Guile has mysteriously picked up. This is great since last time Dee Jay had a lot of recovery time from his Max Out, and veteran Dee Jay players will easily be adapted to his style of fighting. Not only that but his juggle possibilities are endless and ranks up there with Akuma! I see very little weakness in his arsenal, the only weakness I see is little priority when jumping in with attacks. Overall he is a very solid and powerful character. He is right along the line of the beginner and intermediate mark. Dhalsim \_\_\_\_\_ 1. C.Jab --> Yoga Fire 2. J.Jab \/ C.Forward --> Yoga Fire 3. Jab Yoga Fire, S.Fierce This combo works if you are about 2/3 screen's distance away \_\_\_\_ X-ISM

1. J.Jab \/ S.Jab --> Yoga Tempest

\_\_\_\_ A-ISM \_\_\_\_ NOTE: All of Dhalsim's X-ISM combos work in A-ISM except this time you replace the Yoga Tempest with either a Yoga Inferno or Yoga Stream. V-ISM 1. Custom Combo Activation: (JP+SK) Jab Yoqa Fire, C.Jab, Jab Yoqa Fire, C.Jab, Jab Yoqa Fire, C.Jab, etc. Basically this all Dhalsim can do in Custom Combo mode, this will push him back and eventually keep him out of range from the opponent. ISM Plus Combos \_\_\_\_\_ 1. ISM Plus requirement: Alpha Combo C.Short, C.Jab, C.DB.Forward --> Yoga Fire 2. ISM Plus requirement: Super Alpha Combo J.Jab \/ C.DB.Forward --> Yoga Fire --> Yoga Inferno/Yoga Stream Overall \_\_\_\_\_ Rating: 70/100 Dhalsim is a pretty good character overall, he is quite possibly the best keep away character in the game, with his long limbs and Yoga Fires he can keep any opponent in check. Combine his exceptional keep away skills with his crafty teleport and his float he can be one slippery character. But there are flaws, first off how the heck is Dhalsim suppose to jump in with a successful attack? His long limbs pose problems for jumping in and he really does not have much defensive skills in his arsenal. He is also slow in his attacks and his long animation in his limbs can be easily countered with a Shouryuken and so forth. But like any other character in the game he is a powerful character, it just takes too long to master him and he is some where along the expert level of skill to master. E.Honda \_\_\_\_\_ 1. S.Jab --> Hundred Hand Slap 2. C.Short --> Sumo Head Butt 3. J.Roundhouse \/ S.Jab --> Hundred Hand Slap

X-ISM

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1. J.Roundhouse \/ C.Short --> Oni Muso
A-ISM
NOTE: All of E.Honda's X-ISM combos work in A-ISM except that this time
     you can replace his Oni Muso with his Fuji Drop.
1. J.CU.Forward \/ Orochi Crush
  Basically cross them up with the sumo splash then when the splash hits
  quickly begin the 720 degree motion and press punch, see that wasn't so
  hard was it?
V-ISM
1. Custom Combo activation: any
  In corner: Sumo Smash, Sumo Smash, etc.
  That's it, just keep doing that until your Custom Combo guage runs
  out.
ISM Plus Combos
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1. ISM Plus Requirement: Alpha Combo
  C.Jab, C.Short, C.Strong --> Sumo Headbutt/ Any Super
2. ISM Plus requirement: Super Alpha Cancel
  J.Roundhouse \/ S.Jab --> Hundred Hand Slap --> Oni Muso/Fuji Drop
Overall
_____
Rating: 78/100
E. Honda has plenty of attacks to counter just about anything and he has
exceptional throw range. His supers cause massive damage and he has a ton
of range in his regular attacks along with very effective special attacks.
But E.Honda is rather slow, while not as slow as you may think, he still is
rather slow and he has poor defensive skills. But like practically every
character in the game once mastered he can be a very powerful character.
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Evil Ryu
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Universal Combos
1. C.Fierce --> Hadouken
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2. S.Strong --> Tatsumaki Senpuu Kyaku
3. J.Jab \/ S.Jab --> Shouryuken
4. J.Fierce \/ C.Jab, C.Short --> Hadouken
5. Jab Shouryuken, Shoryuken (juggle)
X-TSM
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1. C.Roundhouse --> Shun Goku Satsu
   This is more of a set up technique, while it is easily avoided its hard
   to counter without being caught by the Shun Goku Satsu.
A-ISM
NOTE: All of Ryu's Universal Combos can be replaced by either a Shinkuu
      Hadouken or a Shinkuu Tatsumaki Senpuu Kyaku or a Messatsu Gou
      Shouryuu at the last hit of the combo.
1. Jab Shouryuken, Messatsu Gou Shouryuu/Shinkuu Hadouken/Shinkuu Tatsumaki
   Senpuu Kyaku(juggle)
2. J.Fierce \/ C.Forward --> Shinkuu Tatsumaki Senpuu Kyaku
3. Tatsumaki Senpuu Kyaku \/ Shinkuu Hadouken/Messatsu Gou Shouryuu/Shinkuu
   Tatsumaki Senpuu Kyaku (juggle)
V-ISM
____
1. Custom Combo Activation: (JP+SK), (SP+FK)
   In corner: Jab Shouryuken, Jab Shouryuken, Jab Shouryuken, etc.
2. Custom Combo Activation: (JP+SK), (SP+FK)
   In corner: Tatsumaki Senpuu Kyaku, Tatsumaki Senpuu Kyaku, etc.
NOTE: These two combos will juggle the opponent endlessly unless you decide
      to mess up somewhere along the line and its unescapable once connected!
_____
ISM Plus Combos
1. ISM Plus Requirement: Super Alpha Cancel
   J.Fierce \/ C.Jab, C.Short --> Hadouken --> Shinkuu Hadouken/Messatsu Gou
   Shouryuu
2. ISM Plus Requirement: Alpha Combo
   C.Jab, C.Short, C.Forward --> Tatsumaki Senpuu Kyaku/Hadouken
Overall
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Rating: 96/100

I see practically no weaknesses in Evil Ryu, not only is he quick and powerful, he has amazing combo abilities with a super for every situation. His juggle combo abilities are pretty darn good and effective and he has good throw range. He simply has a lot of weapons to throw at you not only that but he is quite possibly the best defensive player in the game and once of the top offensive players in the game, but obviously he is tied with Ryu though. The only problem I had with him is that they should have given him more moves that separates him from Ryu but still remain different from Akuma, but it is nice to see Evil Ryu have four supers though (^ ^).

Fei Long

Universal Combos

- 1. S.Jab --> Rekka Ken
- 2. J.Roundhouse \/ S.Jab --> Shien Kyaku
- 3. J.Roundhouse \/ S.Fierce --> Rekka Ken You must land your hit deep and Fei Long must go into his close fierce animation otherwise you will not be able to cancel into the Rekka Ken.

X-TSM

1. J.Roundhouse \/ S.Fierce --> Rekka ShinKen Just make sure your hit is deep, and Fei Long must go into his close fierce animation, otherwise you will not be able to cancel.

2. J.Roundhouse \/ S.Jab, S.Jab, S.Jab --> Rekka ShinKen

A-ISM

Note: Fei Long can do any one of his X-ISM in A-ISM except he can replace the Rekka Shinken with any other super he wishes.

1. Level 2 Shien Renkyaku, Level 1 Shien Renkyaku(juggle) You can also vice versa this combo as well  $(^ \circ)$ . Did I mention that this combo can literally take away about 60% of your opponent's life bar?

V-ISM

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1. Custom Combo activation: (JP+SK) In corner: Short Shien Kyaku, Short Shien Kyaku, etc. Basically just keep doing this until your Custom Combo guage runs out.

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Cancel J.Roundhouse \/ S.Jab --> Rekka Ken --> Any Super 2. ISM Plus requirement: Alpha Combo J.Roundhouse \/ S.Jab, S.Short, S.Strong --> Rekka Ken/Rekka ShinKen Overall \_\_\_\_\_ Rating: 89/100 Fei Long is basically just an excellent all around character with a lot of combo possibilties and he has excellent defensive skills and offensive skills to match. His supers are pretty effective and can deal a hefty amount of damage. There is little downside to Fei Long except that his supers leave him open to attack if he misses. And his thrown range is a bit under average. But overall Fei Long is a solid character and beginners can get use to him rather quickly and like all characters in the game, once mastered he can be a very powerful opponent to be reckoned with. \_\_\_\_\_ Final Bison \_\_\_\_\_ Universal Combos 1. S.Roundhouse --> Double Knee Press Basically you must cancel after the first hit, while the second hit will probably go over most characters in the game, you still must cancel after the first hit. 2. J.Roundhouse \/ C.Forward --> Double Knee Press X-ISM 1. S.Strong --> Psycho Crusher 2. J.Fierce \/ S.Strong --> Psycho Crusher 3. J.Roundhouse \/ S.Forward --> Scissors Kick Nightmare A-ISM NOTE: All of Bison's X-ISM combos work in A-ISM except you can replace the final hits with his Psycho Crusher super instead.

1. J.Roundhouse \/ C.Forward --> Psycho Drive Crusher

\_\_\_\_ V-ISM \_\_\_\_ 1. Custom Combo Activation: any Back to corner: Double Knee Press, Double Knee Press, etc. Basically like Hulk's Gamma Wave from the crossover series it works best if your back is to the corner and then you jsut keep repeating the Double Knee Press until you reach the end of the corner. ISM Plus Combos \_\_\_\_\_ 1. ISM Plus requirement: Alpha Combo C.Jab, C.Short, C.Forward --> Double Knee Press/Any Super 2. ISM Plus requirement: Super Alpha Cancel S.Roundhouse --> Psycho Shot --> Any Super Overall \_\_\_\_\_ Rating: 81/100 Final Bison is one amazing character to use, not only is he quicker than Bison himself, but his different Psycho Fierce animation has a lot more priority than Bison's regular fierce animation. Basically the only thing different about Final Bison than regular Bison is the fact that his fierce animation is altered and he has the Psycho Drive Crusher, which is quite possibly the most feared super in the game, besides Shin Akuma's Shun Goku Satsu of course! There really isn't much different about Final Bison than regular Bison in terms of the other departments, but Final Bison does offer better defensive skills than regular Bison because of his fierce animation. However if Final Bison misses with his Psycho Drive Crusher he is left considerably open to attack for the longest time, something the regular Bison lacks. But he is definitely either the same or better in all categories when you compare him to the regular Bison. Gen Universal Combos 1. S.Jab, C.Short, C.Short 2. Kick Throw, S.Roundhouse (juggle) 3. J.Roundhouse \/ S.Forward --> Gekirou X-ISM

\_\_\_\_

1. J.Roundhouse \/ C.Jab, C.Short, C.Short --> Zanei

A-ISM

So-Style Combos

- 1. J.Roundhouse \/ C.Short --> Zanei/Shitenshu
- 2. J.Roundhouse \/ S.Jab, S.Short, S.Forward, S.Roundhouse This is just unbelievable, a 5 hit chain combo without the help of an Alpha Combo ISM Plus, you can replace the last roundhouse with a Hyaku Renko if you want.
- 3. J.Roundhouse \/ C.Short --> Level 1 Shitenshu, wait until dizzy, Level 1 Zanei, Level 1 Zanei(juggle) Painful and powerful! Here this is just pretty straight forward, after the level 1 Zanei balance them with another!
- 4. J.Roundhouse \/ S.Jab, C.Short, C.Forward --> Zanei, S.Roundhouse(juggle)

Ki-Style Combos

- 1. J.Roundhouse \/ C.Jab --> Jasen
- 2. J.Roundhouse, J.Roundhouse \/ S.Roundhouse(2 hits)
   This combo is not only easy to do but it looks awesome! After two
   or 3 of these will do a guaranteed dizzy!
- 3. J.Roundhouse, J.Roundhouse \/ C.Jab, C.Short --> Jakoha The C.Short sets the opponent up perfectly for the Jakoha to connect and this combo is simply devastating! Master it and you will be whooping competition!

So-Style and Ki-Style Combos

- 1. Ki-Style switch, J.Roundhouse, J.Roundhouse, So-Style switch \/ S.Jab, S.Short, S.Forward --> S.Roundhouse/Hyakurenko/Gekirou

  Oh my! I simply love this combo! This one not only looks sweet, but trust me, your opponent will be dazzled by this combo. While this combo is difficult to master, its the coolest one in the game!
- 2. J.Roundhouse \/ C.Short --> Level 1/Level 2 Shitenshu, Ki-Style switch, J.Roundhouse \/ C.Short --> Jakoha

V-ISM

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- Custom Combo Activation: (JP+SK), (SP+FK)
   Gekirou, Gekirou, etc.
   Basically this is an infinite Custom Combo juggle, not hard to master and unavoidable once connected.
- 2. Custom Combo Activation: (FP+RK) C.Roundhouse --> Fierce Hyakurenko, Ki-Style switch /\ J.Roundhouse, J.Roundhouse, So-Style switch \/ Hyakurenko The C.Roundhouse is the set up for the combo, you can't juggle them like you could in Street Fighter Alpha 2. After you knock your opponent down, just hope that they are real stupid and not block as they get up.

Afterwards use your Hyakurenko and your trail images will repeat what you do, while your trail images keeps them stunned, jump into the air and perform a style switch and perform the double kicks, then quickly switch and perform the Hyakurenko as you land. While the combo does not last throughout the entire Custom Combo its safe to say that this combo is too cool!

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ISM Plus Combos

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1. ISM Plus Requirement: Super Alpha Combo
J.Roundhouse \/ S.Jab --> Hyakurenko --> Any So-Style super

Overall

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95/100

Gen is just a completely insane combo character! He is quite possibly the best combo character in the game if only Guy wouldn't give him a run for his money! He has very effective supers in So-Style mode with combos to make his opponent scream, the range and speed on his level 3 Zanei is incredible and it rivals Shin Akuma's Shun Goku Satsu! His Ki-Style is often under-rated but the style is just as deadly, you just need more patience with the style. First off it has a powerful anti-air super and he can come in with multiple attacks while jumping in with the Ki-Style, something other players in this game can't do. I see very little weakness in his arsenal except for the fact that sometimes I find myself switching to the wrong style at times, but that's okay since I can't imagine another way Capcom would make another motion for the style switches. Gen is definitely an expert character that takes time to adjust to his two styles, it makes him actually two fighters in one!

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Guile

Universal Combos

- 1. C.Jab --> Sonic Boom
- 2. C.Forward --> Somersault Flash
- 3. J.Fierce \/ S.Fierce --> Somersault Flash/Sonic Boom
- 4. Jab Sonic Boom /\ J.Roundhouse \/ C.Short --> Somersault Flash This is mainly a fool's combo than anything else, be sure you are at a full screen's distance away and jump as early as possible.

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X-ISM

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1. J.Fierce \/ C.Jab, C.Short --> Somersault Strike

A-ISM NOTE: All of Guile's X-ISM combos work in A-ISM, except for the fact that you can replace his Somersault Strike with his Sonic Hurricane. V-TSM\_\_\_\_ 1. Custom Combo Activation: any In corner: Somersault Flash, Somersault Flash, Somersault Flash, etc. That's it, just keep juggling them until your Custom Combo guage runs out. ISM Plus Combos \_\_\_\_\_ 1. ISM Plus Requirement: Alpha Combo C.Jab, C.Short, C.Forward --> Sonic Boom/Any super 2. ISM Plus Requirement: Super Alpha Cancel J.Roundhouse \/ C.Jab, C.Short --> Sonic Boom --> Any Super Overall \_\_\_\_\_ Rating: 79/100 Guile has excellent ground priority on his attacks and he has some very damaging supers. He has excellent combo possibilities with a lot of range on his attacks. The problem with Guile in this game is that he has been made worst than he was in the old Street Fighter series, his attacks have less range and he has been made slower in this game. Also how the heck did he pick up recovery time on his Sonic Boom? Dee Jay is the only character in the game now that can follow up on his projectile at no risk. But like all other characters in the game Guile can be a very powerful character when mastered, but this time don't find Guile to be as dominating as he was in the old Street Fighter series. 

Universal Combos

Guv

- 1. S.Short --> Bushin Senpuu Kyaku
- 2. J.Roundhouse \/ DF.Roundhouse The key to this four hit combo is to jump straight up over the opponent and time the flip kick just right so that it double hits while coming down, then go into the second flip kick as you land and thus you have a simple four hit combo!

- 3. J.Roundhouse \/ S.Jab --> Bushin Senpuu Kyaku
- 4. S.Short, S.Jab, S.Strong, S.Fierce Recognize this combo? Its the combo the computer always puts on me and it just looks cool!
- 5. J.Roundhouse \/ S.Short, S.Jab, S.Strong, S.Fierce, S.Roundhouse, S.Jab --> Bushin Senpuu Kyaku(juggle)

  The hits in combo can range from 9 hits to 11 hits. This combo is quite possibly the biggest combo in the game. It involves chain hits and a juggle afterwards, just hit a jab after the roundhouse knocks them into the air and quickly cancel into the Bushin Senpuu Kyaku.
- 6. In corner: J.Roundhouse \/ S.Jab, S.Strong --> Bushin Senpuu Kyaku, Kubikari(juggle)

X-ISM

1. J.Short \/ Bushin Musourenka The key to this combo is that you must quickly cancel into the Bushin Musourenka as you land and give as little time for the opponent to retaliate as you can.

A-ISM

NOTE: All of Guy's X-ISM combos work in A-ISM, they just can be replaced by the Bushin Hassoken or the Bushin Goraikyaku.

- 1. J.Roundhouse \/ S.Jab --> Bushin Hassoken/Bushin Goraikyaku
- 2. J.Roundhouse \/ S.Short, S.Jab, S.Strong --> Bushin Hassoken/Bushin Goraikyaku
- 3. J.Roundhouse \/ S.Short, S.Jab, S.Strong --> Bushin Senpuu Kyaku, Bushin Hassoken(juggle) This combo is simple, make sure you jump straight up while performing the roundhouse so that he goes into the flip kick and continue the combo from there.
- 4. J.Roundhouse \/ S.Short, S.Jab, S.Strong --> Level 3 Bushin Hassoken, S.Fierce --> Bushin Izuna Drop(juggle) This combo is just unbelievable!

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
 In corner: Bushin Senpuu Kyaku, Bushin Senpuu Kyaku, etc.
 That's it, just keep balancing your opponent until the Custom Combo guage runs off.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
 J.Roundhouse \/ S.Short, S.Jab, S.Forward, S.Strong, S.Fierce,
 S.Roundhouse, S.Jab --> Bushinn Senpuu Kyaku
 The only thing the Alpha Combo adds to the combo is the forward, with this
 Guy is the only character who can chain in all 6 hits on the ground!

Overall

Rating: 85/100

Guy is just simply an amazing combo character, he has a load of combination attacks along with quick and EXTREMELY reliable supers that do a lot of damage and has high priority. His Bushin Hassoken is by far possibly the most effective super in the game, not only is it quick and the best anti air defense in the game, its also one of the coolest looking supers in the game! He has good juggle combo possibilities, but his main weakness is that he is sometimes useless without his supers and A-ISM is the best possible ISM for Guy. Then he has this problem with defensive skills, sure his Bushin Senpuu Kyaku can be an excellent anti-air attack, but most of the times he is easily knocked out of it. His special moves are often only used as a surprise attack besides his Bushin Senpuu Kyaku, this means that smart opponents will often block his special attacks. But overall Guy is just too cool! He has the coolest supers in the game, just get a Bushin Musourenka to connect and you will see what I mean! Like all characters in the game once mastered he can be one of the strongest and most agile characters in the game.

----Juli

Universal Combos

- 1. S.Jab --> Cannon Spike
- 2. J.Roundhouse \/ S.Jab --> Cannon Spike
- 3. J.Fierce \/ C.Jab, C.Short --> Cannon Spike
- 4. J.Fierce \/ S.Fierce --> Sniping Arrow
  This Sniping Arrow will only combo off of her fierce.
- 5. In corner: Spin Knuckle, Cannon Spike(juggle)

X-ISM

- 1. S.Short --> Reverse Shaft Breaker
- 2. J.Fierce \/ S.Fierce --> Reverse Shaft Breaker
- 3. In corner: Spin Knuckle, Reverse Shaft Breaker (juggle)

4. Sniping Arrow, Reverse Shaft Breaker (juggle) This works best if you are far away from your opponent and if your opponent is in the corner, then balance them with your Spin Dive Smasher A-ISM NOTE: All of Juli's X-ISM combos work in A-ISM, the only exception to that is that you can replace her Reverse Shaft Breaker with her Spin Dive Smasher if you want. V-TSM \_\_\_\_ 1. Custom Combo Activation: any In corner: Short Cannon Spike, Short Cannon Spike, etc. This combo works just like Cammy's and once connected it can't be averted by the opponent. ISM Plus Combos \_\_\_\_\_ 1. ISM Plus Requirement: Alpha Combo J.CU.Short \/ C.Jab, C.Short, C.Strong --> Cannon Spike/Spin Dive Smasher \_\_\_\_\_ Overall Rating: 88/100 Juli is a very solid character with excellent combo ability. She doesn't slouch in the defense department either, she has a lot of potent weapons to keep her opponent at bay and to back them off. She is a pretty good juggle combo character with amazing possibilities and damaging supers that are not only very effective but also extremely comboable as well. I really can't see much disadvantages in her besides the fact that she lacks priority on her jump in attacks. And like all other characters in the game she can be a very powerful character once mastered. Juni Universal Combos 1. S.Jab --> Spiral Arrow/Cannon Spike 2. J.CU.Short \/ Earth Direct

3. J.Fierce \/ C.Jab, C.Short --> Spiral Arrow/Cannon Spike

4. Mach Slide, Earth Direct This is more of a tactic than any real combo, just time your teleport close to your opponent. X-ISM \_\_\_\_ 1. J.Roundhouse \/ C.Strong --> Psycho Streak A-ISM \_\_\_\_ NOTE: All of Juni's X-ISM combos work in A-ISM, the only exception is that she can replace her Psycho Streak super with her Spin Dive Smasher if she wishes. V-TSM \_\_\_\_ 1. Custom Combo activation: any In corner: Short Cannon Spike, Short Cannon Spike, etc. That's it, just like Cammy's and Juli's you can keep balancing them until the Custom Combo mode is over. -----ISM Plus Combos \_\_\_\_\_ 1. ISM Plus Requirement: Super Alpha Cancel Hooligan Combination, Hooligan Slide --> Any super 2. ISM Plus Requirement: Alpha Combo J.CU.Short \/ C.Jab, C.Short, C.Strong --> Any super \_\_\_\_\_ Overall \_\_\_\_\_ Rating: 80/100 Juni is a pretty good character to use. She has some fast attacks and she is a very good combo character. Her teleport is one of the easiest teleports to do in the game and it can keep her out of corner traps and such. But Juni is one of the toughest characters to master in the game, her best super which is the Spin Dive Smasher is incredibly hard to do as you all might have guessed. Then she lacks juggle combo abilities, or at least from my standpoint. She also has to charge for her moves which makes her different from Cammy and Juli, but she is a powerful character since her Earth Direct is easily connectable with the help of her Mach Slide. Like all other characters in the game she is a very powerful character when mastered. 

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Karin
____
Universal Combos
1. S.Strong --> Gurenken
2. Mujin Kyaku, Mujin Kyaku(juggle)
3. Mujin Kyaku, Hosho
4. J.Fierce \/ S.Strong --> Gurenken
5. C.Jab, C.Short --> Hosho
6. J.Forward \/ S.Jab, S.Short --> Mujin Kyaku, Mujin Kyaku(juggle)
7. Mujin Kyaku /\ Any throw(juggle)
   This combo is odd, but effective. I do like how Capcom has included
   throws as the number of hits in this game though, and you should get
   three hits out of the combo and yes the throw counts as a hit.
X-ISM
____
1. J.Forward \/ C.Jab, C.Short --> Shinpi Kaibyaku
2. J.Forward \/ C.Jab, C.Short --> Mujin Kyaku, Shinpi Kaibyaku(juggle)
   This combo is a bit risky because some times the opponent falls too
   early and that gives them enough time to counter.
3. Ressenha, Shinpi Kaibyaku(juggle)
____
A-ISM
1. J.Forward \/ C.Jab, C.Short --> Mujin Kyaku, Kouoken(juggle)
2. Level 2 Shinpi Kaibyaku, S.Jab --> Level 1 Kouoken(juggle)
   This combo is a bit tricky to do, you must cancel quickly otherwise
   your opponent will fall and then you cannot juggle after the jab.
____
V-ISM
1. Custom Combo Activation: (JP+SK), (SP+FK)
   Back to corner: Mujin Kyaku, Ressenha, Ressenha, etc.
   Basically just keep repeating this until the Custom Combo guage runs
   out.
ISM Plus Combos
_____
1. ISM Plus Requirement: Alpha Combo
```

J.Forward \/ C.Jab, C.Short, C.Forward --> Mujin Kyaku, Mujin Kyaku/
Shinpi Kaibyaku/Kouoken(juggle)

- 2. ISM Plus Requirement: Super Alpha Cancel
   J.Forward \/ C.Jab, C.Short --> Gurenken --> Shinpi Kaibyaku
- 3. ISM Plus Requirement: Super Alpha Cancel
   J.Forward \/ C.Strong --> Gurenken(x2) --> Kououken
   Thanks to Aya Brea for amazing combo! Here is Aya's explanations:
- "Jumping forward, low strong (substitute in anything you like), Gurenken x2 then either the Palm thrust or double elbow ender -> her kick super. You have to be kinda quick though, or they'll fall to the ground."

"What's better with this combo than linking the kick super after her hop kick ender is that Karin will be closer to the opponent therefore, does more hits/damage."

Overall

Rating: 81/100

Karin is an excellent combo character with amazing juggle combo possibilities. She is quick and her supers come out fast and gets the job done in a hurry. Her offensive skills are top notch and she can easily combo in her supers. She does have a few weaknesses though, and that is the fact that she is simply not a defensive player. She is horrible at defense and her awkward attacks in the air makes it hard to come in with an attack successfully. But like all characters in the game she is a very powerful and serious fighter when mastered, but it will take some time to adapt to her awkward moves.

---Ken

Universal Combos

- 1. S.Jab --> Shouryuken
- 2. C.Short --> Tatsumaki Senpuu Kyaku
- 3. J.CU.Forward \/ C.Short, C.Jab --> Fierce Shouryuken
- 4. Tatsumaki Senpuu Kyaku \/ S.Jab, S.Short --> Tatsumaki Senpuu Kyaku This combo is a bit tricky, you must aim the Tatsumaki Senpuu Kyaku at the very top of the opponent's head, then land and continue the combo on from there.
- 5. J.Fierce/J.Roundhouse \/ S.Fierce/S.Roundhouse --> Tatsumaki Senpuu Kyaku/Hadouken/Shouryuken

  The only trick to this combo is that your fierce or roundhouse must

be close to the opponent, this way Ken will go into his close fierce or roundhouse animation and thus you can cancel. If your hits were

not deep enough Ken will go into his far fierce and roundhouse animation and thus you will not be able to cancel. X-ISM 1. C.Forward --> Shouryuu Reppa 2. J.Fierce \/ C.Jab, C.Short --> Shouryuu Reppa A-ISM NOTE: All of Ken's X-ISM combos work in A-ISM, the only exception is that you can replace his Shouryuu Reppa super with either his Shinryuken or his Shippu Jinra Kyaku supers if you wish. 1. J.Fierce \/ C.Forward --> Level 1 Shinryuken, Level 2 Shinryuken(juggle) This combo is pretty straight forward, the one thing you must not do during this combo is ram the buttons to get the extra hits out during the first Shinryuken, otherwise the opponent will fall quicker. You can also switch the levels meaning you can start off with a level 2 Shinryuken and end with a level 1 Shinryuken instead. 2. J.Fierce \/ S.Fierce --> Level 1/Level 2 Shinryuken, Level 1/Level 2 Shouryuu Reppa(juggle) Basically the second fierce must have Ken go into his close fierce animation, otherwise you will not be able to cancel. V-ISM 1. Custom Combo Activation: (JP+SK), (SP+FK) In corner: Jab Shoryuken, Jab Shoryuken, etc. That's basically it and all there is to it, just keep repeating this combo until your Custom Combo guage runs out. \_\_\_\_\_ ISM Plus Combos 1. ISM Plus Requirement: Alpha Combo J.CU.Forward \/ C.Jab, C.Short, C.Strong, C.Forward --> Shouryuu Reppa 2. ISM Plus Requirement: Super Alpha Cancel J.Fierce \/ S.Jab --> Hadouken --> Any Super \_\_\_\_\_ Overall

Rating: 90/100

Ken is just an excellent all around solid character to use. He has amazing combos with extremely effective supers, his juggle combo possibilites are not bad either and his supers are very damaging and very comboable and he has one for every situation. I see very little weakness in his arsenal besides the fact that every super he misses with leaves him open to attack.

and beginners are sure to pick him up and adapt to him easily.
+-
+-
Rolento
Universal Combos
1. C.Forward> Patriot Circle
2. J.Roundhouse \/ S.Fierce> Patriot Circle
X-ISM 
1. Take No Prisoners, Patriot Circle(juggle)
NOTE: I haven't found much useful combos in this mode, I guess you will just have to stick with the Universal combos instead.
 A-ISM 
NOTE: Rolento's X-ISM combo works in A-ISM as well.
1. Level 1/Level 2 Steel Rain, Level 1/Level 2 Minsweeper This combo is rather powerful and does about 60% damage, have fun!
2. Steel Rain, Patriot Circle
V-ISM 
<ol> <li>Custom Combo Actiavtion: (JP+SK), (SP+FK)         Back to corner: Patriot Circle, Patriot Circle, Patriot Circle, etc.         This is a simple combo and you can keep doing this until your Custom         Combo guage runs out.</li> </ol>
2. Custom Combo Actiavtion: (SP+FK) In corner: J.Roundhouse, C.Jab, C.Jab, C.Jab, C.Jab, SJ.Roundhouse, etc. Just repeat this over and over again until your Custom Combo guage runs out. You must super jump after the four jabs and when you land repeat the four jabs.
ISM Plus Combos
1. ISM Plus Requirement: Alpha Combo

Like all characters in the game once mastered Ken can be a powerful fighter

\_\_\_\_\_ Overall \_\_\_\_\_

Rating: 75/100

Rolento is a very fast and slippery character with a lot of useful offensive and escape tactics. His supers are very powerful and his Take No Prisoners super is a very quick assurance to countering missed attacks from screen's distance in under a second. However Rolento does not play defense well and is sometimes forced to block often. His supers are mainly surprise moves that cannot be used in combos and his tactics get are a bit confusing at times and takes a while to get adjusted to his special attacks. Rolento is also not a combo character and has to rely on strategy to win. But Rolento is the only character in the game with a super jump, which lets him escape his opponents attacks and counter from behind quickly. Like all characters in the game, once mastered Rolento can be a very powerful character, but Rolento takes expert skill level to master and winning with him is almost nearly as hard as winning with Dhalsim.

\_\_\_\_\_ R.Mika

Universal Combos

- 1. S.Jab --> Shooting Peach
- 2. J.DN.Fierce \/ S.Short --> Shooting Peach
- 3. J.DN.CU.Fierce \/ Paradise Hold/Daydream Headlock
- 4. In corner: C.Fierce, C.Fierce(juggle)

X-ISM

\_\_\_\_

NOTE: I really haven't found any combos that she can only do in X-ISM, so help is highly appreciated.

A-ISM

- 1. J.DN.Fierce \/ C.Jab, C.Short --> Rainbow Hip Rush
- 2. J.DN.CU.Fierce \/ Heavenly Dynamite

V-ISM

\_\_\_\_

1. Custom Combo Activation: (JP+SK) In corner: Short Shooting Peach, Short Shooting Peach, etc. Just keep doing this until your Custom Combo guage runs out.

ISM Plus Combos \_\_\_\_\_ 1. ISM Plus Requirement: Super Alpha Combo J.DN.Fierce \/ C.Jab --> Shooting Peach --> Rainbow Hip Rush Overall \_\_\_\_\_ Rating: 74/100 R.Mika is a grappler character in this game, she has excellent throw range and very powerful supers. She is a good combo character with juggle combo possibilities. The problem with R.Mika? She's a grappler character in this game. This results to having her fight close to her opponent to have a successful outcome. She also has problems in her defense, meaning that she has little prirority over jumping attacks. Her supers are sometimes hard to connect with the exception of her Rainbow Hip Rush, and she has a difficult time against keep away characters. But like all characters in the game, once mastered she can be a very powerful character. She is somewhere along the intermediate and expert level of skill. \_\_\_\_ Rose 1. S.Fierce --> Soul Spark/Soul Spiral You must be close to the opponent so that her close fierce animation comes out, otherwise you can't combo in the Soul Spark or Soul Spiral. X-ISM 1. J.Roundhouse \/ C.Jab, C.Short --> Aura Soul Throw 2. J.Fierce \/ S.Fierce --> Aura Soul Throw Once again you must be close to your opponent so that the close fierce animation comes out and so you will be able to cancel. A-ISM NOTE: All of her X-ISM combos work in A-ISM, the only exception is that you can use her Aura Soul Spark super instead. \_\_\_\_ V-ISM \_\_\_\_

In corner: S.Jab, S.Strong --> Soul Spiral, C.Fierce --> Soul Throw

1. Custom Combo Activation: any

This is sorta like a Custom Combo remake of her Aura Soul Throw super, you'll have to juggle the opponent with the Soul Throw because the game will not allow you to catch and throw them for some odd reason.

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ISM Plus Combos

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- 1. ISM Plus Requirement: Alpha Combo
  J.CU.Forward \/ C.Jab, C.Short, C.Fierce --> Soul Spiral
- 2. ISM Plus Requirement: Super Alpha Cancel
   J.Fierce \/ S.Fierce --> Soul Spiral --> Aura Soul Throw/Aura Soul Spark
   Basically you must be close to your opponent as the close fierce animation
   comes out so that you will be able to cancel.

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Overall

Rating: 80/100

Rose is a very fast and solid character and has exceptional combo possibilities. Her supers are very effective and they have a lot of range. She has a very good offensive game and a solid defensive game with a lot of combinations to attach. Her weakness is that her Soul Throw won't catch ground opponents and she has basically very limited juggle combo possibilities, that in my opinion weakens her. But like all characters in the game she can be a very powerful character when mastered.

---

Ryu

Universal Combos

- 1. C.Fierce --> Hadouken
- 2. S.Strong --> Tatsumaki Senpuu Kyaku
- 3. J.Jab \/ S.Jab --> Shouryuken
- 4. J.Fierce \/ C.Jab, C.Short --> Hadouken
- 5. Jab Shouryuken, Shoryuken(juggle)

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X-ISM

\_\_\_\_

J.Roundhouse \/ C.Fierce --> Shinkuu Hadouken
 This is more of a set up technique, while it is easily avoided its hard to counter without being caught by the Shun Goku Satsu.

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A-ISM

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NOTE: All of Ryu's X-ISM combos work in A-ISM, the only exception to this is that you can replace his Shinkuu Hadouken super with either his Metsu Shouryuken, Shin Shouryuken, or his Shinkuu Tatsumaki Senpuu Kyaku super.

- 1. Jab Shouryuken, Mestu Shoryuken/Shinkuu Hadouken/Shinkuu Tatsumaki Senpuu Kyaku(juggle)
- 2. J.Fierce \/ C.Forward --> Shinkuu Tatsumaki Senpuu Kyaku
- 3. Tatsumaki Senpuu Kyaku \/ Shinkuu Hadouken/Messatsu Gou Shouryuu/Shinkuu Tatsumaki Senpuu Kyaku(juggle)
- 4. In corner: Tatsumaki Senpuu Kyaku \/ Shinkuu Tatsumaki Senpuu Kyaku

V-ISM

\_\_\_\_

- 1. Custom Combo Activation: (JP+SK), (SP+FK)
  In corner: Jab Shouryuken, Jab Shouryuken, etc.
- 2. Custom Combo Activation: (JP+SK), (SP+FK)
  In corner: Tatsumaki Senpuu Kyaku, Tatsumaki Senpuu Kyaku, etc.

NOTE: These two combos will juggle the opponent endlessly unless you decide to mess up somewhere along the line and its unescapable once connected!

ISM Plus Combos

- 1. ISM Plus Requirement: Super Alpha Cancel
   J.Fierce \/ C.Jab, C.Short --> Hadouken --> Shinkuu Hadouken/Shinkuu
   Tatsumaki Senpuu Kyaku
- 2. ISM Plus Requirement: Alpha Combo
  C.Jab, C.Short, C.Forward --> Tatsumaki Senpuu Kyaku/Hadouken

Overall

99/100

Ryu is just an unbelievable character. He has amazing combo possibilities and his juggle combo possibilities are amazing. He has a very solid defense that is virtually un-breakable, and an offense that breaks through defenses. He is also pretty darn quick and he has some very effective supers that pack a very heavy punch and he has one for every situation. I can virtually find no flaws in Ryu's overall gameplan, but I deducted a point because there has to be a flaw in his game! Can anyone tell me what it is because I sure as well can not find it!

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Sagat
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1. S.Short --> Tiger Crush
   Make sure you cancel immediately after the first hit of the knee, other
   wise it will no connect.
2. J.Roundhouse \/ S.Roundhouse --> Tiger Shot/Low Tiger Shot
   Once again quickly cancel after the first hit so that you can cancel.
3. J.Roundhouse \/ S.Fierce --> Tiger Shot/Low Tiger Shot/Tiger Crush
X-TSM
____
1. J.Roundhouse \/ S.Short --> Tiger Uppercut
   Once again you must cancel quickly into the Tiger Uppercut after the
   first hit, if the knee double hits you were too slow!
2. J.Fierce \/ C.Short --> Tiger Genocide
3. In corner: Jab Tiger Uppercut, Jab Tiger Uppercut(juggle)
4. Jab Tiger Uppercut, Low Tiger Shot/Tiger Shot/Tiger Crush(juggle)
5. In corner: Tiger Genocide, Tiger Uppercut(juggle)
____
A-ISM
1. S.Jab --> Tiger Cannon/Tiger Genocide/Tiger Raid
2. Strong/Fierce Tiger Blow, Tiger Crush/Strong or Fierce Tiger Blow/Tiger
   Genocide/Tiger Cannon/Tiger raid/Tiger Shot/Low Tiger Shot(juggle)
3. In corner: Tiger Genocide, Tiger Blow(juggle)
V-ISM
1. Custom Combo Activation: any
   In corner: Tiger Blow, Tiger Blow, Tiger Blow, etc.
   Basically just repeat until the Custom Combo guage wears off.
ISM Plus Combos
_____
1. ISM Plus Requirement: Alpha Combo
   J.Fierce \/ S.Jab, S.Strong --> Any Special Move or Super
2. ISM Plus Requirement: Super Alpha Cancel
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J.Fierce \/ S.Strong --> Tiger Shot --> Any Super

Shot.

The trick to pulling this combo off is that Sagat must go into his close strong animation, otherwise you will not be able to cancel into the Tiger

Overall

Rating: 83/100

Sagat is a very powerful character, his Tiger Blow does monstrous damage and he has amazing combo abilities along with juggle combo possibilities. His supers are extremely effective and are key to countering missed attacks He is an excellent defender and powerful offense with comboable supers. The problem with Sagat is that he is too tall, which makes it hard for him to avoid certain attacks, also his projectile is a bit difficult to connect because his low Tiger Shot is too easy to jump over and his High Tiger Shot is easily averted by ducking, not to mention his Tiger Cannon. But overall Sagat is a powerful character with very cool supers! Like all characters in the game he can be a serious fighter when mastered and goes along the intermediate skill level.

-----Sakura

Universal Combos

- 1. C.Strong --> Shunpuu Kyaku
- 2. C.Strong --> Hadouken
- 3. J.Roundhouse \/ C.Jab, C.Short --> Shououken
- 4. In corner: Roundhouse Shunpuu Kyaku, S.Jab --> Shunpuu Kyaku/Shououken/ Hadouken

-----X-ISM

- 1. C.Short --> Midare Zakura
- 2. J.Roundhouse \/ S.Jab, S.Short --> Midare Zakura

A-ISM

NOTE: All of Sakura's X-ISM combos work in her A-ISM mode, the only exception to this is that she can replace her Midare Zakura super with either her Shinkuu Hadouken super or her Haru Ichiban super if she wishes.

- In corner: Sakura Otoshi
   Well this isn't exactly a true combo, the Sakura Otoshi will hit multiple
   times if you are in the corner.
- 2. J.Roundhouse \/ C.Strong --> Shunpuu Kyaku, S.Jab --> Forward Sakura Otoshi (juggle)

This is the coolest combo Sakura can do, not only that her Sakura Otoshi will hit three times in this combo, but you must cancel very QUICKLY. If you fail to do so the Sakura Otoshi will not connect.

V-ISM

\_\_\_\_

1. Custom Combo Acivation: (JP+SK) Back to corner: Strong Shououken, Strong Shououken, etc. Basically just keep doing this until your Custom Combo guage runs out. Also note that you will have to turn around after a few Shououkens in the corner.

ISM Plus Combos

- 1. ISM Plus Requirement: Alpha Combo
   In corner: J.Roundhouse \/ S.Jab, S.Short, C.Strong --> Roundhouse
   Shunpuu Kyaku, S.Jab --> Forward Sakura Otoshi(juggle)
- 2. ISM Plus Requirement: Super Alpha Cancel
   J.Roundhouse \/ S.Strong --> Hadouken --> Any Super

Overall

Rating: 88/100

Sakura is a very solid character, she is quick and has excellent combo abilities. Her juggle combo abilities are exceptional and her supers are very effective and can counter missed attacks quickly and painfully. I see very little weaknesses in her arsenal. Her defense is a bit average, while her Shououken does hit opponents out of the air, its often difficult to time it so that the Shououken connects against an air borne opponent. Overall Sakura is an excellent character to use, while her style of fighting is a bit Shatoekn like, its a little awkward but with the same concept. Like all characters in the game, she is a very powerful character when mastered.

Shin Akuma

Universal Combos

- 1. C.Strong --> Gou Hadouken
- 2. Tatsumaki Zankuu Kyaku \/ Gou Shouryuken(juggle) The trick in this combo is to jump in with your hurricane kick and that should bounce the opponent up and you can go into your Gou Shoryuken as you land.
- 3. J.Roundhouse \/ C.Strong --> Gou Hadouken
- 4. Tatsumaki Zankuu Kyaku \/ S.Jab --> Gou Hadouken(juggle)

- 5. J.Fierce \/ S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shoryuken, Gou Hadouken(juggle)
- 6. Roundhouse Tatsumaki Zankuu Kyaku, Jab Gou Shouryuken, etc.(juggle) Can you belive that this is his infinite? Its so easy to do and Akuma breaks the "One juggle per combo only" law! The timing is extremely easy and takes little time to master.
- 7. Zankuu Hadouken \/ C.Jab --> Gou Hadouken
- 8. Jab Gou Shoryuekn, Jab Gou Shouryuken (juggle)
- 9. J.Roundhouse \/ S.Jab, S.Short --> Tatsumaki Zankuu Kyaku, S.Stromg --> Gou Hadouken

X-ISM

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- 1. C.Roundhouse --> Shun Goku Satsu This is basically a killer strategy, this will 100% guaranteed to catch the opponent as they get up. Yes this super is this fast and 100% uncounterable and un escapeable as the opponent gets up!
- 2. S.FWD.Forward --> Tatsumaki Zankuu Kyaku, S.Jab --> Tatsumaki Zankuu Kyaku (juggle)
- 3. Zankuu Hadouken \/ Shun Goku Satsu
  Yes this does work thanks to Shin Akuma's Shun Goku Satsu speed!
- 4. J.Fierce \/ S.Jab, S.Jab, F, S.Short, S.Fierce Notice this combo? I actually got 19 hits total out of this combo mainly with the first four hits and then the 15 hits from the Shun Goku Satsu.

A-ISM

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- 1. S.Jab --> Messatsu Gou Shoryuu
- 2. C.Forward --> Messatsu Gou Hado
- 3. Tatsumaki Zankuu Kyaku, Messatsu Gou Shouryuu/Messatsu Gou Hado (juggle)
- 4. In corner: Jab Gou Shouryuken, Messatsu Gou Shouryuu(juggle)
- 5. Zankuu Hadouken \/ Messatsu Gou Shouryuu

V-ISM

\_\_\_\_

1. Custom Combo activation: (JP+SK), (SP+FK)
S.FWD.Forward, etc.
This really isn't a combo but more of an annoyance move, use this to take
down that guard meter!

ISM PLUS Combos \_\_\_\_\_ 1. ISM Plus requirement: Alpha Combo C.Jab, C.Short, C.Forward --> Messatsu Gou Shoryuu 2. ISM Plus requirement: Super Alpha Cancel J.Fierce \/ C.Short, C.Jab --> Level 1/Level 2 Messatsu Gou Shouryuu --> Tenma Gou Zankuu(juggle) 3. ISM Plus requirement: Super Alpha Cancel J.Fierce \/ S.Jab, S.Short --> Gou Hadouken --> Messatsu Gou Shouryuu/ Messatsu Gou Hado Overall \_\_\_\_\_ Rating: 98/100 Shin Akuma is just simply awesome. He is an improvement on Akuma in every way possible. Shin Akuma is noticably a bit faster than Akuma, sports two Zankuu Hadoukens, and the most feared super in the game, his ultra fast Shun Goku Satsu that does the most damage on any super besides the Psycho Drive Crusher of course. The reason for this super being the most feared super in the game is because it catches opponent out of anything, I mean I can't even count how many times I have caught Ken out of his Shouryuu Reppa or Sagat out of his Tiger Genocide! I see very little disadvantages to him, I'm not even sure if the word disadvantage is hin his fighting vocabulary! He can be used by most beginners and an immensely powerful character when mastered. \_\_\_\_ Sodom Universal Combos 1. C.Fierce --> Jigoku Scrape 2. J.Fierce \/ S.Jab --> Daikyo Burning 3. J.Fierce \/ C.Fierce --> Daikyo Burning/Jigoku Scrape 4. J.CU.Short \/ Butsumetsu Buster The basis of this combo is more like strategy, immediately begin the motion once you have connected with the short. X-ISM \_\_\_\_

1. J.Fierce \/ C.Fierce --> Meido No Miyage

\_\_\_\_

\_\_\_\_\_

A-ISM

NOTE: All of Sodom's X-ISM combos work in A-ISM as well, no variables here.

1. J.CU.Short \/ Tenchusatsu

Like his other combo, immediately start the motion once you have connected with the short and hopefully the opponent will fall for it.

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V-ISM

1. Custom Combo Activation: (JP+SK)

Fierce Jigoku Scrape, C.Fierce /\ J.Fierce \/ C.Fierce /\ J.Fierce, etc. That's all you have to do, just keep balancing them until your Custom Combo guage runs out. Basically repeat the fierces.

2. Custom Combo activation: (JP+SK)

In corner: Strong Jigoku Scrape, Strong Jigoku Scrape, etc. Just keep repeating this until your Custom Combo guage runs out, and also you must be close to your opponent when you start this combo.

ISM Plus Combos

\_\_\_\_\_

- 1. ISM Plus Requirement: Alpha Combo
  J.Fierce \/ S.Jab, S.Short, S.Strong --> Jigoku Scrape/Meido No Miyage
- 2. ISM Plus Requirement: Super Alpha Cancel
   J.Fierce \/ C.Fierce --> Jigoku Scrape --> Meido No Miyage

Overall

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Rating: 83/100

Sodom is one of the more solid and balanced characters in the game. His attacks have massive range and good priority over most attacks and his supers do a lot of damage. Sodom has the most throw range in his special throws out of any other character in the game, no other character even comes close. He does have a few weaknesses however and that is the fact that his defensive skills are poor and has to block a lot of on coming attacks. He also is a pretty slow character, but other than that he is definitely a solid character. He and like all other characters is a powerful and serious fighter when mastered. He fits somewhere along the intermediate level of skill.

T.Hawk

\_\_\_\_

Universal Combos

- 1. S.Jab --> Tomahawk Buster
- 2. J.DN.Fierce \/ S.Jab, S.Short --> Tomahawk Buster
- 3. J.DN.CU.Fierce \/ Mexican Typhoon This combo is difficult, you have to hesistate when you come down and then pull it off. But you must hesistate for the smallest second, making it un-noticable.

X-ISM

J.DN.CU.Fierce \/ Raging Typhoon
 Like the combo above, just hesistate ever so slightly, while its not a
 true combo, it works effective though.

A-ISM

NOTE: All of T.Hawk's X-ISM combos work in A-ISM, there are no variables and I haven't found a single combo in A-ISM that can't be done in any other mode.

V-ISM

1. Custom Combo Activation: (JP+SK)
 In corner: Tomahawk Buster, Tomahawk Buster, etc.
 Basically just keep repeating this until your Custom Combo guage runs
 out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.DN.CU.Fierce \/ S.Jab, S.Short, S.Strong --> Tomahawk Buster

Overall

86/100

T.Hawk is one of the underdogs in the game, but I don't see how that can be. First off T.Hawk has excellent throw range and he is a very very solid defense player with very good combo abilities. His Condor Dive is a very effective move and counter against projectile throwers which makes him even more powerful and his Mexican Typhoon is only rivaled my Zangief's Spinning Pile Driver as one of the most powerful special attacks. T.Hawk does have a few weaknesses however, his Raging Typhoon has less throw range than his Mexican Typhoon which makes it very difficult to connect with. He is slow as you can expect and he has no juggle combo abilities, that in my opinion weakens him. But like all other characters in the game, T.Hawk can be a very powerful character when mastered and he is somewhere along the expert level of skill.

```
Vega
Universal Combos
1. S.Jab --> Rolling Crystal Flash
2. J.Roundhouse \/ C.Forward --> Rolling Crystal Flash
X-TSM
NOTE: I have not found any X-ISM combos that he can't do in any other mode,
     and suggestions are welcomed.
A-ISM
1. J.Roundhouse \/ C.Forward --> Scarlet Mirage/Red Impact
2. Rolling Barcelona Attack, S.Fierce (juggle)
____
V-ISM
1. J.Roundhouse \/ C.Forward --> Scarlet Terror
2. Custom Combo Activation: (JP+SK)
  In corner: Rolling Crystal Flash, Rolling Crystal Flash, etc.
  That's it, just keep doing this until your Custom Combo guage wears off.
_____
ISM Plus Combos
_____
1. ISM Plus Requirement: Super Alpha Cancel
  J.Roundhouse \/ C.Forward --> Rolling Crystal Flash --> Red Impact/Scarlet
  Mirage
2. ISM Plus Requirement: Alpha Combo
  J.Fierce \/ S.Jab, C.Short, C.Forward --> Rolling Crystal Flash
_____
Overall
Rating: 79/100
If there is one thing Vega has an advantage over all the other characters in
the game it would be his speed. He is tremendously fast, and makes even
```

the game it would be his speed. He is tremendously fast, and makes even Wolverine in Berserker Charge mode look like a slug! Pick Vega and use the speed setting Turbo7 and you will see what I mean! He has fast attacks and very good combo possibilities and good priority on his jumping attacks.

him, and his charge motions are sometimes hard to execute because he can't execute moves as instantly as regular control motions. But speed is his advantage and like all characters in the game he can be a very powerful character when mastered.
+-
 Zangief 
Universal Combos
1. S.Jab> Spinning Lariat/Spinning Clothesline
2. J.DN.Forward \/ C.Short> Spinning Clothesline/Spinning Lariat
3. J.DN.Forward \/ Atomic Suplex
4. J.DN.CU.Fierce \/ Spinning Pile Driver/Atomic Suplex You must hesistate for the slightest split second, making it un-noticable and then execute it, otherwise your opponent can escape from it.
5. J.DN.CU.Fierce \/ S.Forward> Atomic Suplex
 X-ISM 
<ol> <li>J.DN.CU.Fierce \/ Final Atomic Buster Again, you must hesistate for the slightest split second, making it un-noticable, if you do it the moment you land you will have wasted your super.</li> </ol>
 A-ISM 
NOTE: I have not found any combos in A-ISM that Zangief cannot do in any other mode and suggestions are always welcomed.
V-ISM
NOTE: I haven't found any true and effective combos for Zangief in V-ISM but he has a MUCH more easier time comboing in his throws, don't worry play him in V-ISM, turn on your Custom Combos and you will see what I mean.
ISM Plus Combos
1. ISM Plus Requirement: Alpha Combo

J.DN.CU.Fierce \/ S.Jab, S.Strong, C.Roundhouse

However his speed is also a disadvantage since its just too hard to control

Overall

Rating: 84/100

Zangief is a grappler's character. He is a very powerful character with a ton of special grabs that does massive damage, don't be surprised if his fierce Spinning Pile Driver might do as much damage as most level 2 or even most level 3 supers. His Final Atomic Buster is just awesome with the damage to scare even Final Bison or Shin Akuma! But there are disadvantages and that is the fact that he is a grappler's character. He has to be near his opponent to win the match and keep away characters are a pain for Zangief. He also has pretty weak defensive skills, and practically almost no juggle combo abilities, that in my opinion weakens him. But like all characters in the game, he can be a very powerful character when mastered, and his main advantage is that he is an underdog, which makes people let their guard down some and leaves you to attack. He is somewhere along the expert skill level.

Character Stages

Welcome to another useless section, this time I decided to include details about each character stages and so fourth.

Adon

----

This stage looks like the forest of the amazon, but its in Thailand. There are Easter Island like structures surrounding the isolated battle ground with wall barriers blocking out the forest.

----Akuma

----

This stage looks like a small isolated and hidden cave, at the top right corner there are lighted candles with sheets of japaneese lettering near them. If you have ever been to Luray Caverns, then this place should look a little bit similar. The stage has a golden-brownish color to it.

-----Balrog

The area is in Las Vegas, there is a lot of activity going on around here with bright lights lighting the streets of Las Vegas as Balrog

entertains the crowd with his superior boxing abilities.
 Birdie
Looks like a leftover Woodstock party, ha! ha! It looks like a derailed
train has crashed a rock concert or something as some of the lights still flicker.
 Bison
Here in this stage the wind blows wildly as strokes and streaks of lightning hit the ground as the opponents battle in the open field with forest trees lying in the background. The stage looks practically red while the day of time is at dusk.
Blanka
Here lies the amazon rainforest, plenty of trees lie ambundant in this stage as a wooden house lies in the background along with other creatures including a giant panthon!
Cammy
In this stage is the beautiful Greece stage, as a giant windwill or some sort lies active in the background behind a hut shaped house. The stage is very bright full of color with plenty of flowered pots in the background. If you look closer in the background to the right, you can see the gorgeous city of Greece in the background down below.
Charlie
Here in this stage lies a giant $F-22$ in the background with repair and design crews working on the plane itself. It appears that its an air base of some sort and the $F-22$ is inside a giant garage.

In this stage here lies a ton of animation with tai fighters in the background training as huge portraits of a man and a women lie in the giant picture in the background. I'm not sure who they are though.

Chun-Li

Classic Balrog

Its the same stage as Balrog's.

----Cody

Here is the broken wall of a prison as inmates in the background want out as well. To the right are other inmantes locked behind a fence as a bum in the background with something over his head sits on the ground.

Dan

This is one of my favorite stages in the game. In this stage its a playground with wooden logged swing sets and to the very far right in the background you can see the residential neighborhood.

Dee Jay

This is one of my other favorite stages in the game, here activity runs about with hip to the beat music as people in the background dance to the music. In the background you can see the ocean waters turned red by the sunset glare of the sun. This stage is better than the last one Dee Jay had and the music and stage really fits his personality well.

Dhalsim

Here in this stage is the popular India. Dhalsim's wife can be seen in the background cheering when he makes an attack and shaking her head in disgust whenever he gets it. Another Yoga master lies to the right in the background meditating under a tree and a giant temple of some sort lies vacant in the bright and sunny background. And also as you can expect elephants are in the background, but they seem a bit sick.

E.Honda

Here in this stage looks like a japaneese restaurant in the background or it could be E.Honda's dojo. To the far left in the background two people play chess sitting on the bence, they would be hooked on the chess game if they weren't so busy watching the fight. To the far right is somebody on a bike drinking, I'm not sure what but from the look of things it looks like liquor.

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Evil Ryu

Its basically the same as Akuma's stage except this time its a bit more darker and the area looks more greyish-black than golden-brownish.

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Final Bison

This stage is the same as Bison's except it constantly rains and the winds whiplashes the trees even harder and from time to time you can see a giant skull appear in the background as the lightning strikes. Its also darker and it plays at nighttime.

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Fei Long

\_\_\_\_\_

Here in this background a small crowd watches the fight, and in the background an old guy in the background holds up a white flag if Fei Long hits the opponent with a Forward/Fierce/Roundhouse or a super. A red flag comes up if the opponent does the same to Fei Long. In the far distance you can see the gorgeous city of Hong Kong in the far background.

---Gen

\_\_\_

Here in this stage appears to be a harbor, to the far left is a man who can't seem to stay awake, he keeps putting his head down slowly then quickly wakes up, then falls asleep again. To the right is a women standing in the background fixing her hair from time to time. In the background you can see a plane take off back and forth as well as the giant city skyscrapers as well.

----

Guile

----

This is one of my favorite stages in the game, here the battle takes place on a moving train. The train in the background moves a bit slower as you can see army men in tactical alert. At the end of the train in the background lies a huge weapon that looks like it can take amybe Superman or even the Hulk out in one blast! As you progress the train in the background goes away and a bridge becomes apparent and snow starts to fall as a helicopter takes shots at the fighters! Although the bullets miss on purpose its still funny!

---

Guy

---

Here in the background are the streets of Metro City. Andore can be seen in the background as well along with Mary from the Final Fight series. Haggar and Carlos from Final Fight 2 can seen in the background as well. It appears that the fight takes place under a gaint street and to the right is the city

of Metro City in the background as well as in the middle of the screen, a	and
also a Capcom logo is in th background.	

Juli

She shares practically the same stage as Bison, I could be wrong though.

----Juni

She also shares the same stage as Bison and Juli as well, and I could be wrong though, but I don't think I am wrong.

Karin

Here the fight takes place on her family yacht. In the background to the left is the beautiful night setting with another yacht in the far background. To the right is a guy who from time to time fixes his glasses.

Ken

Here the fight takes place in what it appears to be like a getaway resort, in the background you can see three girls in or near the pool, either taking a drink from time to time, brushing her hair from time to time, or crossing her legs from time to time. To the left is a boy and a doorman watching the fight. I'm not sure how Ken can afford this, but then again his family is rich anyways.

R.Mika

Here the fight takes place on a beach as a rope fence in the background keeps other people watching from a distance. In the background there is a lot of activity with people cheering on the fight or the people to the left that keep bowing their heads back and forth. To the far right you can see a guy trying to sell fireworks and a guy and his dog watching the fight. A lot of japaneese is written in this stage as well.

Rolento

Here in this stage appears to be an old subway taken ovr by Rolento as numerous tanks scroll in the background. The entire palce has been painted an army style camaflouge color. To the far left is a picture of Rolento, its pretty funny if you ask me!

Rose

This place looks like some fortune teller would live in, with a bunch of stars in the background. Also a very cool spiral staircase lies to the right side, and to the far right is a few buildings of the city of Italy. I do find the music in this stage pretty catchy though.

Ryu

Here in this stage lies the barren land of Japan with the dojo Ryu trained in to the left side in the background. You can see the sun in the background as it sets, to the right is a waterfall that glimmers a bit with the glare of the sunset. Its similar to his Alpha 2 stage, but I like this one better.

Sagat

The stage looks like the same stage from past Sagat stages, but this one is by far the best one yet. This time the giant statue lies in the water and to the far left in the background you can see the Thailand temples.

Sakura

Here in this stage is one of my favorite stages in the game. The fight takes place in a busy market center with plenty of activity and a deliver truck lies in the background. There is a weird cardboard figure to the left as well.

Shin Akuma

This stage is just like Akuma's and Evil Ryu's except this time the stage has more of a reddish color to it, and its the best one yet!

Sodom

Here in this stage lies a bunch of japaneese originated stuff. There are a bunch of lights in this stage as well and in the background you can see the the night time city, I'm not sure which city but I know its a U.S. city though. To the far left is a giant hand puppet shadow displacing a dog and behind the super meters is a toy train that runs by back and forth, which is pretty neat! I also like the music here.

T.Hawk

This is one of my other favorite stages in the game, it takes place on a barren mexican desert and has the old western style to it with a ball of hay that constantly moves around with the small wind. In the background you can see the other small rocky ridges and rock formations in the distant background as well as the closer background. A bull skull lies in the middle of the background as well along with some cactuses to left and right background including the foreground as well.

----

Vega

----

Here in this stage lies the classic fence for Vega to climb on also a uniquely structure house in the background. This place looks really cool if you ask me, and to the far right you can see the giant view of the moon highlighting the night sky. The music in this stage is pretty catchy.

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Zangief

-----

Here in this stage is a power plant I'm assuming and in the background is the molten metal that drips to the floor in the background. The molten metal lights the place up with a orangish-yellowish-reddish color.

-----

Anonymous

-----

This stage is called Point 48106, I think this is just a special stage that can only be fought in either World Tour Mode, Dramatic Battle Mode, or Survival Battle Mode. In this background lies the dark and barren sky with clouds scrolling in the background. Can anyone tell me who's stage this is suppose to be?

Total Number of Stages: 32

In my opinion the stages in this game look gorgeous and better than anything else I have seen. I mean sure 3-D might look cool from time to time, but Capcom's expertise in 2-D will never cease to amaze me. Well that's basically it, thanks for wasting your time!

Character Bios

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Welcome to another useless section devoted to wasting your time. If you are

· i	
Adon	Final Bison
Height: 6,0"	Height: 6,1"
Weight: 161 lbs.	Weight: 212 lbs
Blood Type: B	Blood Type: A
ا  ا	
Akuma	Fei Long
Height: 5,8"	Height: 5,6"
Weight: 177 lbs.	Weight: 132 lbs.
Blood Type: ?	Blood Type: O
Balrog	Gen
I	
1	
Height: 6,5"	Height: 5,4"
Weight: 225 lbs.	Weight: 135 lbs.
Blood Type: A	Blood Type: O
Birdie	Guile
	Height: 6,1"
Weight: 245 lbs.	Weight: 190 lbs.
Blood Type: O	Blood Type: O
Bison   	Guy 
The ball of 111	77. 1. 1
Height: 6,1"	Height: 5,9"
Weight: 212 lbs.	Weight: 159 lbs.
3lood Type: O	Blood Type: O
Blanka	Juli
	Juli 
Blanka	Juli  Height: 5,4"

Blood Type: B	Blood Type: B
Commu	Tuni
Cammy	Juni 
Height: 5,4"	Height: 5,3"
Weight: 102 lbs.	Weight: 101 lbs.
Blood Type: B	Blood Type: AB
blood Type. b	blood Type. Ab
Charlie	Karin
Height: 6,1"	Height: 5,3"
Weight: 185 lbs.	Weight: 106 lbs.
Blood Type: AB	Blood Type: B
Chun-Li	Ken
Height: 5,5"	Height: 5,7"
Weight: ?(She hasn't told Capcom yet!)	Weight: 159 lbs.
Blood Type: A	Blood Type: B
Classic Balrog	R.Mika
1	
Height: 6,5"	Height: 5,5"
Weight: 225 lbs.	Weight: 137 lbs.
Blood Type: A	Blood Type: O
Cody	Rolento
Height: 6,1"	Height: 5,9"
Weight: 177 lbs.	Weight: 179 lbs.
Blood Type: O	Blood Type: O
Dan	Rose
i.	
Height: 5,8"	Height: 5,8"
Weight: 163 lbs.	Weight: 119 lbs.

Blood Type: O	Blood Type: ?		
Dee Jay	Ryu		
Height: 6,0"	Height: 5,7"		
Weight: 203 lbs.	Weight: 143 lbs.		
Blood Type: AB	Blood Type: O		
Dhalsim	Sagat		
Height: 5,8"	Height: 7,4"		
Weight: 106 lbs.(Dang!)	Weight: 240 lbs.		
Blood Type: 0	Blood Type: B		
E.Honda	Sakura		
Height: 6,1"	Height: 5,2"		
Weight: 302 lbs.(That's it?!)	Weight: 92 lbs.(Dang!)		
Blood Type: A	Blood Type: A		
blood Type. A	Eloua Type: N		
	-		
Evil Ryu	Shin Akuma		
Height: 5,7"	Height: 5,8"		
Weight: 143 lbs.	Weight: 177 lbs.		
Blood Type: O	Blood Type: ?		
Blood Type. O	Blood Type. :		
	-		
	Sodom		
	Height: 6,8"		
	Weight: 238 lbs.		
	Blood Type: A		
	-		
	· 		
	T.Hawk		
	Hoight. 7.5"		
	Height: 7,5"		

	Weight: 358 lbs.
	Blood Type: O
	I
	Vega
	1
	Height: 6,1"
	Weight: 159 lbs.
	Blood Type: O
	1
	Zangief
	I
	Height: 7,0
	Weight: 237 lbs.
	Blood Type: A
and I wanted to line them $u_{\rm I}$ game I wanted to place them	why I left four blank boxes. Well I missed counted p 18 to 18, since there were 36 character in the in alphabetical order. But I missed counted so don't worry all 36 character bios are here in this
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-++	-+
	-+
+-	-+
	Game Appearances
	include all the character's game appearances, seless section, but then again I could be wrong.
Adon	
First Appearance:	
Street Fighter(arcade)	
Other Appearances:	
Fighting Streets (TG-CD)	
Street Fighter Alpha Street Fighter Alpha 2	

Cameo Appearances:

Pocket Fighter

Super Puzzle Fighter

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Akuma
First Appearance:
    Super Street Fighter 2 Turbo
Other Appearances:
    Street Fighter: The Movie (arcade)
    Street Fighter Alpha
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    X-Men: Child of the Atom
    X-Men vs. Street Fighter
    Marvel Super Heroes vs. Street Fighter
    Pocket Fighter
    Street Fighter EX
    Street Fighter EX Plus
    Street Fighter EX Alpha
    Super Puzzle Fighter 2 Turbo
    Street Fighter 3: Second Impact
Cameo Appearances:
    Marvel Super Heroes
Balrog
_____
First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
Cameo Appearances:
    Pocket Fighter
Birdie
-----
First Appearance:
    Street Fighter
Other Appearances:
    Fighting Street
    Street Fighter Alpha
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
Cameo Appearances:
    Super Street Fighter 2 Turbo
    Pocket Fighter
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Bison

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First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
    Street Fighter Alpha
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    Street Fighter: The Movie (arcade and home)
    Street Fighter EX Plus
    Street Fighter EX Plus Alpha
    X-Men vs. Street Fighter
    Marvel Super Heroes vs. Street Fighter
Cameo Appearances:
    Super Puzzle Fighter 2 Turbo
    Marvel vs. Capcom
    Pocket Fighter
_____
Blanka
First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
    Street Fighter: The Movie(home version)
    Street Fighter EX2
Cameo Appearances:
    X-Men vs. Street Fighter
    Marvel Super Heroes vs. Street Fighter
Cammy
____
First Appearance:
    Super Street Fighter 2
Other Appearances:
    Super Street Fighter 2 Turbo
    Street Fighter Alpha 2 Gold
    Street Fighter: The Movie (arcade and home)
    X-Men vs. Street Fighter
Cameo Appearances:
    Super Puzzle Fighter 2 Turbo
    Pocket Fighter
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Charlie
_____
First Appearance:
    Street Fighter Alpha
Other Appearances:
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    X-Men vs. Street Fighter
    Marvel Super Heroes vs. Street Fighter (I'm still not sure about this one
                                          does Shadow even count?)
Cameo Appearances:
    Marvel Super Heroes vs. Street Fighter(don't ask me why, ask Capcom)
    Super Puzzle Fighter 2 Turbo
    Marvel vs. Capcom(does Shadow count?)
    Pocket Fighter
_____
Chun-Li
-----
First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
    Street Fighter Alpha
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    Super Puzzle Fighter 2 Turbo
    Street Fighter EX
    Street Fighter EX Plus
    Street Fighter EX Plus Alpha
    Street Fighter EX2
    Street Fighter 3: Third Strike
    X-Men vs. Street Fighter
    Marvel Super Heroes vs. Street Fighter
    Marvel vs. Capcom
    SNK vs. Capcom
    Marvel vs. Capcom 2(I'm not sure yet)
Cameo Appearances:
   Breath of Fire
    Final Fight 2
    Street Fighter 3
_____
Classic Balrog
_____
First Appearance:
    Street Fighter Alpha 3
Other Appearances:
   None
Cameo Appearances:
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None

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Cody
First Appearance:
    Final Fight
Other Appearances:
    None
Cameo Appearances:
    Street Fighter Alpha 2
    Marvel Super Heroes vs. Street Fighter
Dan
First Appearance:
    Street Fighter Alpha
Other Appearances:
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    Marvel Super Heroes vs. Street Fighter
    Pocket Fighter
    Super Puzzle Fighter 2 Turbo
Cameo Appearances:
    None
Dee Jay
_____
First Appearance:
    Super Street Fighter 2
Other Appearances:
    Super Street Fighter 2 Turbo
    Street Fighter: The Movie (home version)
Cameo Appearances:
    Super Puzzle Fighter 2 Turbo
    Pocket Fighter
_____
Dhalsim
First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
    Street Fighter Alpha 2
    Street Fighter Alpha 2 Gold
    Street EX Plus Alpha
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Street Fighter EX2
    X-Men vs. Street Fighter
   Marvel Super Heroes vs. Street Fighter
Cameo Appearances:
   None
E.Honda
First Appearance:
    Street Fighter 2
Other Appearances:
    Street Fighter 2: Champion Edition
    Street Fighter 2 Turbo
    Street Fighter 2: Special Championship Edition
    Super Street Fighter 2
    Super Street Fighter 2 Turbo
    Street Fighter: The Movie (arcade and home)
Cameo Appearances:
    Street Fighter Alpha 2
    Pocket Fighter 2
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Evil Ryu
-----
First Appearance:
   Street Fighter Alpha 2 Gold
Other Appearances:
   Street Fighter EX
    Street Fighter EX Plus Alpha
   Marvel vs. Capcom(I'm still not sure about this)
Cameo Appearances:
   None
_____
Final Bison
_____
First Appearance:
   Street Fighter Alpha 3
Other Appearances:
   None
Cameo Appearances:
   None
_____
Fei Long
First Appearance:
   Super Street Fighter 2
Other Appearances:
   Super Street Fighter 2 Turbo
Cameo Appearances:
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Super Puzzle Fighter 2
   Street Fighter 3 (not sure about this one)
   Pocket Fighter
Gen
First Appearance:
   Street Fighter
Other Appearances:
   Fighting Street
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
Cameo Appearances:
   Super Puzzle Fighter 2
____
Guile
First Appearance:
   Street Fighter 2
Other Appearances:
   Street Fighter 2: Champion Edition
   Street Fighter 2 Turbo
   Street Fighter 2: Special Championship Edition
   Super Street Fighter 2
   Super Street Fighter 2 Turbo
   Street Fighter: The Movie(arcade and home)
   Street Fighter EX
   Street Fighter EX Plus
   Street Fighter EX Plus Alpha
   Street Fighter EX2
Cameo Appearances:
   Super Puzzle Fighter
   X-Men vs. Street Fighter
   Pocket Fighter
Guv
First Appearance:
   Final Fight (arcade version)
Other Appearances:
  Final Fight 3
   Street Fighter Alpha
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
Cameo Appearances:
   Super Puzzle Fighter 2 Turbo
   Street Fighter 3
   Pocket Fighter
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Juli
____
First Appearance:
   Street Fighter Alpha 3
Other Appearances:
   None
Cameo Appearances:
  None
Juni
First Appearance:
   Street Fighter Alpha 3
Other Appearances:
   None
Cameo Appearances:
  None
Karin
____
First Appearance:
   Street Fighter Alpha 3
Other Appearances:
  None
Cameo Appearances:
  None
Ken
First Appearance:
   Street Fighter
Other Appearances:
   Fighting Streets
   Street Fighter 2010
   Street Fighter 2
   Street Fighter 2: Champion Edition
   Street Fighter 2 Turbo
   Street Fighter 2: Special Championship Edition
   Super Street Fighter 2
   Super Street Fighter 2 Turbo
   Street Fighter: The Movie(arcade and home)
   Street Fighter Alpha
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
   Street Fighter 3
   Street Fighter 3: 2nd Impact
   Street Fighter 3: 3rd Strike
   Super Puzzle Fighter 2 Turbo
   Street Fighter EX
   Street Fighter EX Plus
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Street Fighter EX Plus Alpha
   Street Fighter EX2
   Pocket Fighter
   X-Men vs. Street Fighter
   Marvel Super Heroes vs. Street Fighter
Cameo Appearances:
   Marvel vs. Capcom
R.Mika
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First Appearance:
   Street Fighter Alpha 3
Other Appearances:
   None
Cameo Appearances:
   None
Rolento
_____
First Appearance:
   Final Fight 2
Other Appearances:
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
Cameo Appearances:
   Pocket Fighter
____
Rose
First Appearance:
   Street Fighter Alpha
Other Appearances:
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
Cameo Appearances:
  Marvel Super Heroes vs. Street Fighter
   Pocket Fighter
Ryu
First Appearance:
   Street Fighter
Other Appearances:
   Fighting Street
   Street Fighter 2
   Street Fighter 2: Champion Edition
   Street Fighter 2 Turbo
   Street Fighter 2: Special Championship Edition
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Super Street Fighter 2
   Super Street Fighter 2 Turbo
   Street Fighter: The Movie (arcade and home)
   Street Fighter EX
   Street Fighter EX Plus
   Street Fighter EX Plus Alpha
   Super Puzzle Fighter 2 Turbo
   Street Fighter 3
   Street Fighter 3: 2nd Impact
   Street Fighter 3: 3rd Strike
   Pocket Fighter
   X-Men vs. Street Fighter
   Marvel Super Heroes vs. Street Fighter
   Marvel vs. Capcom
   SNK vs. Capcom
   Marvel vs. Capcom 2(I'm assuming so)
Cameo Appearances:
   None
____
Sagat
First Appearance:
   Street Fighter
Other Appearances:
   Street Fighter 2
   Street Fighter 2: Champion Edition
   Street Fighter 2 Turbo
   Street Fighter 2: Special Championship Edition
   Super Street Fighter 2
   Super Street Fighter 2 Turbo
   Street Fighter Alpha
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
   Street Fighter: The Movie(arcade and home)
Cameo Appearances:
   Pocket Fighter
Sakura
First Appearance:
   Street Fighter Alpha 2
Other Appearances:
   Street Fighter Alpha 2 Gold
   Street Fighter EX Plus Alpha
   Rival Schools
   Pocket Fighter
   Super Puzzle Fighter 2 Turbo
   Marvel Super Heroes vs. Street Fighter
Cameo Appearances:
   None
Shin Akuma
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First Appearance:
   Super Street Fighter 2 Turbo
Other Appearances:
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
   Street Fighter EX Plus Alpha
Cameo Appearances:
  None
____
Sodom
First Appearance:
  Final Fight
Other Appearances:
  Street Fighter Alpha
   Street Fighter Alpha 2
   Street Fighter Alpha 2 Gold
Cameo Appearances:
   Pocket Fighter
T.Hawk
_____
First Appearance:
   Super Street Fighter 2
Other Appearances:
   Super Street Fighter 2 Turbo
Cameo Appearances:
  None
Vega
____
First Appearance:
   Street Fighter 2
Other Appearances:
   Street Fighter 2: Champion Edition
   Street Fighter 2 Turbo
   Street Fighter 2: Special Championship Edition
   Street Fighter: The Movie (arcade and home)
Cameo Appearances:
   Pocket Fighter
Zangief
_____
First Appearance:
   Street Fighter 2
```

Other Appearances:

Street Fighter 2: Champion Edition Street Fighter 2 Turbo Street Fighter 2: Special Cahmpionship Edition Super Street Fighter 2 Super Street Fighter 2 Turbo Street Fighter: The Movie (arcade and home) Street Fighter EX Street Fighter EX Plus Street Fighter EX Plus Alpha Street Fighter Alpha 2 Street Fighter Alpha 2 Gold Pocket Fighter X-Men vs. Street Fighter Marvel Super Heroes vs. Street Fighter Marvel vs. Capcom SNK vs. Capcom(I'm only assuming) Marvel vs. Capcom 2(I'm only assuming) Cameo Appearances None

Well that's basically it. If you find any other Cameo appearances or any other appearance I may have missed, please email me and tell me about it and I will give you full and proper credit at the top and bottom of my FAQ.

Is it just me?

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Welcomed to the section dedicated to the odd ends in Street Fighter Alpha 3 with everything I have found odd about the game itself. Read on and you may be surprised!

+-+ Is it just me or does Nike just want to stick their name everywhere? I mean if you have ever noticed Guy's shoes sporting the Nike logo? You are probably wondering what shoes they exactly are, well since I did have a previous website entitled to shoes, I thought I can provide you with some info on Guy's shoes. To me they are presumably the Nike Air Dunk, here are the facts about Guy's shoes:

October 1984: Nike Air Dunk are released on the market.

December 1984: Nike Air Dunk comes with a ton of pretty odd colors.

March 1999: Nike Air Dunk remakes are released on the market.

April 1999: Nike Air Dunk comes in totally new colors.

June 1999: Nike Air Dunk becomes obsolete as all remakes are cancelled due to lack of sales.

- +-+ While the import version of Street Fighter Alpha 3 (Street Fighter Zero 3) has the bio error of X-ISM Sodom, apparently the U.S. version does not mistaken Sodom's X-ISM bio with Gen's. So they apparently corrected it. (^ ^)
- +-+ The manual in the U.S. version(Street Fighter Alpha 3) might have mistakenly put Bison's official move names with Juni's movelist. Her Cannon Spike is placed as "Psycho Shot" and her Spiral Arrow is placed as "Psycho Crusher."
- +-+ I think Chun-Li is the only character in the game with two alternate fight screen pictures. What I'm talking about is that in the top left and right corners of the screen during every battle is a small portrait of the character. Chun-Li's X-ISM picture is different than her A-ISM and V-ISM portrait. Why didn't the other characters in the game have multiple alternate portraits?
- +-+ The characters T.Hawk and Dee Jay carry their old
  Street Fighter moves list names. You can see their bios
  in arcade mode, instead of the Mexican Typhoon T.Hawk's
  name for that is the Storm Hammer, exactly like it was
  in Super Street Fighter 2. That goes the same for Dee
  Jay, so instead of Machine Gun Uppercut its called a
  Hyper Fist in his bio. Is it just me or did someone
  at Capcom forget to change the current move list names?
  Although I have absolutely no problem with this I
  thought you people reading and Capcom would like to
  know. (^ ^)
- +-+ What really are the official names for the characters' move lists in the game? I mean I saw the bio for R.Mika and it said Daydream Slam instead of Daydream Headlock along with other different moves other than listed in the manual. Did Capcom mean to do this? Again I have absolutely no problem with this I thought you people reading and Capcom would like to know. (^ ^)
- +-+ You know when the announcers says "Speed em up Guys! Go for Broke!" Is it just me or when ever I play as Guy the announcer says "Speed em up Guy! Go for broke!"

  Noticed the difference? Yep, there's no plural in Guy! Maybe it might be my ears or something, but I think it was intentional by Capcom, I think I'm the only one who might have caught this!
- +-+ I wonder, is it just me or is it that if Cammy is supposedly a clone, wouldn't she have the same blood type as Bison? I mean I'm no geneticist, but I think if you were to clone somebody they would have the same blood

That's it, if you know of some other odd ends in the game let me know and I will be happy to put them up and give you proper credit.

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Top Ten Supers

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Welcome to basically the most useless section in my FAQ. Here in this section I will pick what I think are the top 10 coolest looking supers in the game, and I know people will disagree. Well enough talk and onto the list.

-- Tied

-- Tied

- 1. T.Hawk's Level 3 Raging Typhoon
- 1. Guy's Bushin Musourenka
- 3. Zangief's Level 3 Final Atomic Buster
- 4. Juli and Juni's Death Cross Dancing
- 5. Vega's Level 3 Rolling Izuna Drop
- 6. Guy's level 3 Bushin Hassoken
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- 7. Dee Jay's Level 3 Climax Beat
- 8. Sagat's Tiger Genocide
- 9. Fei Long's Ryuu Shin Yassai
- 10. Cammy's Killer Bee Assault

## Notable mentions:

Final Bison's Psycho Drive Crusher
Balrog's Crazy Buffalo
Guy's Bushin Gourai Kyaku
Charlie's Cross Fire Blitz
Gen's Zan'ei
Ryu's Shin Shouryuken
Shin Akuma's Shun Goku Satsu(no not Akuma's)

## Descriptions:

- 1. T.Hawk's Raging Typhoon
  - First T.Hawk does a Jab Mexican Typhoon, then a Fierce Mexican Typhoon then he finishes it off with a Super Mexican Typhoon that does phenominal damage!
- 2. Guy's Bushin Musourenka
  - Guy grabs the opponent, then he proceeds to pummel the opponent in a 10 hit combo, each hit causes special lightning effects as the screen goes completely dark and the only thing you can see is Guy's and the opponent's shadows including the sparks of lightning!
- 3. Zangief's Final Atomic Buster Zangief grabs the opponent and does a double slam Atomic Suplex, then he does a Jab Spinning Pile Driver and finishes things off with a Super Spinning Pile Driver!

- 4. Juli and Juni's Death Cross Dancing
  Although this super is probablyt he weakest super in the game it still
  looks cool! Here this only works in Dramatic Battle mode as Juli and
  Juni both pummel the opponent together in an auto 18 hit combo that
  ends with both of them doing their Sniping Arrow, even though Juni has
  no Sniping Arrow.
- 5. Vega's Rolling Izuna Drop Vega bounces off of the wall and grabs his opponent, then he picks them up to deliver not one, not two, but three suplexes resulting in a very damaging triple suplex and finishes off with a super Izuna Drop!
- 6. Guy's Bushin Hassoken This is an auto super that will only connect if the opponent is close to him or in the air. Here Guy does an auto combo in the air as he finishes off with a Cresent Kick that knocks the opponent across the screen!
- 7. Dee Jay's Climax Beat
  Here in this super Dee Jay knocks the opponent up into the air and knocks
  them high into the sky, as the opponent falls Dee Jay unleashes a powerful
  13 hit MAchine Gun Uppercut that sends them flying!
- 8. Sagat's Tiger Genocide
  Sagat first rushes at the opponent with a Forward Tiger Crush, then he proceeds with a Strong Tiger Blow and then a Fierce Tiger Blow! Powerful and comboable!
- 9. Fei Long's Ryuu Shin Yassai
  This super is amazingly cool. First Fei Long hits the opponent with his hands on fire and proceeds to do an auto 7 hit combo and end the super with his pantented flying kick!
- 10. Cammy's Killer Bee Assault Here Cammy goes to the top of the screen, then she proceeds to balance the opponent in mid air with a series of kicks that ends with her stomping the opponent to the ground, and no its not a Frankensteiner.

Well that's it. This is a pretty useless section and all opinions are welcomed, and no you will not make me change my mind.

Final Comments

Did ya enjoy reading my FAQ about nothing? This game by far is the best fighter to date, I mean I can't imagine a better fighter. Well if Capcom does read this, here are my ideas for the next game, assuming of course there will be a next Zero/Alpha game in the series.

-+- With four Final Fight characters already in Street Fighter Alpha 3 why not have the rest of the gang? I'm talking about:

- -+- Why stop at Final Fight characters when you can add other characters like Dudley, Hakuto, Ibuki, Crackerjack, Captain Sawada(yes you heard me!), and a bunch of other characters to create a huge lineup of more than 50 characters!!!!
- -+- A more dramatic Dramatic Battle mode, with 2 on 2 at the same time on the screen at once!
- -+- Continue to make 2-D excellence! 3-D was built off of 2-D, and I am a huge fan of 2-D, and if Street Fighter Alpha 4 is in 3-D you will make me cry Capcom!

Neat CD trick

This is a pretty useless section, but have you ever wondered how you can listen to all the cool music found in your Street Fighter Alpha 3 CD? Well most of you might have already known this, but since the SFA3 provides no BGM sound test, then you can't listen to the music within the game right? Wrong, here is how it works:

- -+- First get your Darkstalkers 3, Marvel Super Heroes vs. Street Fighter, or X-Men vs. Street Fighter game and load it into the PSX.
- -+- Then go to the options screen and now take out your game disc and replace it with Street Fighter Alpha 3. If you own Darkstalkers 3 you will need to obtain the DX Options Menu for this.
- -+- Give the CD a few seconds to load then play the BGM sound test as if the game before Street Fighter Alpha 3 was in it. Now you can listen to the game's awesome and hip music!

The music will not always be played in full because the music file is sometimes stored in other file folders. The music files are sometimes located in another area of the CD, so sometimes when you play the BGM sound test like normal you might get a blank sound.

NOTE: If you have Marvel Super Heroes vs. Street Fighter load the disc and go to the Options screen, then put in Mega Man Legends and play "Apocalypse 2" which is the 10th track on Marvel Super Heroes vs. Street Fighter. You will get a funky song that was apparently left out of Mega Man Legends, but somehow the people at Capcom USA forgot to delete the music file contained on the CD.

Also you must have one of the three games listed above, otherwise you can not do the CD trick, well its not a trick more like another method because if you have a PSX Disc player program downloaded onto your PC you can listen to it all you want. And note that this will not work with all games because a lot of games use completely different music formats than the one Capcom uses.

+-
T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-T-
Credits
-+- Capcom(www.capcom.com) For making the best fighting game ever! Well at least for now, and when Street Fighter Alpha 4 comes out, watch out!
-+- CJayc(www.gamefaqs.com) For putting this FAQ up and his hard work and dedication to the site! (^_^)
-+- Ricardo A Lafaurie Jr.(kickaha048@hotmail.com)
For filling me in on a ton of missing quotes from win poses and character appearnaces as well. Thanks a lot! $(^{-})$
-+- Herb Q(hq9@hotmail.com) Thanks for telling me the Cody and Ken cameo appearances! I had completely forgot about them. Thanks a lot! (^_^)
-+- Noah Smith(noahs@shelby.net)  For informing me about a TON of various Pocket Fighter cameo appearances.  (^_^)
-+- Geno713(Geno713@aol.com)  Thanks for providing me with the character cameo appearances and corrections on Guy's win poses. Thanks a lot! (^_^)
-+- Aya Brea(aya.brea@hotbot.com)  Thanks to Aya for the amazing Karin combo along with other character appearances as well! Thanks a lot! (^_^)
-+- James Chen(jchensor@ucla.edu)  For his excellent combo system that should be the ONLY one that everybody should be using. Not only is it simplistic its also neat! (^_^)
-+- Miguel Rustia(www.miggy.net) For his excellent websites and his clarifications and revision of James chen's combo system to make it a lot more readable. Thanks! (^_^)
-+- You(@something.com)  The readers of course, for respecting my work and so fourth and yes this  FAQ would not be possible without the reader's interest!
-+- Dingo Jellybean(bellybutton21@hotmail.com) For typing up this FAQ. (^_^)
Time of Completion: 3 hours, 36 minutes, 31 seconds
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