

# Street Fighter III: 3rd Strike: Oro Guide

by ICEOUT0002

Updated to v1.6 on Nov 18, 2000

ICEOUT'S GAME PAGES

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: Street Fighter III: 3rd Strike - Oro Guide :
: Arcade / Dreamcast                       :
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: Version 1.60 - updated 11/18/2000       :
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: 01) INTRO :
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Now that the DC version is out, the guide is 100% complete.

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: 02) DIFFERENCES :
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Differneces from the original (I never played Second Impact before the DC version) -

- \* New standing 2 (the old one is now F+2)
- \* EX versions of his Super Arts, done by using 2P
- \* New double jump
- \* Jumping 3 dosen't hit twice on midair opponents.
- \* Close 4,5 can now combo without Tengu Stone

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: 03) UPDATE HISTORY :
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1.02 (05/29/2000) :

First version, after spotting and playing 3rd Strike at Six Flags America. Some of information may still be missing because I didn't try everything yet. Most of the new 3rd Strike changes comes from Kao Megura's FAQ.

There's good competition there too, not just tourists.

1.25 (07/14/2000) :

Added two new combos, the EX Jinchu Nobori, and strategies against Ryu,Elena,Hugo, and Necro.

1.50 (09/09/2000) :

8 NEW COMBOS! Five from Kevin Yi (kyi22@hotmail.com). Updated Super Arts and

character strategy.

1.60 (11/18/2000) :

Added his Target Combo and move corrections, and the layout cleaned up.

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: 04) LEGEND :  
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UB U UF 1 2 3 = P jab strong fierce  
B \* F 4 5 6 = K short forward roundhouse  
DB D DF

QCF : D,DF,F  
HCB : F,DF,D,DB,B  
CD : hold down  
CB : hold back  
2P/2K : Any two punches/kicks

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: 05) UNIVERSAL MOVES :  
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Dash : F,F  
Backdash : B,B  
High Jump : D,U  
Long Jump : DB,UF  
Back Jump : DF,UB  
High Parry : Tap F when about to get hit  
Low Parry : Tap D when about to get hit  
Red Parry : Tap F when blocking  
Air Parry : Tap F during jump  
Recovery : Tap D when landing from a fall  
Throw Escape : B/F+1+4 when about to be thrown  
Overhead : 2+5  
Taunt : \*,3+6

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: 06) BASIC ATTACKS :  
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All close 1/2/4/5 attacks can be cancelled.

Close 1 : Elbow Hit  
Close 2 : Double Uppercut (sets up juggling)  
Close 4 : Very High Knee  
Close 5 : Mid-level Knee  
Standing 1 : High Straight Palm  
Standing 2 : Straight Slap  
Stand F+2 : Step-in Punch  
Standing 3 : Downward Rake (2 hits, overhead)  
Standing 4 : Quick mid-level Kick  
Standing 5 : Hopping mid-level kick  
Standing 6 : High Roundhouse  
Crouch 1 : Quick Forward Palm  
Crouch 2 : Strong Forward Palm  
Crouch 3 : Low Swing Punch  
Crouch 4 : Quick Ankle Kick  
Crouch 5 : Ankle Kick  
Crouch 6 : Spinning Sweep  
Jump U,1 : Downward Punch



#### JINCHU NOBORI

This is the strange move the CPU Oro uses often to zap fireballers. The ground version is a leap followed by a 2-hit head stomp. The air version is similar, but more hits can be added by jamming on the kicks. The only thing I've used it for is an escape tactic to get out of corners or switch sides.

The EX ground version, on the other hand, is great for pressure attacks. It will home in up to full screen on them, and hit 3 times. It will miss if they back away, though. The air EX version has a very short range and hits up to 9 times, not recommended at all.

#### DOUBLE JUMP

Now Oro can double jump like many of the characters in the "vs." games! The best way to use it is to get over an opponent who likes jump-kicking you out of the air or to avoid landing on fireballs.

#### KISHIN-RIKI

The standard version gives Oro the ability to turn any Punch attack into an automatic throw for about 15 seconds. On the ground, he will do an exaggerated Human Pillar Driver. In midair he does his air throw followed by 4 slams instead of 1 at the end.

For some reason, the ground throw can't be comboed off anything. If Oro tries to combo it off a jump 6 or close 5, he just grabs air.

EX version is all-or-nothing. Oro will take a few steps forward and grab his opponent, fly into the air and come down with a giant piledriver that does about 40% damage.

#### YAGYOU DAMA

Normal - Oro releases a giant green "medicine ball" that floats slowly towards his opponent. It can hit up to 4 times before disappearing. Beware, the ball will disappear after about 5 seconds, and a good player can backdash your super into oblivion. It's best used in corners where it will put the pressure on. Also, Oro can have up to three of these on the screen at one time. This will miss if a throw is taking place.

EX - He releases a giant yellow ball that's almost 3 times as tall as him which can hit about 12 times, but will mostly stay in the same area for about 5 seconds. Be sure to use this ONLY if you have them in the corner.

#### TENGU STONE

Stray objects spin around Oro for several seconds, Any attack he makes is followed by additional hits from these objects. This, of course makes him a lot harder to parry. For example, hit standing 3 will score a 5-hit combo. The juggling of his close 2 are often foiled by the object hits.

The normal version has 3 objects and lasts about 12 seconds.

The EX version has 5 objects, but lasts only 6 seconds.

Not as powerful as it used to be, don't waste your time with this one against turtlers. And Oro can't gain super energy during this period.

#### ORO'S TAUNT

He just sits down and appears to be napping. According to Kao Megura's FAQ, this is supposed to restore his STUN meter.

#### OVERHEAD ATTACK

Now done by pressing 2+5, this is a short hopping punch that will hit crouch-blocking opponents.

#### USING THE LOW STRONG

Oro's crouching 2 is still main poking tool. Stick one out whenever your

opponent misses an attack or gets too jumpy.

#### VS. IBUKI

In this game she has more power than ever. The priority of her air attacks are amazing, and she still has that air throw. If she has new 3rd super (the one where the daggers appear on the ground.), make it a habit to backdash every so often. Her Kunai daggers and the two-hit head stomp move are the ones to watch out for.

#### VS. YUN/YANG

Thought to be the powerhouses of the original, Yun is one to be careful with. He can close the gap with a teleport move, and if he has Tenshin-Senkyutai super art (the roll under thing) stored up, don't use the Sun Disk Palm, period! They will also counter projectiles with a super-jumping Raigeki-Shuu (dive kick).

#### VS. ORO

He's mostly a wimp when used by the computer, though he will kill projectile attack with a Jinchu Nobori to the head. Oro is probably one of the least used by human players. Watch out for that jumping 6, though.

#### VS. ELENA

Kicking and keep-away. "Kick-away" with the Rhino Horn, Scratch Wheel, and jumping kicks make her tough to attack. Use poking attacks to win.

#### VS. HUGO

It's a grappler... beware. That means he's dangerous at close range. Use Sun Disk Palm to keep him away. This would be a good time for that EX Sun Disk Palm and Jinchu Nobori combo. Beware when poking because his Moonsault Press takes off 35%.

#### VS. NECRO

Duck under or block his Tornado Hooks. His standing B+6 knee can counter Oro's air attacks, including the Jinchu Nobori! His Electric Snake hits low, be sure to crouch block/low parry.

#### VS. RYU

SHIN-SHORYUKEN!!! If you're playing Ryu, it's usually that Super Art. Good defense is needed avoid getting hit by the Shin-Shoryuken, which can be comboed from any jump-in or close attack.

#### VS. DUDLEY

Dudley's no slacker, he will stick to you like glue with his Machine Gun Blows. Most of his other moves are forward dash attacks. He will throw Corkscrew Blows without warning, and it can be comboed off his normals. From a full screen he will throw his rose, which will do about 2% damage if it hits. His standing 3 is anti-air.

#### VS. KEN

His standing 6 turning kick has great priority. His jumping/crouching 6 have good hit range as well. DO NOT GET STUCK IN THE CORNER! Shoryu-Reppa and Shippu-Jinrai-Kyaku can be comboed easily from a jump-in and with the Shinryuken and EX air HK, Ken rules the skies.

#### VS. SEAN

He will usually come out with a Ryubi-Kuaku if you try to back him into a corner, and throw Tornado Kicks to back you into one. Watch out for his new F+6 kick that looks like Charlie's from SFA 1-3.

#### VS. ALEX

He will hit you out of the air with his standing/crouching 3. On the ground, he will throw Flash Chops, Smash Elbows and standing 6's. Mostly a nickel-and-dime offense. His taunt will reduce the damage he takes for the rest of the round.

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: 09) COMBOS :  
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- #1 (2) Close 4,5
- #2 (2-4) (far) EX Sun Disk Palm - dash - jump 3
- #3 (3) Close 2 - Sun Disk Palm w/2
- #4 (3) Crouch 2 - Oniyama w/3
- #5 (3-4) Close 2 - stand/jump 3
- #6 (3-5) (far) EX Sun Disk Palm - EX Jinchu Nobori
- #7 (4-5) Crouch 2 - EX Oniyama
- #8 (5-6) Jump in 3 - close 2 - stand/jump 3
- #9 (6) Yagyou Dama - stand/jump 3
- #10 (6) Tengu Stone - jump 5 - close 4,5
- #11 (8) Jump 3 - close 2 - Kishin-Riki - jump P
- #12 (13) EX Tengu Stone - close 2 - jump 3

(from kyi22@hotmail.com)

- #13 (5) Jump 3 - close 2(1 hit) - Yagyou Dama - jump 6
- #14 (6) Close 5 or crouch 2/5 - Human Pillar Driver
- #15 (6) [Close 2(1 hit) - Jinchu Nobori w/5] 3 times
- #16 (9) [Close 2(1 hit) - Jinchu Nobori w/5] 2 times - close 2  
- Kishin-Riki - jump P
- #17 (30+) [Close 2(1 hit) - Jinchu Nobori w/5] 2 times - close 2  
- EX Tengu Stone - stand 6 or F+2 until super runs out

#1/10

The 4 and 5 have to be done VERY QUICKLY to combo.

#2

This is a cool show-off combo. Immediately after throwing the EX Sun Disk, dash and jump to hit them from above as the Sun Disk Palm hits.

#3

Another variaton of combo #2. Finishing with a projectile looks cooler.

#4/#7

The Oniyama will miss unless you're close enough after the crouch 2 connects. The EX version has a little more hit range.

#5

Standard juggle combo, use the standing 3 if you don't think the jump attack will come out in time.

#6

Now this is a real combo! Have at least 2 EX moves stored, get a full screen away, and let the EX Sun Disk Palm roll, then quickly follow with the second EX move. The Jinchu Nobori will miss if your opponent retreats too far, or dosen't hit before the second hit of the Sun Disk Palm.

#8

This Oro's basic annoyance combo. Make sure the jump-in 3 hits late and deep, or the close 2 won't combo. The jump 3 dosen't have the connection it used to have, you can also step in and finish with his standing 3.

#9

This is one of Oro's classic double pressure combos. This combo works a lot better in the corner, or if your opponent was jumping at you.

#11

Cancel quickly off the launcher and jump up quickly to throw them.

#12

Using the close 2 in this mode usually gives mixed results, but if you can get it off in time, it's a good double-digit combo.

#13

The ball only hits once in the combo (the jumping 6 will push them off the ball). But it will remain (with 3 hits left), where you can get another combo out of it.

#14

To combo this, the first hit must be done in the middle of the HCB+P roll. Oro will only grab air if not close enough.

#15-16

Let me explain how this one works. Every move must hit only once! Off the first hit of the launcher comes the Jinchu Nobori. If it done fast enough, the second hit of that will miss and Oro lands soon enough to repeat until the 6-hit limit is reached. If any attack hits twice, the juggle limit is exceeded and the combo ends. This will not work on Yun/Yang. This builds up his super meter quickly because of the higher number of individual attacks used.

#17

During the EX Tengu Stone, time the juggle late to get the most hits.

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: 10) CREDITS :  
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kyi22@hotmail.com : Combos #13-17

Kao Megura : Most of the new information and new movments came from his 3rd Strike FAQ.

Six Flags America : Had a 3rd Strike machine (big-screen) this year.

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