

# Street Fighter Alpha 3 FAQ/Move List

by Ryouga

Updated to v1.2 on Oct 17, 2002

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Street Fighter Zero 3 Upper  
GameBoy Advance, by Capcom/Crawfish Interactive (2002)

FAQ v1.2  
Last Updated on October 17 2002  
By Ryouga (ryouga@videogamers.com)

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This document is unofficial and is in no way affiliated with any company.

This guide was written using a Japanese version of the game. All content is subject to change in the American version.

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(I) [Introduction]

- Story -

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

Let the battle commence!

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(II) [Controls]

LP: Light Punch (default: L Button)      LK: Light Kick (default: R Button)  
MP: Medium Punch (default: B+L Buttons)      MK: Medium Kick (default: A+R Buttons)  
HP: Heavy Punch (default: B Button)      HK: Heavy Kick (default: A Button)

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

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

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

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

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

CB: Charge Back by holding Back for two seconds.

CD: Charge Down by holding Down for two seconds.

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

360° Motion: Rotate the control pad in a full circle, starting

from any direction.

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

#### (Ism Selection)

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

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

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

#### (Mode Selection)

- After selecting an Ism, you have the option of selecting a Mode which can further influence how your character plays.
- NOTE: These Modes must be unlocked by completing Survival modes. See the Secrets section for more information on getting them.

NORMAL: No special bonuses or drawbacks.

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

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

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

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

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

It does, however, offer the following bonuses:

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

## (Basic Moves)

- Block -
  - Hold Back to block high and mid-range attacks, or hold Down-Back to block low attacks.
  - In Z-Ism or V-Ism, you Back while in mid-air to block.
  - Blocking Special Attacks will cause a minimal amount of damage to the blocker.
  - Throws cannot be blocked, but can be escaped.
- Throw -
  - Press (F/B)+(HP/HK) to grab or throw a nearby opponent.
  - Throws and grabs vary from character to character.
  - Some grabs can inflict extra damage by rapidly pressing the control pad left and right during the attack. These are marked with a star (\*).
  - Some characters have air throws that can be performed in the air by pressing any direction except Up/Down+(HP/HK).
- Throw Escape -
  - Escape a throw by immediately pressing (F/B)+(HP/HK) when an opponent grabs your character.
- Dizzy/Recovery -
  - If a character is hit multiple times without dealing damage themselves, they risk getting dizzy. In this state, they are defenseless and unable to move.
  - Recover from dizziness by pressing the Punch and Kick buttons rapidly.
- Special Move -
  - Special Moves are unique to each character and are performed by a control pad motion with a button press.
  - Special Moves deal a minimal amount of damage when blocked.
  - Some characters can only use certain of their Special Moves while in certain -ISMs.
- Defensive Fall -
  - When knocked into the air, press HP before hitting the ground to flip your character to their feet and avoid getting hit by further attacks.
  - It's not possible to perform a Defensive Fall in X-Ism.
- Defensive Roll -
  - When knocked into the air, press HK before hitting the ground to roll to the other side of the screen upon hitting the ground, then immediately get up.
  - It's not possible to perform a Defensive Roll in X-Ism.
- Zero Counter -
  - While blocking an opponent's attack, press F+Punch and Kick buttons of the same strength.
  - Performing an Alpha Counter requires one level of Super Combo gauge, and shortens your Guard Power Gauge.
  - It's not possible to perform an Zero Counter in X-Ism.
- Damage Reduction -
  - While being attacked or while blocking, press any Punch or Kick buttons rapidly and press the control pad in any direction rapidly to reduce the damage your character takes.
- Guard Crush -
  - As a character guards against attacks, their Guard Power Gauge will

- decrease. If it runs out completely, the character's Guard will be broken and they will be stunned for a moment.
- After a character suffers a Guard Crush, their Guard Power Gauge will be shortened.
  - If a character refrains from blocking, their Guard Power Gauge will slowly recharge.
- Taunt -
- Taunt an opponent by pressing Select.
  - Taunting leaves the character defenseless for a moment.
  - With the exception of Dan, characters can only taunt once per match.
- Super Combo -
- When the Super Combo Gauge is full, you can perform a super powerful move by performing a control pad motion with a button press.
  - Each character has three different fighting styles: X-Ism, Z-Ism, and V-Ism. Each style reflects how the Super Combo Gauge can be used.
- X-Ism: You can perform one Super Combo when the Super Combo Gauge is full, which uses the entire Gauge.
- Z-Ism: You can perform three levels of Super Combos depending on which strength of attack button is used for the Super Combo.
- Light attack: Level one
  - Medium attack: Level two
  - Heavy attack: Level three
- V-Ism: You can start a Custom Combo when your Super Combo Gauge is at 50% or more by pressing Punch and Kick buttons of the same strength.
- During a Custom Combo, shadow images of your character will follow them and attack in the same way.
  - Custom Combo lasts until the Gauge runs out.
  - You cannot block during a Custom Combo.
  - If you get hit, the Custom Combo ends.

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### (III) [Rules]

- Time -
- The time for each round is 99 counts. You can change the round time in the Option mode. In certain game modes, the round time cannot be changed.
- Winning -
- The first player who makes the opponent's vitality deplete to zero wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.
- Win Mark -
- When a player wins a round, a Win Mark appears above the player's Vitality Gauge. Win Marks vary according to how the match was won.
- Match -
- The first player to win two out of three rounds wins the match. You can change the number of winning rounds in the Option mode. In certain game modes, the number of rounds cannot be changed.
- Draw Game -
- A draw game occurs when both players' Vitality Gauges drain out at the

same time (a Double K.O.), or both players have the same amount of Vitality when time runs out.

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(IV) [Menus]

- Single Mode -

A story mode from the original arcade version of the game, minus all the special with their mid-boss and boss characters. Every character has a set 5th and 9th characters they fight, as well as a final boss (who is mostly always Vega)

- VS Mode -

Two-player competition mode using two copies of the game and a Gameboy Advance Link Cable.

- Training Mode -

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

- Option Mode -

Game Option

Difficulty: Adjust the skill level. The higher, the more difficult.

Time: Set the round time.

Rounds (1P): Set the number of rounds to win in one-player mode.

Rounds (VS): Set the number of rounds to win in two-player mode.

Damage: Adjust the damage of attacks.

Speed: Set the speed of gameplay.

S.C.Gauge: Set the starting level of the Super Combo Gauge.

Mode Select: Choose On to select modes in Arcade Mode.

Easy Combos: Allows easier Special Moves by pressing a direction+ any Punch or Kick button. According to Another Gamer:

"Easy Combos makes Super Combos easier to perform and has nothing to do with making normal combos easier to perform: this makes all of them able to be performed by pressing QCF/QCB/B, F/F, B+HP+HK: this is especially useful for Super Combos that use charge motions. If you have this setting on, you can't control which level SC is used: it'll always be performed at the maximum possible level."

Default: Restores the default settings for all of the above.

ISM-PLUS Options (must be unlocked)

Zero Combo: any ISM can use all Super Combos

Zero Cancel: able to cancel normal attacks into Special Moves

Super Zero Cancel: cancel Special Moves into Super Combos

Super Guard: no damage when blocking Special Moves

Infinite Guard: Guard Power Gauge does not go down

Auto Guard: guards against attacks automatically

Air Guard: any ISM can guard in the air

Zero Counter Plus: power of Zero Counters increases

Hard Body: makes you unable to be dizzied (from Another Gamer)

Guard Destroy: inflict more Guard Power Gauge damage

Gauge Plus: Super Gauge slowly refills itself

Limit Off: raises attack power but lowers defense (from Another Gamer)

Button Config: Reassign the button functions.

- Survival Mode (must be unlocked) -

Defeat as many opponents as possible, with limited vitality.

- Dramatic Battle (must be unlocked) -  
Two-on-one mode against the computer.
  - Final Battle (must be unlocked) -  
Fight against the final boss character from Single Mode.
  - Score Ranking -  
View the highest scores in each game mode.
- 
- 

(V) [Characters]

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- Adon -

Height: 182 cm.	Bust: 112 cm.	
Weight: 73 kg.	Waist: 80 cm.	From: Thailand
Blood Type: B	Hips: 85 cm.	

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

High Kick: HK

[Throws]

Kick Off: HP  
 Knee Toss: HK  
 Elbow Smash (air): HP  
 Kick Off (air): HK

[Zero Counters]

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

[Misc. Techniques]

Jaguar Crunch: F+MP [X Z V]  
 -Adon winds up, then slides forward with a two-hit elbow drop.

[Special Moves]

Jaguar Kick: B,D,DB+Kick [Z V]  
 -Adon somersaults forward and slashes downward with his leg. The stronger the Kick button used, the higher and less farther Adon will somersault.

Jaguar Tooth: HCB+Kick [X Z V]  
 -Adon flips backwards to the corner of the screen, then pushes off of it and drops with a quick kick. The stronger the Kick button used, the farther Adon will kick after pushing off the corner of the screen.

Rising Jaguar: F,D,DF+Kick [X Z V]  
 -Adon will leap forward into the air with a double knee strike, which can hit twice up close. The stronger the Kick button used, the higher Adon will

leap and the longer the delay for the second knee strike.

[Super Combos]

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

-Adon will rush forward with a series of elbow jabs, finished with a leaping elbow smash. At Level 3, pressing Punch buttons rapidly during the attack will make Adon finish with a rapid flurry punch instead of the leaping elbow smash. Duing the flurry punch, press Punch buttons rapidly to score more hits. Also at Level 3, pressing a Kick button during the attack will finish with a 3-hit Rising Jaguar (thanks Another Gamer).

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

Jaguar Revolver: QCF,QCF+Kick [Z]

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

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

[Notes]

-In X-ism, Adon can perform a Jaguar Kick by pressing any Kick button while in the air.

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- Balrog -

Height: 186 cm.      Bust: 121 cm.  
Weight: 72 kg.      Waist: 73 cm.      From: Spain  
Blood Type: O      Hips: 83 cm.

[Stand Attacks]

Claw Jab: LP  
Claw Slash: MP  
Lunging Claw Stab: HP  
Knee Strike: LK  
Low Kick: MK  
Hopping Axe Kick: HK

[Crouch Attacks]

Claw Jab: LP  
Claw Stab: MP  
Upper Claw Stab: HP  
Short Kick: LK  
Long Kick: MK  
Slide Kick: HK

[Air Attacks]

Chop: LP  
Claw Stab: MP  
Lower Claw Stab: HP  
Downward Kick: LK  
Front Kick: MK  
Backdoor Roundhouse: HK

[Close Attacks]

(None)

[Throws]

Suplex: HP  
Claw Toss (air): HP  
Leg Flip (air): HK

[Zero Counters]

Z-ism: Claw Sideslash      V-ism: Crouching HK

[Misc. Techniques]

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

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

Back Slash: LP+HK [X Z V]

-Balrog will backflip onto his hands, then flip back again onto his feet. This is an evasive move, and Balrog cannot be hit while performing it.

Short Back Slash: LK+HP [X Z V]

-Balrog will quickly backflip onto his feet. This evasive move is like the



Back Slash except quicker, and Balrog cannot be hit while performing it.

Kabe Hari Tsuki: CD,U+2K [X Z V]

(on Balrog's stage only)

-Balrog will leap onto the fence in the background and climb around on it. During this time, he cannot be hit. After a bit, Balrog will leap off the fence towards his opponent, and he can perform any attack that can follow the Wall Leap listed below under Special Moves.

Backward Kick: F+HK [X Z V]

-Balrog spins around and hops forward with a high roundhouse kick.

[Special Moves]

Rolling Crystal Flash: CB,F+Punch [X Z V]

-Balrog will roll forward and finish with an upper claw stab. The stronger the Punch button used, the more times Balrog will roll and hit.

Sky High Claw: CD,U+Punch (Punch) [X Z V]

-Balrog will leap back and push himself off the wall, claw first. Pressing a Punch button during the attack will stretch out Balrog's arm for a slightly longer range. The weaker the Punch button used, the higher Balrog will shoot across the screen. Balrog will always try to jump to the wall behind him for this attack, but pressing (UF) instead of (U) will make him leap to the opposite wall and perform the attack.

Wall Leap: CD,U+Kick [X Z V]

-Balrog will leap back and push himself off the side of the screen towards his opponent. Balrog will always leap to whichever side of the screen he is closest to, unless (UF) or (UB) is used at the end of the motion. After Balrog has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Wall Leap:

[ ]Flying Barcelona Attack: Punch [X Z V]

-Balrog will slash his arms out below him, hitting opponents on both sides, but not directly below him.

[ ]Izuna Drop (throw): (any direction but Up)+Punch [X Z V]

-Balrog will grab them and perform a powerful suplex. This can only be done if Balrog is very close to his opponent.

Scarlet Terror: CDB,F+Kick [V]

-Balrog will backflip and kick while moving slightly forward. The stronger the Kick button used, the higher and farther Balrog will flip.

[Super Combos]

Super Wall Leap: CDB,DF,DB,UF+Kick [X Z]

-A more powerful version of the Wall Leap, Balrog will leap forward and push himself off the side of the screen towards his opponent. Balrog will always leap towards the opposite side of the screen, unless (UB) is used at the end of the motion instead of (UF). After Balrog has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Super Wall Leap:

[ ]Flying Barcelona Special: Punch [X Z]

-A more powerful version of the Flying Barcelona Attack, Balrog will slash his arms out below him, hitting opponents multiple times on both sides, but not directly below him.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits



[Special Moves]

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

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

Bull Horn: Charge LK+HP or LP+HK, release [X Z V]

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

Murderer Chain (throw): 360J+Punch [X Z V]

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

Bandit Chain (throw): 360J+Kick [X Z V]

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

[Super Combos]

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

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

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

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

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

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

[Notes]

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

-----

- Blanka -

Height: 192 cm.

Bust: 198 cm.

Weight: 98 kg.

Waist: 120 cm.

From: Brazil

Blood Type: B

Hips: 172 cm.

[Stand Attacks]

Chop: LP

Strong Chop: MP

[Crouch Attacks]

Low Scratch: LP

High Scratch: MP

[Air Attacks]

Scratch: LP

Downward Scratch: MP

Scoop Scratch: HP	Reaching Uppercut: HP	Fierce Scratch (up): HP
Short Kick: LK	Short Kick: LK	Under Scratch (side): HP
Front Kick: MK	Side Kick: MK	High Kick: LK
Backflip Kick: HK	Back Sweep: HK	Downward Thrust: MK

[Close Attacks]	[Throws]
Slap: LP	*Grab & Bite: HP
Knee Strike: LK	Kick Off (air): HK
Double Knee: MK	

[Zero Counters]  
Z-Ism: HK Vertical Rolling V-Ism: Crouching HK

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

Amazon River Run: DF+HP [X Z V]  
-Blanka lies on his back and slides forward a short distance. This can travel under most projectiles.

Surprise Forward: F+LK+HP or F+LP+HK [X Z V]  
-Blanka dashes forward a step. He can still be hit during this move, and he can pass through opponents if done close enough.

Surprise Backward: B+LK+HP or B+LP+HK [X Z V]  
-Blanka bugs his eyes out and dashes back a step. He cannot be hit during this move.

[Special Moves]  
Electric Thunder: Punch rapidly [X Z V]  
-Blanka will hunch down and create an blast of electricity around himself. Blanka will keep the electricity pulsating as long as a Punch button is being pressed rapidly.

Rolling Attack: CB,F+Punch [X Z V]  
-Blanka will roll into a ball and fly forward. The stronger the Punch button used, the farther and faster Blanka rolls.

Vertical Rolling: CD,U+Kick [X Z V]  
-Blanka rolls into a ball and flips into the air, where he backflips out of the ball and falls down. The stronger the Kick button used, the higher and faster Blanka rolls.

Back Step Rolling: CB,F+Kick [X Z V]  
-Blanka will backflip, then flips himself forward in a ball into the air and arc downward. The stronger the Kick button used, the faster, higher, and farther Blanka rolls.

[Super Combos]  
Ground Shave Rolling: CB,F,B,F+Punch [X Z]  
-Blanka rolls into a ball and spins forward along the ground to hit his opponent multiple times. Holding Punch will make Blanka spin in place, and he will roll forward when the button is released or after a couple seconds have passed. Each Level causes Blanka to roll farther and faster.  
Level 1: 2 Hits      Level 2: 3 Hits      Level 3: 4 Hits

Tropical Hazard: CDB,DF,DB,UF+Kick

[Z]

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

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

[Notes]

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

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

-----

- Cammy -

Height: 164 cm.

Bust: 86 cm.

Weight: 46 kg.

Waist: 57 cm.

From: ?

Blood Type: B

Hips: 88 cm.

[Stand Attacks]

Jab: LP

Straight: MP

Backfist: HP

High Kick: LK

Back Kick: MK

Handstand Roundhouse: HK

[Crouch Attacks]

Jab: LP

Straight: MP

Uppercut: HP

Short Kick: LK

Thrust Kick: MK

Leg Sweep: HK

[Air Attacks]

Downward Chop: LP

Strong Chop: MP

Downward Punch: HP

Thrust Kick: LK

Splits Kick: MK

Roundhouse Kick: HK

[Close Attacks]

Elbow Jab: LP

Uppercut: MP

Double Arm Smash: HP

Knee Strike: LK

Face Kick: MK

Handstand Kick: HK

[Throws]

Suplex: HP

Frankensteiner: HK

Shoulder Toss (air): HP

Air Frankenteiner (air): HK

[Zero Counters]

Z-Ism: Standing HP

V-Ism: HK Cannon Spike

[Special Moves]

Spiral Arrow: QCF+Kick

[X Z V]

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

Cannon Spike: F,D,DF+Kick

[X Z V]

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

Hooligan Combination: DB,D,DF,F,UF+Punch

[X Z V]

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

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

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

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

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

-Razor Edge Slicer: Neutral

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

Axel Spinning Knuckle: HCB+Punch [X Z]

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

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

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

Cannon Revenge: QCB+Punch [V]

-Cammy raises an arm as if to block as says "Come on!". If she is hit by a high attack while in this stance, she will automatically counterattack with a Cannon Spike. If she isn't hit, she will pull her arm back and be unable to move for a moment. The stronger the Punch button used, the longer she stays in the counterattacking stance, but the longer she will be stunned after as well.

[Super Combos]

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

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

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

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

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

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

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

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

Level 3: 5 Hits

[Notes]

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

-----

- Chun-Li -

Height: 169 cm.

Bust: 84 cm.

Weight: ? kg.  
Blood Type: A

Waist: 59 cm.  
Hips: 89 cm.

From: China

[Stand Attacks]

Slap: LP  
Spear Hand: MP  
Straight Punch: HP  
Thrust Kick: LK  
High Kick: MK  
Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP  
Straight: MP  
Long Punch: HP  
Short Kick: LK  
Side Kick: MK  
Handstand Sweep: HK

[Air Attacks]

Jab: LP  
Upward Punch: MP  
Downward Punch: HP  
High Kick (up): LK  
Side Kick (side): LK  
Slash Kick (up): MK  
Side Kick (side): MK  
Backflip Kick (up): HK  
Double Kick (side): HK

[Close Attacks]

Body Shove: HP  
Punt Kick: MK  
Head Kick: HK

[Throws]

Ground Slam: HP  
Ground Slam (air): HP

[Zero Counters]

Z-Ism: HP Kikoken                      V-Ism: Crouching MK

[Misc. Techniques]

Triangle Jump (air): Up+opposite direction [X Z V]  
-Chun-Li can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Kaku Kyaku Raku: DF+HK [X Z V]  
-Chun-Li flips forward, turning in mid-air and landing in her knee.

Yosou Kyaku (air): D+MK [X Z V]  
-Chun-Li stomps below her with her heel. This can be repeated multiple times.

Kohou Kiten Kyaku: DF+MK [X Z V]  
-Chun-Li kicks forward, then does a backflip.

[Special Moves]

Kikoken: HCF+Punch [Z V]  
-Chun-Li throws a blue energy bubble across the screen. The stronger the Punch button used, the faster the projectile travels, but the sooner it dissipates.

Tenshokyaku: CD,U+Kick [X Z V]  
-Chun-Li will leap into the air with spinning high kicks. The stronger the Kick button used, the higher Chun-Li will leap and the more times she will spin and kicks.

Hyakuretsukyaku: Kick rapidly [X Z V]  
-Chun-Li will kick rapidly in front of her, covering a wide radius. Chun-Li will continue the attack until the button-pressing stops.

Senenshu: HCB+Kick [Z V]  
-Chun-Li flips forward on her hands, then brings her leg down with a slashing kick. The stronger the Kick button used, the farther Chun-Li will flip and kick.

Spinning Bird Kick: CB,F+Kick (air) [X]  
-Chun-Li will flip upside-down and spin forward with her legs split apart. The stronger the Kick button used, the farther Chun-Li will spin. If performed in the air, the kick will arc up or down according with her jump.

Souhakkei: CB,F+Punch [X]

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

[Super Combos]

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

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

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

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

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

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

Kikoshou: QCF,QCF+Punch [Z]

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

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

[Notes]

-In X-IsM Chun-Li no longer wears her classic outfit from Street Fighter 2 (from Another Gamer).

-----

- Cody -

Height: 185 cm.	Bust: 139 cm.	
Weight: 80 kg.	Waist: 86 cm.	From: U.S.A.
Blood Type: O	Hips: 97 cm.	

[Stand Attacks]

Jab: LP  
Uppercut: MP  
Body Blow: F+MP  
Backfist: HP  
Short Kick: LK  
Front Kick: MK  
High Kick: HK  
Hop Roundhouse: HK

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

none

[Throws]

Shackle Toss: HP  
Stomp Down: HK  
Air Stomp (air): HK

[Zero Counters]

Z-IsM: Smash Punch      V-IsM: Crouching HK

[Misc. Techniques]

Knife Pickup: D+2 Punches [X Z V]

-Cody will pick up the Knife, then flip it in his hand. If Cody is hit, throws his opponent, or does the Final Destruction Super Combo, he will drop the



Knife. While holding the Knife, his punches become Knife slashes, dealing more damage and slight block damage. Cody can also throw the Knife (see below).

Knife Throw (with Knife): QCF+Punch [X Z V]

-Cody tosses the Knife straight across the screen. It can be picked up again afterwards.

Fake Stone: QCF+Taunt [Z V]

-Cody ducks down as if to pick up a stone, then quickly stands up and laughs.

Sakeru: DB or B [V]

-Cody will automatically dodge projectiles when blocking in V-Ism. Projectiles will pass right through him as he blocks, as well as other attacks.

#### [Special Moves]

Criminal Uppercut: QCB+Punch [X Z V]

-Cody uppercuts and makes a whirlwind in front of him, which can hit multiple times. The whirlwind can stop incoming projectiles.

Ruffian Kick: QCF+Kick [X Z V]

-Cody slides forward while kicking. Using LK will kick low, MK will kick mid-level, and HK will kick high.

Bad Stone: QCF+Punch (charge Punch) [X Z V]

-Cody ducks down and pick up a stone, then tosses it, which arcs down to the ground. Holding the Punch button will make Cody toss it in his hand up to three times before throwing it, which cause the stone to deal more damage. The stronger the Punch button used, the farther Cody will toss the stone.

Bad Spray: B,DB,D+Punch (while getting up) [X Z V]

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

#### [Super Combos]

Final Destruction: QCF,QCF+Punch [X Z]

-(in X-Ism)

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

Jab -> Jab -> Gut Punch -> Uppercut

Cody can also punch while crouching, or kick while jumping. By pressing D+Attack during the Gut Punch, Cody will throw the opponent. Also, all of his air attacks become his standing F+HK spinkick (thanks Another Gamer. Cody remains in this control style until the shadows of himself stop following him.

-(in Z-Ism)

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

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

Dead End Irony: QCF,QCF+Kick [X Z V]

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

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

[Notes]

- Cody has it very well in V-Ism. His Sakeru block lets most attacks pass through him, letting him break the rule of not being able to block air attacks when crouching.
- Performing a Bad Stone right next to an opponent will toss the stone right through them.

-----

- Dan -

Height: 177 cm.                      Bust: 113 cm.  
 Weight: 74 kg.                      Waist: 83 cm.                      From: Hong Kong  
 Blood Type: O                      Hips: 88 cm.

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Backfist: LP	Jab: LP	Jab: LP
Body Blow: MP	Straight: MP	Downward Punch: MP
Overhead Smash: HP	Uppercut: HP	Overhead Smash: HP
Knee Jab: LK	Weak Kick: LK	Short Kick: LK
Front Kick: MK	Strong Kick: MK	Side Kick: MK
Roundhouse Kick: HK	Sweep Kick: HK	Roundhouse Kick: HK

[Close Attacks]	[Throws]
none	Shoulder Toss: HP
	Shoulder Toss (air): HP

[Zero Counters]	
Z-Ism: Standing Taunt	V-Ism: Crouching HK

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

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

Saikyo Defense: (while blocking) F+LK+HP or F+LP+HK [V]  
 -Dan pushes forward while blocking to lessen the damage he takes.

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

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

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

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

[Super Combos]

Hiisho Buraiken: QCB,QCB+Kick [X Z]

-Dan will go into a frenzy of punches and kicks, finished with a rising uppercut.

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

Shinku Gadoken: QCF,QCF+Punch [Z]

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

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

Koryu Rekka: QCF,D,DF+Kick [Z]

-A more powerful version of the Koryuken, Dan will spin in place with an uppercut, then leap into the air with a second uppercut. Each Level will make Dan slide farther out before the first uppercut.

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

Chouhatsu Densetsu: QCF,QCF+Taunt [Z]

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

Chouhatsu Shinwa: QCB,QCB+Taunt [Z (LV3)]

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

[Notes]

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

- Dee Jay -

Height: 184 cm.	Bust: 130 cm.	
Weight: 92 kg.	Waist: 89 cm.	From: Jamaica
Blood Type: AB	Hips: 94 cm.	

[Stand Attacks]

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

[Crouch Attacks]

Jab: LP  
 Low Elbow Drop: MP  
 High Elbow Drop: HP  
 Short Kick: LK  
 Sweep Kick: MK  
 Sliding Kick: HK

[Air Attacks]

Jab: LP  
 Elbow Smash: MP  
 Downward Punch: HP  
 High Kick: LK  
 Straight Kick: MK  
 Axe Kick: HK

[Close Attacks]

Elbow & Punch: HP  
 Knee Jab: LK  
 Side Kick: MK

[Throws]

Overhead Toss: HP  
 Flip Toss: HK  
 Air Flip Toss (air): HK

Knee Axe: HK

[Zero Counters]

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

[Misc. Techniques]

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

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

[Special Moves]

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

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

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

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

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

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

Jackknife Maximum: CD,U+Kick [V]

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

[Super Combos]

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

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

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

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

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

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

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

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

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

[Notes]

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

-----

- Dhalsim -

Height: 176 cm.

Bust: 107 cm.

Weight: 48 kg.  
Blood Type: O

Waist: 46 cm.  
Hips: 65 cm.

From: India

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

none

[Throws]

\*Yoga Noogie: HP  
Yoga Toss: HK  
Yoga Air Toss (air): HK

[Zero Counters]

Z-Ism: Standing B+MP

V-Ism: Crouching HK

[Misc. Techniques]

Yoga Mummy (air): D+HP [X Z V]

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

Yoga Spear (air): D+Kick [X Z V]

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

Yoga Escape: (when knocked down) B,DB,D+Kick [Z V]

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

Yoga Shock: B+LP (Charge LP) [Z]

-Dhalsim winds up a chops, and attacks when LP is released. At full charge, Dhalsim chops for more damage strikes from overhead.

[Special Moves]

Yoga Fire: QCF+Punch [X Z V]

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

Yoga Flame: HCB+Punch [Z V]

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

Yoga Flame: HCF+Punch [X]

-Dhalsim exhales a large fire in front of him. The stronger the Punch button

used, the longer Dhalsim keeps the fire in front of him. Note that the X-Ism Yoga Flame has a different control motion than in Z-Ism and V-Ism

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

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

Yoga Teleport: F,D,DF or B,D,DB + (LK+HP or LP+HK) (air) [X Z V]  
-Dhalsim will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Dhalsim halfway across the screen, while (LP+HK) travels all the way across. Dhalsim cannot be attacked while he is teleporting. In Z-Ism and V-Ism, Dhalsim can Teleport while in the air, but not in X-Ism

[Super Combos]

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

Yoga Inferno: QCF,QCF+Punch [Z]  
-A more powerful version of the Yoga Flame, Dhalsim exhales a twisting spray of fire in front of him  
Level 1: 3 Hits      Level 2: 8 Hits      Level 3: 13 Hits

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

Yoga Stream: QCB,QCB+Punch [Z]  
-Dhalsim exhales a spray of fire along the ground. This attack must be blocked low  
Level 1: 3 Hits      Level 2: 4 Hits      Level 3: 5 Hits

[Notes]

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

-----

- E.Honda -

Height: 185 cm.	Bust: 212 cm.	
Weight: 137 kg.	Waist: 180 cm.	From: Japan
Blood Type: A	Hips: 210 cm.	

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Slap: LP	Slap: LP	Slap: LP
Long Slap: MP	Long Slap: MP	Overhead Chop: MP
Overhead Chop: HP	Tripping Hook: HP	Arm Swipe: HP
Low Kick: LK	Short Kick: LK	Bum Drop: LK
Front Kick: MK	Side Kick: MK	Sumo Press: MK
High Kick: HK	Sweep Kick: HK	Side Kick: HK
[Close Attacks]	[Throws]	
none	Body Toss: HP	
	*Bear Hug: HK	
	Air Toss (air) HP	
[Zero Counters]		
Z-Ism: Standing HP	V-Ism: Crouching HK	
[Misc. Techniques]		
Hiza Geru: F+MK		[X Z V]
-A close-range knee strike.		
Harai Geri: F+HK		[X Z V]
-A long-range low kick		
Sumo Press (air): D+MK		[X]
-E.Honda stretches out and falls downward on his belly.		
[Special Moves]		
Hyakuretsu Harite: Punch rapidly		[X Z V]
-E.Honda will slap furiously in front of himself with his arms as blurs. Pressing LP rapidly will continue to slap until the button is neutral, while MP or HP rapidly will make E. Honda dash forward quickly with one quick flurry of slaps.		
Super Zutsuki: CB,F+Punch		[X Z V]
-E.Honda will shoot himself across the screen with a quick headbutt. The stronger the Punch button used, the faster and farther E.Honda will headbutt. Up close, using HP will hit twice.		
Super Hyakkan Otoshi: CD,U+Kick		[X Z V]
-E.Honda leaps into the air with a Sumo Press attack, then drops straight down will a Bum Drop. The stronger the Kick button used, the higher and faster E.Honda leaps in the air. Up close, using LK or MK will hit twice, but HK will hit only once.		
Ooichou Nage (throw): 360 Motion+Punch		[X Z V]
-E.Honda will slam his opponent into the ground with one arm, then somersault into the air and land on them with his bum. This throwing attack must be done right next to the opponent.		
[Super Combos]		
Oni Musou: CB,F,B,F+Punch		[X Z]
-A more powerful version of the Super Zutsuki, E.Honda will perform two headbutts in a row. At Level 3, he will perform two headbutts finished with a Hyakuretsu Harite slapping attack.		
Level 1: 2 Hits	Level 2: 2 Hits	Level 3: 8 Hits

Fuji Drop: CB,F,B,F+Kick

[Z]

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

Level 1: 4 Hits

Level 2: 5 Hits

Level 3: 6 Hits

Orochi Kudaki: 720] Motion+Punch

[Z(LV3)]

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

Level 3: 3 Hits

[Notes]

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

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- Eagle -

Height: 184 cm.

Bust: 105 cm.

Weight: 75 kg.

Waist: 80 cm.

From: Britain

Blood Type: AB

Hips: 86 cm.

[Stand Attacks]

Baton Jab: LP

Double Baton Stab: MP

Two-Baton Slash: HP

Low Baton Jab: LK

Low Baton Stab: MK

Low Baton Slash: HK

[Crouch Attacks]

Baton Jab: LP

Double Baton Stab: MP

Baton Uppercut: HP

Low Baton Jab: LK

Low Baton Stab: MK

Two-Baton Sweep: HK

[Air Attacks]

Straight Baton Jab: LP

Baton Slash: MP

Side Baton Slash: HP

Baton Poke: LK

Baton Stab: MK

Overhead Dual Smash: MK

[Close Attacks]

Baton Body Stab: HP

Two-Baton Stab: HK

[Throws]

Baton Impale: HP

Baton Noogie: HK

[Zero Counters]

Z-Ism: Two-Baton Stab

V-Ism: Two-Baton Stab

[Special Moves]

Manchester Black: QCB+Punch

[X Z V]

-Eagle extends his batons in each arm and spins around. Using LP will spin in place while stronger Punches will move forward while spinning.

Canterbury Blue: QCF+Punch (charge)

[X Z V]

-Eagle spins one baton in front of him as a block while winding up to attack with the other. The block can be held up for a couple seconds by holding Punch and releasing. Each Punch button has a different angle of attack, although they all block attacks at any height (thanks Another Gamer):

LP: high strike

MP: mid-level strike

HP: low block strike

Oxford Red: HCF+Kick

[X Z V]

-Eagle slides forward with a mid-level baton stab, then goes into a flurry of baton stabs. The stronger the Kick used, the farther Eagle slides and the more stabs he does.



Liverpool White: QCB+Kick [X Z V]

-Eagle hops forward and does an overhead baton slash. The stronger the Kick used, the higher and farther Eagle hops.

Saint Andrews Green: F,D,DF+Punch [X Z V]

-Eagle winds up and bats upward with both batons.

[Super Combos]

Manchester Gold: QCB,QCB+Punch [X Z]

-A stronger version of the Manchester Black, Eagle spins and hits more times than the normal version. At Level 3, he will finish by tossing his opponent into the air and stabbing them as they drop.

Level 1: 6 Hits      Level 2: 9 Hits      Level 3: 13 Hits

Union Jack Platinum: QCF,QCF+Punch [Z]

-A stronger version of the Oxford Red, Eagle slides forward with a series of baton strikes and finishes with a strong Oxford Red flurry.

Level 1: 9 Hits      Level 2: 11 Hits      Level 3: 17 Hits

[Notes]

-Remember this guy? He's from Street Fighter 1. Updated, of course.

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- Evil Ryu -

Height: 175 cm.	Bust: 110 cm.	
Weight: 68 kg.	Waist: 81 cm.	From: Japan
Blood Type: O	Hips: 85 cm.	

[Stand Attacks]

Jab: LP  
Straight: MP  
Strong Jab: HP  
Low Kick: LK  
High Kick: MK  
Roundhouse Kick: HK

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

Elbow Jab: LP  
Body Blow: MP  
Uppercut: HP  
Axe Kick: HK

[Throws]

Shoulder Toss: HP  
Leg Roll: HK  
Air Toss (air): HP

[Zero Counters]

Z-Ism: HP Shoryuken      V-Ism: Crouching HK

[Misc. Techniques]

Sakotsu Wari: F+MP [X Z V]

-Ryu winds up and punches downward for two hits.

Senpukyaku: F+MK [Z V]

-Ryu hops forward and spins with a mid-level kick.

Seichu Nidan Tsuki: F+HP [X V]

-Ryu slides forward with a two-hit elbow strike.

[Special Moves]

Hadoken: QCF+Punch [X Z V]

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

Shakunetsu Hadouken: HCF+Punch [X Z V]

-Ryu throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them. The stronger the Punch button used, the faster the projectile goes.

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

-Ryu will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Ryu will punch.

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

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

Ashura Senku: F,D,DF or B,D,DB + (LK+HP or LP+HK) [X Z V]

-Ryu will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Ryu halfway across the screen, while (LP+HK) travels all the way across. Ryu cannot be attacked while he is teleporting.

[Super Combos]

Shinku Hadoken: QCF,QCF+Punch [Z]

-A more powerful version of the Hadoken, Ryu tosses a multi-hitting fireball across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total.

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

Messatsu Gou Shoryuken: QCF,D,DF+Punch [Z]

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

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

Shinku Tatsumaki Senpukyaku: QCB,QCB+Kick [Z]

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

Level 1: 5 Hits      Level 2: 9 Hits      Level 3: 13 Hits

Shun Goku Satsu: LP,LP,F,LK,HP [X Z]

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

Level 3: 15 Hits

[Notes]

-Unlike in Street Fighter Alpha 2, Evil Ryu's Shoryuken will only hit once up close.

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

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

-----  
- Fei-Long -

Height: 172 cm.                      Bust: 108 cm.  
Weight: 60 kg.                      Waist: 76 cm.                      From: Hong Kong  
Blood Type: O                      Hips: 80 cm.

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Backfist: LP	Elbow Jab: LP	Jab (up): LP
Chop: MP	Chop: MP	Chop (side): LP
Strong Punch: HP	Dual Palm: HP	Jab (up): MP
Low Kick: LK	Short Kick: LK	Hook (side): MP
High Kick: MK	Low Kick: MK	Hook (up): HP
Hook Kick: HK	Quick Sweep: HK	Overhead Rake (side): HP
		Knee Jab: LK
[Close Attacks]	[Throws]	High Kick (up): MK
Face Jab: LP	Kick Combo: HP	Axe Kick (side): MK
Backfist: MP	Flip Toss: HK	Split Kick (up): HK
Uppercut: HP	Air Flip (air): HK	Splits Spin (side): HK
Knee Jab: LK		
Face Kick: MK		
Roundhouse Kick: HK		
[Zero Counters]		
Z-Ism: HK Rekkukyaku	V-Ism: Crouching HK	

[Misc. Techniques]  
Chokka Rakutei: F/B+MK [X Z V]  
-Fei-Long hops and kicks his leg down. Using Back will make Fei-Long kick in place, while Forward will make him hop forward.

Engekishu: F+HK [X Z V]  
-Fei-Long hops forward with a double-hit high kick.

[Special Moves]  
Rekkaken: QCF+Punch (repeat 3x) [X Z V]  
-Fei-Long slides forward with a quick jab. Repeating the motion after the jab finishes will produce a second body punch, and a third time for a backfist. The stronger the Punch button used, the farther and faster Fei-Long will slide during the attacks.

Rekkukyaku: HCF,UF+Kick [X V]  
-Fei-Long leaps forward with a tumbling splits kick which can hit up to three times on his way down. The stronger the Kick button used, the higher and farther Fei-Long kicks.

Shienkyaku: B,D,DB+Kick [X Z V]  
-Fei-Long hops forward with a spinning upward kick with a flaming leg. The stronger the Kick button used, the higher Fei-Long will kick. If MK or HK are used, this will hit twice up close.

[Super Combos]

Rekka Shinken: QCF,QCF+Punch [X Z]

-A more powerful version of the Rekkaken, Fei-Long slides forward a short distance while performing the three moves of the Rekkaken.

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

Shien Renkyaku: QCB,QCB+Kick [Z]

-A more powerful version of the Shienkyaku, Fei-Long spins straight up while spinning and kicking with a flaming leg. Pressing the control pad left and right while pressing Kick buttons can increase the amount of hits the attack deals.

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

Ryu Hassai: QCB,QCB+Punch [Z(LV3)]

-Fei-Long does a flaming backfist. If this hits the opponent, he will uppercut them into the air, then leap up and jumpkick them across the screen.

According to Another Gamer, if the first attack hits at maximum distance so that only the flame on Fei-Long's hand touches the opponent, the following attack will become the Shin Ryu Hassai and deal much more damage.

Level 3: 3 Hits

[Notes]

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

-----

- Final Vega -

Height: 182 cm.	Bust: 133 cm.	
Weight: 96 kg.	Waist: 90 cm.	From: ?
Blood Type: A	Hips: 92 cm.	

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

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

[Throws]

Body Toss: HP  
Psycho Toss (air): HP

[Zero Counters]

Vega Warp in place (thanks Another Gamer)

[Special Moves]

Psycho Shot: CB,F+Punch

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

Double Knee Press: CB,F+Kick

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

Head Press: CD,U+Kick (Punch)

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

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

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

Vega Warp: F,D,DF or B,D,DB + (LK+HP or LP+HK)

-Vega will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Vega halfway across the screen, while (LP+HK) travels all the way across. Vega cannot be attacked while he is teleporting.

[Super Combos]

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

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

Level MAX: 8 Hits

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

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

Level MAX: 9 Hits

[Notes]

-Final Vega does not and cannot select any Ism.

-Final Vega is basically an insanely powerful version of Vega in X-Ism mode, but he has two Super Combos. He is also most characters' final boss in Single Mode.

-----

- Gen -

Height: 166 cm.

Bust: 108 cm.

Weight: 61 kg.

Waist: 75 cm.

From: China

Blood Type: O

Hips: 80 cm.

+-----+

| KI STYLE |

+-----+

[Stand Attacks]

Jab: LP

Hook Punch: MP

Rising Backfist: HP

Low Kick: LK

Front Kick: MK

Side Kick: HK

[Crouch Attacks]

Jab: LP

Straight: MP

Reaching Spear: HP

Short Kick: LK

Long Kick: MK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Downward Strike: MP

Overhead Strike: HP

Knee Jab: LK

Thrust Kick: MK

Thrust Kick: HK

[Close Attacks]

none

[Throws]

Backfist Smash: HP

Ankle Kick: HK

Ground Stomp (air): HK

[Zero Counters]

Z-Ism: HK Gekirou

V-Ism: Pal Strike

+-----+

| SO STYLE |

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[Stand Attacks]

Jab: LP

Overhead Strike: MP

Uppercut Strike: HP

Low Kick: LK

Front Kick: MK

Hop Double Kick: HK

[Crouch Attacks]

Jab: LP

Strike: MP

Dual Thrust: HP

Poke Trip: LK

Low Kick: MK

Handstand Kick: HK

[Air Attacks]

Downward Jab: LP

Downward Strike: MP

Dual Palm: HP

Knee Jab: LK

Backward Kick: MK

Thrust Kick: HK

[Close Attacks]

none

[Throws]

Backfist Smash: HP

Ankle Kick: HK

Ground Stomp (air): HK

[Zero Counters]

Z-Ism: Hopping Kick

V-Ism: Shoulder Ram

[Misc. Techniques]

So Style: LP+HK

[Z V]

-Gen switches to So stance.

Ki Style: LK+HP

[Z V]

-Gen switches to Ki stance.

[Special Moves]

(SO) Hyakurenko: Punch rapidly

[X Z V]

-Gen jabs furiously in front of himself over a large radius. He will continue to attack until the Punch buttons are not pressed rapidly. The stronger the Punch button used, the faster Gen will punch.

(SO) Gekirou: F,D,DF+Kick (Kick rapidly)

[X Z V]

-Gen leaps into the air with a high kick. If he knocks his opponent into the air, he will pause for a moment. During that time, press the Kick button used to start the Gekirou rapidly to kick more times; pressing other Kick buttons will have no effect.

(KI) Jyasen: CB,F+Punch

[X Z V]

-Gen rolls forward and finishes with a chop strike. The stronger the Punch button used, the longer Gen will roll and the more times he will hit.

(KI) Oga: CD,U+Kick

[Z V]

-Gen leaps to the back wall, pushes himself off it, and dives down with a kick. The stronger the Kick button used, the farther Gen will leap. Pressing Up-Forward at the end of the motion will make Gen leap to the other wall. Upon touching the side of the screen, holding Up will make Gen bounce to the top of the screen, but he will not attack when he drops. Tap Up and Gen will do a head-stomp attack (Thanks Another Gamer).

[Super Combos]

(SO) Zanei: QCF,QCF+Punch

[X Z]

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

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

(SO) Shitenshu: QCB,QCB+Punch [Z]

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

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

(KI) Jyakoha: QCF,D,DF+Kick [Z]

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

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

(KI) Koga (air): QCB,QCB+Kick [Z]

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

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

[Notes]

- In X-Ism, Gen appears to always be in So stance, but he is able to use any of his available attacks from both stances.
- The Koga Super Combo is too awkward to be effective, since it gives the opponent plenty of time to block or counterattack between Gen's kicks.
- Another Gamer informs me that during the Oga and Koga, pressing different buttons will make Gen do different attacks.

-----

- Gouki -

Height: 178 cm.            Bust: 118 cm.  
Weight: 80 kg.            Waist: 84 cm.            From: Japan  
Blood Type: ?            Hips: 86 cm.

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

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

[Throws]

Shoulder Toss: HP  
Leg Roll: HK  
Rolling Leg Toss (air): HK

[Zero Counters]

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

[Misc. Techniques]

Zugai Hasatsu: F+MP [X Z V]

-Gouki holds his hand behind his head, then brings it down for a two-hit smash punch.

Senpu Kyaku: F+MK [X Z V]

-Gouki hops forward and spins with a mid-level kick.

Tenma Kujin Kyaku: (jumping forward) D+MK [X Z V]

-Gouki will quickly dive almost straight down with a kick. This attack can only be performed during a jump forward, and the button combination must be pressed at the peak of Gouki's jump.

[Special Moves]

Gou Hadoken: QCF+Punch [X Z V]

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

Zanku Hadoken (air): QCF+Punch [X Z V]

-Gouki throws a blue fireball at a downward angle while jumping. The stronger the Punch button used, the faster the fireball travels to the ground.

Shakunetsu Hadoken: HCB+Punch [X Z V]

-Gouki throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them and will knock them down. The stronger the Punch button used, the fast the fireball travels and the more hits it deals, to a maximum of three hits.

Gou Shoryuken: F,D,DF+Punch [X Z V]

-Gouki will rise into the air with an uppercut that can hit up to three times up close. The stronger the Punch button used, the higher Gouki rises into the air.

Tatsumaki Zankukyaku: QCB+Kick (air) [X Z V]

-Gouki will spin forward with a kick. If performed on the ground, Gouki can score an extra hit as he leaps into the air by hitting with his knee. If performed in the air, the kick will arc up or down according to the time performed during his jump. The stronger the Kick button used, the more times Gouki will spin and hit.

Ashura Senku: F,D,DF or B,D,DB + (LK+HP or LP+HK) [X Z V]

-Gouki will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Gouki halfway across the screen, while (LP+HK) travels all the way across. Gouki cannot be attacked while he is teleporting.

Hyakkishu: QCF,UF+Punch [Z V]

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

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

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

[Super Combos]



Messatsu Gou Hadou: HCB,HCB+Punch

[Z]

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

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

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

[Z]

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

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

Messatsu Gou Shoryu: QCF,D,DF+Punch

[Z]

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

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

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

[X A(LV3)]

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

Level 3: 15 Hits

[Notes]

-For an almost guaranteed connect with the Shun Goku Satsu, trip the opponent, then perform the Shun Goku Satsu just as they are getting up.  
-A Hadoken will knock down an opponent if Gouki's hands touch them during the attack, otherwise it will just knock them back.

-----

- Guile -

Height: 182 cm.                      Bust: 125 cm.  
Weight: 86 kg.                        Waist: 83 cm.                      From: U.S.A.  
Blood Type: O                        Hips: 89 cm.

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

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

[Throws]

Body Toss: HP  
Suplex: HK  
Ground Toss (air): HP  
Backbreaker (air): HK

[Zero Counters]

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

[Misc. Techniques]

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

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

Spinning Backfist: F+HP [X Z V]

-A long-range backfist attack.

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

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

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

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

Knee Bazooka: F/B+MK [V]

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

[Special Moves]

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

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

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

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

[Super Combos]

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

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

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

Sonic Hurricane: CB,F,B,F+Punch [Z]

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

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

[Notes]

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

-----  
- Guy -

Height: 179 cm.

Bust: 108 cm.

Weight: 72 kg.

Waist: 77 cm.

From: U.S.A.

Blood Type: O

Hips: 82 cm.

[Stand Attacks]

Backfist: LP

[Crouch Attacks]

Backfist: LP

[Air Attacks]

Downward Jab: LP

Body Blow: MP	Straight: MP	Downward Punch: MP
Strong Backfist: HP	High Elbow: HP	High Backfist: HP
High Kick: LK	Short Kick: LK	Punt Kick (up): LK
Front Kick: MK	Back Sweep Kick: MK	Thrust Kick (side): LK
Roundhouse Kick: HK	Slide Kick: HK	Thrust Kick: MK

[Close Attacks]	[Throws]	Backflip Kick (up): HK
Elbow Smash: MP	Shoulder Toss: HP	Axe Kick (side): HK
Backfist Uppercut: HP	*Knee Smash: HK	
Ankle Kick: LK	Suplex (air): HP	
Side Kick: MK		
High Roundhouse: HK		

[Zero Counters]	
Z-Ism: Crouching HP	V-Ism: Crouching MK

#### [Misc. Techniques]

Triangle Jump (air): Up+opposite direction [X Z V]  
-Guy can perform a second jump in mid-air by pushing off the side of the screen if he is close enough to it.

Backflip Kick: DF+HK [X Z V]  
-Guy kicks forward, then backflips.

Bushin Gokusaken: LP,MP,HP,HK [X Z V]  
-Guy's classic combo from Final Fight, it goes: Jab, Body Blow, Uppercut, High Roundhouse.

Kubikudaki: F+MP [X Z V]  
-Guy winds up and drives his elbow downward for two hits.

Hiji Otoshi (air): D+MP [X Z V]  
-Guy drops down on his elbow. This attack slows down Guy's movement forward or backward if done while jumping in those directions.

#### [Special Moves]

Hozanto: QCB+Punch [X Z V]  
-Guy spins low forward and emerges with a backfist strike. The stronger the Punch button used, the farther and faster Guy will spin. Guy can dodge some attacks while spinning.

Bushin Senpukyaku: QCB+Kick [X Z V]  
-Guy spins forward into the air while kicking. The stronger the Kick button used, the higher Guy kicks. This attack can hit three times using LK or MK, and four times with HK.

Bushin Izuna Drop: QCF+Punch (Punch when close) [X Z V]  
-Guy flips forward into the air. Press a Punch button as he is very close to his opponent and he will flip them over and slams their back into the ground. Using LP will make Guy roll high into the air, MP will roll at a medium arc, and HP will roll quicker at a more horizontal arc.

Izuna no Hiji Otoshi: QCF+Punch, Punch [X Z V]  
-Guy flips forward into the air. Press a Punch button anytime when he is not close to his opponent and he will drop straight down with an elbow drop. Using LP will make Guy roll high into the air, MP will roll at a medium arc, and HP will roll quicker at a more horizontal arc.

Hayagake: QCF+LK (Kick) [X Z V]  
-Guy will run forward quickly. Pressing any Kick button during the run will make Guy stop.

Kage Sukui: QCF+MK (Kick) [X Z V]  
-Guy will run forward quickly. Pressing any Kick button during the run will make Guy perform a sliding kick.

Kubikari: QCF+HK (Kick) [X Z V]  
-Guy will run forward quickly. Pressing any Kick button during the run will make Guy perform a two-hit hopping overhead slash kick.

[Super Combos]

Bushin Hassoken: QCF,D,DF+Punch [Z]  
-Guy leaps forward with a punching attack. If he hits his opponent, he will carry them upward with a series of punching attacks, finished with a kick.  
Level 1: 4 Hits      Level 2: 5 Hits      Level 3: 6 Hits

Bushin Goraikuyaku: QCF,D,DF+Kick [Z]  
-Guy dashes forward with a series of punches, then finishes with a slashing kick.  
Level 1: 4 Hits      Level 2: 6 Hits      Level 3: 7 Hits

Bushin Musourenka (throw): HCB,HCB+Punch [X A(LV3)]  
-Guy grabs his opponent, then the screen will go black, flashing white with the silhouettes of Guy hitting his opponent. When the last hit will knock the opponent back into the air, Guy flips back and taunts his opponent. This attack is unblockable (thanks Another Gamer).

[Notes]

- Guy seems to take more damage than other characters. Play defensively and try to avoid hits using his great jumping abilities.
- Another Gamer mentions that the Bushin Gokusaken combo string will knock down the opponent if all hits connect.
- Another Gamer also mentions that Guy can perform a Shoulder Toss out of a Knee Smash by pressing F+HP right after Guy knees the opponent. Obviously, it doesn't do nearly as much damage as it does when done alone.

-----

- Juli -

Height: 164 cm.	Bust: 92 cm.	
Weight: 49 kg.	Waist: 59 cm.	From: ?
Blood Type: B	Hips: 84 cm.	

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

none

[Throws]

Suplex: HP  
Frankensteiner: HK



[Notes]

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

-----  
- Juni -

Height: 162 cm.                      Bust:    84 cm.  
Weight:  46 kg.                      Waist:  56 cm.                      From: ?  
Blood Type: AB                      Hips:    83 cm.

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

none

[Throws]

Suplex: HP  
Frankensteiner: HK  
Shoulder Toss (air): HP  
Air Frankenteiner (air): HK

[Zero Counters]

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

[Misc. Techniques]

Psycho Shield (while blocking): F+LK+HP or F+LP+HK                      [X Z V]  
-Juni pushes forward while blocking to lessen the damage she takes.

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

Psycho Charge Alpha: hold LK+HP or LP+HK                      [X Z V]  
(When teamed up with Juli in Dramatic Mode ONLY)  
-Juni will charge up her Vitality gauge. Note that this technique can only be used in Dramatic Battle mode when teamed up with Juli.

[Special Moves]

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

Cannon Spike: CD,U+Kick                      [X Z V]  
-Juni performs a high rising kick into the air. The stronger the Kick button used, the higher and farther Juni kicks.

Hooligan Combination: DB,D,DF,F,UF+Punch                      [X Z V]  
-Juni will roll into a ball and jump forward. This can be cancelled by pressing any Kick button, or followed into one of these attacks:

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

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

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

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

-Razor Edge Slicer: Neutral

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

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

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

Mach Slide: QCF+Kick [X Z V]

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

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

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

[Super Combos]

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

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

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

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

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

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

Psycho Rolling: QCF,QCF+Punch [Z]

(When teamed up with Juni in Dramatic Mode ONLY)

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

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

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

(When teamed up with Juli in Dramatic Mode ONLY)

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

Level 3: 17 Hits

[Notes]

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

-----  
- Karin -

Height: 162 cm.                      Bust: 83 cm.  
Weight: 48 kg.                      Waist: 57 cm.                      From: Japan  
Blood Type: B                      Hips: 85 cm.

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Jab: LP	Palm Jab: LP	High Palm: LP
Body Blow: MP	Low Punch: MP	Straight Punch: MP
Step Backfist: HP	Uppercut: HP	Overhead Chop: HP
Side Kick: LK	Short Kick: LK	Downward Kick: LK
Front Kick: MK	Front Kick: MK	Side Kick: MK
Low Roundhouse: HK	Sweep Kick: HK	Roundhouse: HK

[Close Attacks]	[Throws]
none	Ground Takedown: HP
	*Knee Bash: HK
	Air Takedown (air): HP/HK

[Zero Counters]	
Z-Ism: Standing HP	V-Ism: Crouching HK

[Misc. Techniques]  
Elegant Kick: F+MK [X Z V]  
-Karin hops forward with an axe kick that hits overhead.

[Special Moves]  
Gurenken: QCF+Punch [X Z V]  
-Karin slides forward while jabbing high with her palm. The stronger the Punch button used, the farther Karin slides. This can be chained into a number of attacks:  
--Gurenken: Punch  
--Hosho: F+Punch after one Gurenken, or Punch after two Gurenkens  
--Mujinkyaku: Kick  
--Ressenha: U+Kick  
--Sliding Kick: D+Kick  
--Upper Yasya Counter: B+Punch  
--Lower Yasya Counter: B+Kick  
--Ressencho: DF+Punch, Punch

Mujinkyaku: F,D,DF+Kick [X Z V]  
-Karin slides forward while kicking high into the air, which can hit twice up close. The stronger the Kick button used, the farther Karin slides.

Ressenha: QCF,UF+Kick [X Z V]  
-Karin leaps forward and spins her hands around and down in a slashing motion. The stronger the Kick button used, the farther and higher the leap.

Hosho: F,D,DF+Punch [X Z V]  
-Karin does a strong palm strike straight forward. The stronger the Punch button used, the longer she keeps her arm out.



Ressencho: B,D,DB+Punch (Punch) [X Z V]

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

Upper Yasya Counter: QCB+Punch [X Z V]

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

Lower Yasya Counter: QCB+Kick [X Z V]

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

Arakuma Inashi (throw): 360° Motion+Kick [X Z V]

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

[Super Combos]

Shinpi Kaibyaku: QCF,QCF+Punch [X Z]

-A more powerful version of the Gurenken, Karin will slide forward while palm jabbing multiple times, finished with a Hosho at Levels 1 and 3, or a Mujinkyaku at Level 2.

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

Kouoken: QCF,QCF+Kick [Z]

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

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

[Notes]

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

-----

- Ken -

Height: 175 cm.	Bust: 110 cm.	
Weight: 72 kg.	Waist: 82 cm.	From: U.S.A.
Blood Type: B	Hips: 86 cm.	

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

Headbutt: MP  
Uppercut: HP  
Head Kick: MK

[Throws]

Rolling Leg Toss: HP  
\*Knee Smash: HK  
Rolling Leg Toss (air): HP





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

[Super Combos]

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

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

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

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

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

Level 3: 9 Hits

[Notes]

-In X-Ism, a HP Dash Straight will knock down a standing opponent. In other Isms, it won't.

-In case you didn't know, "M.Bison" is a play on Mike Tyson's name, so it was changed in the American version.

-According to Another Gamer, you can enable a Turn Punch counter by selecting M.Bison and hold HP+LK when the VS screen appears. After the round begins, release them and a small counter will appear under your energy meter whenever you use Turn Punch, indicating the level it's currently charged to.

-----

- Maki -

Height: 175 cm.	Bust: 110 cm.	
Weight: 72 kg.	Waist: 82 cm.	From: Japan
Blood Type: B	Hips: 86 cm.	

[Stand Attacks]

Tonfa Jab: LP  
Tonfa Stab: MP  
Tonfa Backlash: HP  
Low Kick: LK  
Side Kick: MK  
High Roundhouse: HK

[Crouch Attacks]

Tonfa Jab: LP  
Elbow Smash: MP  
Tonfa Spin Uppercut: HP  
Short Kick: LK  
Side Kick: MK  
Spin Trip: HK

[Air Attacks]

Tonfa Jab: LP  
Tonfa Stab: MP  
Tonfa Smash: HP  
High Kick: LK  
Side Kick: MK  
Roundhouse Kick: HK

[Close Attacks]

Elbow Strike: MP  
Face Smash: HP  
Knee Jab: MK  
Skyscraper Kick: HK

[Throws]

Tonfa & Roundhouse: HP  
\*Knee Smashes: HK  
Head Bomber (air): HP/HK

[Zero Counters]

Z-Ism: Reppukyaku            V-Ism: Reppukyaku

[Special Moves]

Genko: QCF+Punch [X Z V]

-Maki does a stepping hook punch forward. If this hits, it will knock down the opponent.

Hayagake: QCF+Kick (Kick) [X Z V]

-Maki will run forward. Pressing any Kick button during the run has its own different effect:

--LK: stops running

--MK: does a sliding low kick. If this hits, Maki will grab her opponent and do a Head Bomber throw.

--HK: does a hopping stomp kick. If this hits, Maki will grab her opponent and do a powerbomb.

Saka Hayagake: QCB+Kick (Kick) [X Z V]

-Maki will run backward. Pressing any Kick button during the run has its own different effect.

--LK: stops running

--MK: flips forward

--HK: flips backward

Either MK or HK can be followed by any mid-air attack.

Tengu Daoshi (air, throw): HCF+Punch [X Z V]

-Maki grabs her opponent, launches towards the wall and slams them into it, then slams them into the floor with a Head Bomber. This must be done right next to the opponent in mid-air and is unblockable.

Hassoukyaku (air, near wall): QCB+Punch/Kick [X Z V]

-Maki grabs the side of the screen and does something depending on what button is used:

--LP: jumps forward half the screen

--MP: dives forward a short distance. If she touches the opponent, she will flip over and powerbomb them.

--HP: dives forward a medium distance. If she touches the opponent, she will flip and powerbomb them.

--LK: drops down

--MK: drops forward with a short diving kick

--HK: drops forward with a medium range diving kick

Reppukyaku: LK+HP or LP+HK

-Maki plants her tonfa in the ground and spin around on it, kicking high. She is practically invincible during this time, but using it drains her vitality bar a bit.

[Super Combos]

Bushin Gouraiha: QCF,QCF+Punch [X Z]

-A stronger variation of the Genko, Maki slides forward with a string of tonfa strikes finished by a hopping skyscraper kick.

Level 1: 5 Hits

Level 2: 6 Hits

Level 3: 8 Hits

Tesshinhou: QCF,QCF+Kick [Z]

-A stronger version of the Hayagake, Maki runs forward until you press a Kick button, then she'll slide forward with a multi-hitting jumpkick (followed by a Genko punch at Level 3).

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 8 Hits

Ajaratengu (throw): 720 Motion+Punch (air) [Z]

-A stronger version of the Tengu Daoshi, Maki grabs her opponent, slams them from wall to wall and finishes with a spinning Head Bomber. This attack can be done in the air but can only be used to grab opponents that are jumping. It's also unblockable.

## [Notes]

-Another Gamer informs me that it's possible to perform the Saka Hayagake anytime during Hayagake.

-----  
- Nash -

Height: 186 cm.                      Bust: 123 cm.  
Weight: 84 kg.                      Waist: 81 cm.                      From: U.S.A.  
Blood Type: AB                      Hips: 87 cm.

## [Stand Attacks]

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

## [Crouch Attacks]

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

## [Air Attacks]

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

## [Close Attacks]

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

## [Throws]

Suplex: HP  
\*Knee Smash: HK  
Backbreaker (air): HP  
Somersault Shell (air): HK

## [Zero Counters]

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

## [Misc. Techniques]

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

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

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

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

Forward Dash: F,F                      [Z V]

-Nash dashes forward a couple steps.

Knee Bazooka: F/B+LK                      [X]

-Nash leaps forward with a quick knee strike.

## [Special Moves]

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

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

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

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

Knee Bazooka: F,F+Kick

[Z V]

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

[Super Combos]

Somersault Justice: CDB,DF,DF,UF+Kick

[X Z]

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

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

Sonic Break: CB,F,B,F+Punch

[Z]

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

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

Crossfire Blitz: CB,F,B,F+Kick

[Z]

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

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

[Notes]

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

-----

- R.Mika -

Height: 168 cm.  
Weight: 62 kg.  
Blood Type: O

Bust: 97 cm.  
Waist: 72 cm.  
Hips: 93 cm.

From: Japan

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

none

[Throws]

Suplex: HP  
Backbreaker: HK  
Neck Ride (air): HK

[Zero Counters]

Z-Ism: Standing MP            V-Ism: Crouching HK

[Special Moves]

Flying Peach: QCB+Punch

[X Z V]

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

Shooting Peach: QCB+Kick [X Z V]

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

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

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

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

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

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

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

[Super Combos]

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

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

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

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

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

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

F+Kick: Wingless Airplane Spin

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

The higher the Super Combo Level used, the more times R.Mika will run back and forth across the screen.

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

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

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

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

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

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





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

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

Light Attack: almost straight down

Medium Attack: 45° diagonal angle

Hard Attack: a more horizontal angle

Mekong Delta Attack: LP+HK or LK+HP (then Punch) [X Z V]

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

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

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

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

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

[Super Combos]

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

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

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

Minesweeper: QCB,QCB+Punch [Z]

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

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

Steel Rain: QCF,QCF+Kick [Z]

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

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

[Notes]

-In X-IsM, all Rolento's jumps forward and backward will be High Jumps, without the rod-bending animation.

-Rolento drops a grenade in his taunt, which can hits for a minimal amount of damage.

-The knives that Rolento tosses during his Stinger attack can easily be knocked away by his opponent's attacks.

-----

- Rose -

Height: 178 cm.

Bust: 96 cm.

Weight: 54 kg.

Waist: 57 cm.

From: Italy

Blood Type: ?

Hips: 86 cm.

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Jab: LP	Jab: LP	Chop: LP
Soul Jab: MP	Soul Jab: MP	Soul Wave: MP
Soul Shawl Slash: HP	Soul Uppercut: HP	Soul Shawl Slash: HP
Short Kick: LK	Short Kick: LK	Downward Kick: LK
Shawlstand Kick: MK	Long Kick: MK	Side Kick: MK
Shawlstand Roundhouse: HK	Sweep Kick: HK	Roundhouse Kick: HK

[Close Attacks]	[Throws]
Soul Chop: MP	Soul Drain: HP
Short Shawl Slash: HP	Soul Throw (air): HP
Hop Kick: MK	
Soul Piette: HK	

[Zero Counters]	
Z-Ism: Spin Around (does nothing)	V-Ism: Crouching HK

[Misc. Techniques]

Sliding: DF+MK [X Z V]  
 -Rose slides forward with a low kick. This can travel under high projectiles.

Soul Piette: F+HK [Z V]  
 -Rose leans forward and touches the ground with one hand, while reaching up over her head with her leg and kicking high. She moves forward slightly after the kick.

[Special Moves]

Soul Spark: HCF+Punch [X Z V]  
 -Rose whips out her shawl and throws a sphere of Soul energy across the screen. The stronger the Punch button used, the faster the projectile travels.

Soul Throw: F,D,DF+Punch [X Z V]  
 -Rose leaps forward into the air. If she makes contact with her opponent, she will toss them to the ground. The stronger the Punch button used, the faster, higher, and farther Rose will leap into the air.

Soul Reflect: QCB+Punch [X Z V]  
 -Rose slashes her shawl in front of her, which can hit opponents up close. Each Punch button has a different animation and effect:  
 LP: Cancels projectiles and absorbs them into Rose's Super Combo Gauge.  
 MP: Reflects projectiles straight across the screen.  
 HP: Reflects projectiles at an upward angle.

Soul Spiral: QCF+Kick [X Z V]  
 -Rose slides forward with a punch while wrapping her shawl around her arm like a drill. The stronger the Kick button used, the farther Rose slides and the more hits the attack deals.

[Super Combos]

Aura Soul Throw: QCF,D,DF+Punch [X Z]  
 -A more powerful version of the Soul Throw, Rose leaps forward into the air. If she makes contact with her opponent, she will toss them to the ground burning with Soul energy. At Level 2, Rose will uppercut before doing the Soul Throw. At Level 3, she dashes forward with a punch-uppercut combo before doing the Soul Throw.

Level 1: 1 Hit

Level 2: 3 Hits

Level 3: 4 Hits

Aura Soul Spark: QCB,QCB+Punch

[Z]

-A more powerful version of the Soul Spark, Rose throws a multi-hitting projectile across the screen. At Level 2, she will do a Soul Piette kick and Soul Reflect while moving forward before tossing the projectile.

Level 1: 3 Hits

Level 2: 5 Hits

Level 3: 3 Hits

Soul Illusion: QCF,D,DF+Kick

[Z]

-Rose creates a pair of illusions that follow her movements and adds hits to her attacks, which is similar to a Custom Combo in V-ISM but without the ability to link anything really quickly. The images will stay longer with each level used.

Level 1: 3 seconds

Level 2: 6 seconds

Level 3: 9 seconds

[Notes]

-Rose cannot use the Soul Reflect to reflect or absorb Cody's Bad Stone or Knife Throw. The Bad Stone will just break and the Knife will drop down to the ground.

-Another Gamer informs me that the Level 3 Aura Soul Spark can reflect Super Combo projectiles.

-----

- Ryu -

Height: 175 cm.

Bust: 110 cm.

Weight: 68 kg.

Waist: 81 cm.

From: Japan

Blood Type: O

Hips: 85 cm.

[Stand Attacks]

Jab: LP

Straight: MP

Strong Jab: HP

Low Kick: LK

High Kick: MK

Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP

Straight: MP

Uppercut: HP

Short Kick: LK

Long Kick: MK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Downward Punch: MP

Uppercut (side): MP

Downward Punch: HP

Punt Kick (up): LK

Knee Drop (side): LK

High Kick (up): MK

Thrust Kick (side): MK

Roundhouse (up): HK

Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP

Body Blow: MP

Uppercut: HP

Axe Kick: HK

[Throws]

Shoulder Toss: HP

Leg Roll: HK

Air Toss (air): HP

[Zero Counters]

Z-ISM: Shoryuken

V-ISM: Crouching HK

[Misc. Techniques]

Sakotsu Wari: F+MP

[X Z V]

-Ryu winds up and punches downward for two hits.

Senpukyaku: F+MK

[Z V]

-Ryu hops forward and spins with a mid-level kick.

Fake Hadoken: QCF+Taunt

[Z V]

-Ryu winds up as if to throw a Hadoken, but instead just yells and quickly recovers.

Seichu Nidan Tsuki: F+HP

[X V]

-Ryu slides forward with a two-hit elbow strike.

[Special Moves]

Hadoken: QCF+Punch

[X Z V]

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

Shakunetsu Hadouken: HCF+Punch

[X Z V]

-Ryu throws a red fireball similar to the Hadoken, except that it burns the opponent when it hits them. The stronger the Punch button used, the faster the projectile goes.

Shouryuken: F,D,DF+Punch

[X Z V]

-Ryu will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Ryu will punch.

Tatsumaki Senpukyaku: QCB+Kick (air)

[X Z V]

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

[Super Combos]

Shinku Hadoken: QCF,QCF+Punch

[Z]

-A more powerful version of the Hadoken, Ryu tosses a multi-hitting fireball across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total.

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

Shinku Tatsumaki Senpukyaku: QCB,QCB+Kick

[Z]

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

Level 1: 5 Hits      Level 2: 9 Hits      Level 3: 13 Hits

Metsu Shoryuken: QCF,D,DF+K

[Z (LV3)]

-A more powerful version of the Shoryuken, Ryu slides forward with a Seichu Nidan Tsuki elbow strike. If he hits his opponent, he will perform a two-hit Shoryuken. The longer Ryu dashes with the elbow strike before hitting his opponent, the more powerful the following Shoryuken will be. At maximum distance, the following attack will be a Shin Shoryuken, dealing maximum damage (thanks Another Gamer).

Level 3: 3 Hits

[Notes]

-Ryu has a special win pose after beating an opponent with a Metsu Shoruken, where he turns his back and looks at his opponent.

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

-----

- Sagat -

Height: 226 cm.

Bust: 140 cm.

Weight: 109 kg.

Waist: 87 cm.

From: Thailand

Blood Type: B

Hips: 95 cm.

[Stand Attacks]	[Crouch Attacks]	[Air Attacks]
Elbow Jab: LP	Jab: LP	Straight Jab: LP
Straight: MP	Strong Jab: MP	Uppercut: MP
Strong Straight: HP	Straight: HP	Straight: HP
Low Kick: LK	Short Kick: LK	Knee Drop: LK
Front Kick: MK	Side Kick: MK	Side Kick: MK
High Kick: HK	Sweep Kick: HK	Roundhouse Kick: HK

[Close Attacks]	[Throws]
Hook Punch: MP	Overhead Toss: HP
Uppercut: HP	*Knee Bash: HK
	Air Toss (air): HP

[Zero Counters]	
Z-Ism: Side Kick	V-Ism: HP Tiger Blow

#### [Misc. Techniques]

Kick Feint: MK, MK (quickly) [Z V]

-Sagat will raise his leg to kick, then bring in down quickly as a fake.

Tiger Charge: QCF+Taunt [Z]

-Sagat's chest scar glows and he laughs. For a few seconds, the next Tiger Blow that Sagat performs will deal slightly more damage. This consumes one level of Sagat's super combo gauge.

#### [Special Moves]

Tiger Shot: QCF+Punch [X Z V]

-Sagat tosses a wave-shaped fireball high across the screen. The stronger the Punch button used, the faster the projectile travels.

Ground Tiger Shot: QCF+Kick [X Z V]

-Sagat crouches down and tosses a wave-shaped fireball low across the screen. The stronger the Kick button used, the faster the projectile travels.

Tiger Blow: F,D,DF+Punch [Z V]

-Sagat will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Sagat will punch. Using MP or HP, the uppercut will hit 5 or 7 times respectively.

Tiger Crush: F,D,DF+Kick [Z V]

-Sagat hops forward with a quick high knee strike. The stronger the Kick button used, the farther Sagat will leap. Note that this attack has a different motion in X-Ism.

Tiger Crush: QCF,UF+Kick [X]

-Sagat hops forward with a quick high knee strike. The stronger the Kick button used, the farther Sagat will leap. Note that this attack has a different motion in Z-Ism and V-Ism.

Tiger Uppercut: F,D,DF+Punch [X]

-Sagat will rise into the air with an uppercut. The stronger the Punch button used, the higher and faster Sagat will punch. This attack can hit twice up close.

#### [Super Combos]

Tiger Genocide: QCF,D,DF+Kick [X Z]

-A more powerful version of the Tiger Crush and Tiger Blow/Uppercut, Sagat hops forward with a multi-hitting Tiger Crush knee strike, then follows with a multi-hitting Tiger Blow/Uppercut. At Level 3, he will perform a second Tiger Blow/Uppercut.

Level 1: 7 Hits            Level 2: 10 Hits            Level 3: 14 Hits

Tiger Cannon: QCF,QCF+Punch [Z]

-A more powerful version of the Tiger Shot, Sagat tosses a multi-hitting wave-shaped fireball high across the screen. This can be used to cancel an oncoming projectile, removing one hit from the total. At Level 3, the fireball will burn opponents and knock them down.

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

Tiger Raid: QCB,QCB+Kick [Z]

-Sagat performs a series of increasingly high kicks, followed by a leaping multi-hit kick straight across the screen. At Level 3, Sagat's leg becomes fiery during the jumpkick for more damage.

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

[Notes]

-When using Tiger Shots, switch between Low and High shots often to confuse your opponent's blocking patterns.

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- Sakura -

Height: 158 cm.	Bust: 80 cm.	
Weight: 42 kg.	Waist: 60 cm.	From: Japan
Blood Type: A	Hips: 84 cm.	

[Stand Attacks]

Jab: LP  
Straight: MP  
Strong Straight: HP  
Low Kick: LK  
Back Kick: MK  
Back Roundhouse: HK

[Crouch Attacks]

Jab: LP  
Overhead Smash: MP  
Uppercut: HP  
Short Kick: LK  
High Kick: MK  
Sweep Kick: HK

[Air Attacks]

Downward Palm: LP  
Straight Punch: MP  
Overhead Smash: HP  
Side Kick: LK  
Front Kick: MK  
Downward Kick: HK

[Close Attacks]

Elbow Jab: MP  
Upward Smash: HP  
Split Kick: HK

[Throws]

\*Sleeper & Elbow: HP  
Kick Flip: HK  
Kick Off (air): HK

[Zero Counters]

Z-Ism: HP Shouoken            V-Ism: Crouching HK

[Misc. Techniques]

Flower Kick: F+MK [X Z V]

-Sakura steps forward and brings her leg above her head, then kicks downward. Plus she flashes her panties.

[Special Moves]

Hadoken: QCF+Punch [X Z V]

-Sakura throws a blue fireball that travels horizontally across the screen, but dissipates before going all the way across. While Sakura winds up to

throw the fireball, tapping Punch buttons will cause her to stall and increase the size of the Hadoken. The bigger the fireball gets, the slower and shorter it travels. There are three sizes of Hadoken Sakura can throw.

Shouoken: F,D,DF+Punch [X Z V]

-Sakura dashes forward and leaps into the air with an uppercut. The stronger the Punch button used, the farther Sakura dashes and the more times she hits.

Shunpukyaku: QCB+Kick (air) [X Z V]

-Sakura hops forward with a spinning kick. The stronger the Kick button used, the higher she will leap and the more times she spins and kicks. If performed in the air, the kick will arc up or down according to the time performed during her jump.

Sakura Otoshi: F,D,DF+Kick, Punch (3x) [Z V]

-Sakura hops forward with her arms behind her head. The stronger the Kick button used, the higher and farther Sakura hops. Pressing a Punch button while she is in the air will make her perform an overhead smash punch. If timed right, Sakura can perform up to three punches, although they must be timed very well to hit every time.

[Super Combos]

Midare Zakura: QCF,D,DF+Kick [X Z]

-A more powerful version of the Shououken, Sakura dashes forward while uppercutting multiple times in a row.

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

Shinku Hadoken: QCF,QCF+Punch [Z]

-A more powerful variation of the Hadoken, Sakura throws a large blue fireball across the screen which dissipates and loses hits as it travels. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

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

Haru Ichiban: QCB,QCB+Kick [Z]

-A more powerful version of the Shunpukyaku, Sakura spins low along the ground while kicking low, then finishes with a high kick. This attack must be blocked low.

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

[Notes]

-Fully-charged Hadoken fireballs have very short range and are easily avoided. Stick to throwing the smaller ones since their range is far better.

-Somewhat useless trivia: Sakura's voice clips for her Hadoken and Shouoken are just Ken's voice from his same attacks sped up.

-According to Another Gamer, the Sakura Otoshi can also be used to bounce off fireballs if you hit them with the punch.

-----

- Shin Gouki -

Height: 178 cm.	Bust: 118 cm.	
Weight: 80 kg.	Waist: 84 cm.	From: Japan
Blood Type: ?	Hips: 86 cm.	



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

[Crouch Attacks]  
Jab: LP  
Straight: MP  
Uppercut: HP  
Short Kick: LK  
Long Kick: MK  
Sweep Kick: HK

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

[Close Attacks]  
Gut Punch: MP  
Uppercut: HP  
Knee Smash: MK  
Axe Kick: HK

[Throws]  
Shoulder Toss: HP  
Leg Roll: HK  
Rolling Leg Toss (air): HK

[Zero Counters]

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

[Misc. Techniques]

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

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

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

[Special Moves]

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

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

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

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

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

Ashura Senku: F,D,DF or B,D,DB + (LK+HP or LP+HK) [X Z V]

-Gouki will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Gouki halfway across the screen, while (LP+HK) travels all the way across. Gouki cannot be attacked while he is teleporting.

Hyakkishu: QCF,UF+Punch [Z V]

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

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

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

[Super Combos]

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

-A more powerful version of the Shakunetsu Hadouken. Although it does not burn opponents, it will knock them down. With each Level, the fireball will travel faster. This can be used to cancel an oncoming projectile, removing one hit from the total.

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

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

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

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

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

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

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

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

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

Level 3: 15 Hits

[Notes]

-Shin Gouki is a superpowered version of normal old Gouki. The main differences are that he can throw two fireballs at once in the air, his Shun Goku Satsu is quicker with longer range, and his moves have a quicker recovery for more comboability (thanks Another Gamer).

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

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

-----

- Sodom -

Height: 208 cm.

Bust: 148 cm.

Weight: 108 kg.  
Blood Type: A

Waist: 98 cm.  
Hips: 103 cm.

From: U.S.A.

[Stand Attacks]

Jitte Jab: LP  
Jitte Club: MP  
Double Jitte Stab: HP  
Low Kick: LK  
Front Kick: MK  
Stepping Front Kick: HK

[Crouch Attacks]

Jitte Backhand: LP  
Jitte Slash: MP  
Jitte Uppercut: HP  
Short Kick: LK  
Long Kick: MK  
Slide Kick: HK

[Air Attacks]

Jitte Slash: LP  
High Jitte Jab: MP  
Overhead Jitte Slash: HP  
Back Kick: LK  
Side Kick: MK  
Drop Kick: HK

[Close Attacks]

Jitte Punch: MP  
Jitte Stab: HP

[Throws]

Long Windmill Toss: HP  
Short Windmill Toss: HK  
Powerbomb (air): HP

[Zero Counters]

Z-Ism: MP Jigoku Scrape      V-Ism: Crouching HK

[Misc. Techniques]

Tengu Walking (when knocked down): B,DB,D+Kick [X Z V]  
-Right before hitting the ground, Sodom will stab the ground with his Jitte and run forward on them. The stronger the Kick button used, the more "steps" Sodom will run on his Jitte.

[Special Moves]

Jigoku Scrape: QCF+Punch [X Z V]  
-Sodom slides forward while slashing with his Jitte. Each Punch button has a different animation. LP and MP are both front slashes, while HP is a overhead slash with a larger arc.

Shiraha Catch: F,D,DF+Kick [X Z V]  
-Sodom grabs in front of his head. If he is attacked high during this animation, he grabs his opponent and Windmill Tosses them.

Butsumetsu Buster: 360° motion+Punch [X Z V]  
-Sodom hops a bit forward and attempts to grab his opponent. If he does, he lifts them over his head, leaps into the air and powerbombs them into the ground. The stronger the Punch button used, the higher the powerbomb. This cannot be blocked and must be performed right next to the opponent.

Daikyo Burning: 360° motion+Kick [X Z V]  
-Sodom dashes forward with his Jitte extended. If he hits his opponent, he grabs them and plants them into the ground, then pushes them along the ground to burn them. The stronger the Kick button used, the farther Sodom dashes with his Jitte and the longer he drags the opponent along the ground.

Yagura Reverse: B,D,DB+Kick [X Z V]  
-Sodom backflips and lands on his Jitte, then quickly returns to his feet. This is a fake version of his Tengu Walking, and cannot hit nor deal any damage unless the opponent is performing a low attack at the same time (from Another Gamer).

[Super Combos]

Meido no Miyage: QCF,QCF+Punch [X Z]  
-A more powerful version of the Jigoku Scrape, Sodom slides forward while slashing multiple times with his Jitte. At Level 3, he will add a jumping

slash at the end.

Level 1: 3 Hits

Level 2: 6 Hits

Level 3: 7 Hits

Tenchusatsu (throw): 720° motion+Punch

[Z]

-A more powerful version of the Bustumetsu Buster, Sodom hops a bit forward and attempts to grab his opponent. If he does, he lifts them over his head and powerbombs them into the ground twice. At Level 3, Sodom will finish by pushing his opponent along the ground and burning them.

Level 1: 2 Hits

Level 2: 2 Hits

Level 3: 3 Hits

[Notes]

-Sodom's taunt, a bow, can hit the opponent and deal an extremely small amount of damage to them.

-In order to use Sodom effectively, you must master the 360° controller motion, as his most powerful attacks all use it.

-According to Another Gamer, Sodom also has the ability to roll backwards when knocked down by pressing F,DF,D+P when knocked down.

-----

- T.Hawk -

Height: 230 cm.

Bust: 144 cm.

Weight: 162 kg.

Waist: 98 cm.

From: Mexico

Blood Type: O

Hips: 112 cm.

[Stand Attacks]

High Elbow: LP

Backfist Chop: MP

Fierce Chop: HP

Low Stomp: LK

Front Kick: MK

Backdoor Roundhouse: HK

[Crouch Attacks]

Chop: LP

Two-Side Chop: MP

Overhead Chop: HP

Short Kick: LK

Long Kick: MK

Double Sweep Kick: HK

[Air Attacks]

Downward Chop: LP

Strong Chop: MP

Straight Chop (up): HP

Overhead Chop (side): HP

Knee Drop: LK

Spin Side Kick: MK

Drop Kick: HK

[Close Attacks]

Chop Uppercut: MP

Double Overhead Chop: HP

Punt Kick: MK

High Back Roundhouse: HK

[Throws]

\*Stranglehold: HP

[Zero Counters]

Z-Ism: Close HK

V-Ism: Crouching HK

(second kick only)

[Misc. Techniques]

Body Press (air): D+HP

[X Z V]

-T.Hawk stretches out and falls downward on his stomach.

[Special Moves]

Tomahawk Buster: F,D,DF+Punch

[X Z V]

-T.Hawk hunches down, then pushes himself forward into the air with his arms pointed at his sides. The stronger the Punch button used, the higher T.Hawk leaps. Using HP will also hit twice up close.

Mexican Typhoon (throw): 360° motion+Punch

[X Z V]

-T.Hawk grabs his opponent and leaps into the air while spinning them with

with one arm, then slams them into the ground. The stronger the Punch button used, the higher the slam. This cannot be blocked and must be performed right next to the opponent.

Condor Dive (air): QCF+Punch [X Z V]

-T.Hawk dives head-first at an angle with his arms pointed at his sides. This attack can be performed at anytime during a jump.

Condor Spine: D,B,DB+Punch [X Z V]

-T.Hawk hops forward and smashes downward with a double-hand chop. The stronger the Punch button used, the higher and farther T.Hawk leaps.

[Super Combos]

Raging Typhoon: 720 motion+Punch [X Z]

-A more powerful version of the Mexican Typhoon, T.Hawk grabs his opponent and leaps into the air while spinning them with one arm, then slams them into the ground twice, or three times at Level 3. This cannot be blocked and must be performed right next to the opponent.

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

Canyon Splitter: QCF,QCF+Punch [Z]

-A more powerful version of the Condor Spine and Tomahawk Buster, T.Hawk hops forward with a multi-hitting double-hand chop, then leaps into the air with a multi-hitting Tomahawk Buster.

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

[Notes]

-The Canyon Splitter is very weak compared to the Raging Typhoon. Use it as your main T.Hawk Super Combo.

-In order to use T.Hawk effectively, you must master the 360 controller motion, as his most powerful attack uses it.

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- Vega -

Height: 182 cm.	Bust: 133 cm.	
Weight: 96 kg.	Waist: 90 cm.	From: ?
Blood Type: A	Hips: 92 cm.	

[Stand Attacks]

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

[Crouch Attacks]

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

[Air Attacks]

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

[Close Attacks]

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

[Throws]

Body Toss: HP  
Psycho Toss (air): HP

[Zero Counters]

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

[Special Moves]

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

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

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

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

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

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

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

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

Vega Warp: F,D,DF or B,D,DB + (LK+HP or LP+HK) [Z V]

-Vega will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (LK+HP) will teleport Vega halfway across the screen, while (LP+HK) travels all the way across. Vega cannot be attacked while he is teleporting.

Psycho Crusher: CB,F+Punch [X]

-Vega will torpedo himself across the screen head-first, his body charged with Psycho Energy for multiple hits. The stronger the Punch button used, the faster and farther he torpedos.

[Super Combos]

Knee Press Nightmare: CB,F,B,B+K [X Z]

-A more powerful version of the Double Knee Press, Vega somersaults forward twice. At Level 3, he will finish with a sliding kick.

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

Psycho Crusher: CB,F,B,F+Punch [Z]

-Vega will torpedo himself across the screen head-first, his body charged with Psycho energy.

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

[Notes]

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

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- Yun -

Height: 173 cm.

Bust: 102 cm.

Weight: 62 kg.

Waist: 73 cm.

From: Hong Kong

Blood Type: B

Hips: 85 cm.

[Stand Attacks]

High Jab: LP

Elbow Jab: MP

Lunge Punch: HP

[Crouch Attacks]

Jab: LP

Strong Jab: MP

Upper Smash: HP

[Air Attacks]

Elbow Jab: LP

Downward Punch: MP

Down Strike (up): HP

Low Kick: LK  
Skyscraper Kick: HK  
Lunge Kick: HK

Short Kick: LK  
Side Kick: MK  
Spinning Sweep: HK

Side Strike (side): HP  
Side Kick: LK  
Downward Kick: MK  
Skyscraper Kick: HK

[Close Attacks]  
Double Swipe: HP  
Double Skyscraper: HK

[Throws]  
Elbow Strike: HP  
Arm Flip: HK

[Zero Counters]  
Z-Ism: MK Senkyutai

V-Ism: MK Senkyutai

[Misc. Techniques]

Pinwheel Kick: F+MK [X Z V]  
-Yun spins forward with an overhead-hitting mid-level kick.

[Special Moves]

Tetsuzankou: F,D,DF+Punch [X Z V]  
-Yun rolls forward, gets up and strikes with his back. The stronger the Punch used, the farther the roll.

Zesshou-hohou: QCF+Punch [X Z V]  
-Yun launches himself forward with his fist out. The stronger the Punche used, the farther he hops.

Senkyutai: QCF+Kick [X Z V]  
-Yun launches himself upward at a slight angle foot-first. The stronger the Kick used, the higher Yun propels.

Kobokushi: QCB+Punch [X Z V]  
-Yun winds up for a split second and does a short double-palm strike forward. This will knock down the opponent.

Fake Kobokushi: QCB+2P [X Z V]  
-Yun winds up for a Kobokushi but doesn't strike.

Zenpou-tenshin (throw): HCB+Kick [X Z V]  
-Yun grabs his opponent's shoulders and flips over them. This move doesn't actually do any damage, but sets Yun up for a quick free hit. It's also unblockable.

[Super Combos]

Sourai-Rengeki: QCF,QCF+Punch [X Z]  
-Yun slides forward with a series of punches. At levels 2 and 3, he adds a multi-hitting jumping skyscraper kick.  
Level 1: 4 Hits      Level 2: 6 Hits      Level 3: 8 Hits

You-hou: QCB,QCB+Punch [Z (LV3)]  
-Yun slides forward with a three hit punch-back strike-uppercut combo that launches the opponent high into the air.

[Notes]

-Yun is pretty much the same as he was from Capcom vs SNK 2, except he is missing his two Super Combos that call in his brother Yang.

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- Zangief -

Height: 214 cm.

Bust: 172 cm.

Weight: 121 kg.

Waist: 133 cm.

From: U.S.S.R.

Blood Type: A

Hips: 154 cm.

[Stand Attacks]

Overhead Chop: LP

Backhand: MP

Smash Punch: HP

Shin Kick: LK

Front Kick: HK

Drop Kick: HK

[Crouch Attacks]

Chop: LP

Uppercut: MP

Smash Punch: HP

Short Kick: LK

Straight Kick: MK

Long Sweep: HK

[Air Attacks]

Straight Chop: LP

Overhead Chop: MP

Down Straight (up): HP

Flat Straight (side): HP

Side Kick: LK

Punt Kick: MK

Drop Kick: HK

[Close Attacks]

none

[Throws]

Suplex: HP

\*Stomach Crush: DF/DB+HP

\*Head Bite: HK

Piledriver (air): HP

[Zero Counters]

Z-Ism: Standing MK

V-Ism: Hook Punch

[Misc. Techniques]

Body Press (air): D+HP

[X Z V]

-Zangief stretches out and falls downward on his stomach.

Short Sweep Kicks: DB+MK/HK

[X Z V]

-Zangief can shorten his crouching MK and HK by holding DB.

[Special Moves]

Double Lariat: LK+HP

[X Z V]

-Zangief will spin around twice with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time, and can move left and right while spinning.

Quick Double Lariat: LP+HK

[X Z V]

-Zangief will quickly spin around once with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time, and can move left and right while spinning.

Banishing Flat: F,DF,D+Punch

[X]

-Zangief will step forward and perform a fiery backhanded slap that can cancel projectiles. HP holds his arm out longer than LP. Note that this attack has a different motion in Z-Ism and V-Ism.

Banishing Flat: F,D,DF+Punch

[Z V]

-Zangief will step forward and perform a fiery backhanded slap that can cancel projectiles. HP holds his arm out longer than LP. Note that this attack has a different motion in X-Ism.

Screw Piledriver (throw): 360° motion+Punch

[X Z V]

-Zangief spins with his opponent into the air and descends with a spinning piledriver. This attack must be done very close to the opponent, and cannot be blocked. The stronger the Punch button used, the higher Zangief spins and the more damage the piledriver does.

Atomic Suplex (throw): 360° motion+Kick

[X Z V]



-Zangief will grab them and perform a suplex, then leap into the air and do a second suplex. If this attack is not done right next to an opponent, it becomes the Flying Power Bomb (seen below).

Flying Power Bomb (throw): 360↻ motion+Kick [X Z V]

-Zangief will take a couple steps forward and attempt a grab. If it is successful, he will hoist them high into the air and powerbomb them into the ground. The stronger the Kick button used, the farther Zangief will walk while attempting to grab. This is the alternative to the Atomic Suplex, if the attack is performed at a distance from the opponent.

[Super Combos]

Final Atomic Buster (throw): 720↻ motion+Punch [X Z]

-A more powerful variation of both the Atomic Suplex and Screw Piledriver, and must be performed right next to an opponent. Zangief will do a series of suplexes, followed by a series of spinning piledrivers.

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

Aerial Russian Slam (throw): QCF,D,DF+Kick [Z]

-Zangief will jump up at a slight angle and grab opponents that are in the air. Each level performs a single hit, but the throw animation is different. Also, the higher the level, the faster, higher, and farther Zangief leaps into the air.

Level 1: Toss Slam    Level 2: Piledriver    Level 3: Powerbomb

[Notes]

-Zangief is the only character in the game with a crouching throw, his Stomach Crush.

-In order to use Zangief effectively, you must master the 360↻ controller motion, as his most powerful attacks all use it.

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(VII) [Secrets]

Note: the difficulty level must be set to 2 Stars to unlock anything below unless otherwise noted

- Unlock Dramatic Battle Mode -  
Complete Single Mode once to unlock Dramatic Battle Mode.
- Play as Evil Ryu -  
Complete Single Mode three times to unlock Evil Ryu.
- Play as Guile -  
Complete Single Mode five times to unlock Guile.
- Play as Maki -  
Complete Single Mode seven times to unlock Maki.
- Play as Yun -  
Complete Single Mode nine times to unlock Yun.
- Play as Eagle -  
Complete Single Mode eleven times to unlock Eagle.
- Unlock Survival Mode -

Complete Dramatic Battle Mode once to unlock Survival Mode.

- Unlock Saikyo Mode -

Complete 10 Battle Survival once to unlock Saikyo mode.

- Unlock Mazi Mode -

Complete 30 Battle Survival once to unlock Mazi mode.

- Unlock Classic Mode -

Complete 50 Battle Survival once to unlock Classic mode.

- Unlock Final Battle Mode -

Complete Boss Survival once to unlock Final Battle Mode.

- Unlock ISM-PLUS Options -

Each time Final Battle is completed, a new ISM-Plus is unlocked in the Options:

- 1: Zero Combo: any ISM can use all Super Combos
- 2: Zero Cancel: able to cancel normal attacks into Special Moves
- 3: Super Zero Cancel: cancel Special Moves into Super Combos
- 4: Super Guard: no damage when blocking Special Moves
- 5: Infinite Guard: Guard Power Gauge does not go down
- 6: Auto Guard: guards against attacks automatically
- 7: Air Guard: any ISM can guard in the air
- 8: Zero Counter Plus: power of Zero Counters increases
- 9: Hard Body: I have no idea
- 10: Guard Destroy: inflict more Guard Power Gauge damage
- 11: Gauge Plus: Super Gauge slowly refills itself
- 12: Limit Off: I have no idea

- Play as Shin Gouki -

Complete Single Mode with Evil Ryu, Guile, Maki, Yun, and Eagle. Then highlight Gouki on the character select screen, hold Start and press any button to play as Shin Gouki.

- Play as Final Vega -

Complete Single Mode using Shin Gouki on the highest difficulty level. Then highlight Vega on the character select screen, hold Start and press any button to play as Final Vega.

- Shin Gouki Final Battle -

In Final Battle mode, select a character, Ism, and style. When selecting a speed, press and hold all LP+LK to fight against Shin Gouki. Shin Gouki uses a random Ism.

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## (VII) [FAQ]

- How much got cut out from the original version of the game?

Actually, not a heck of a lot. Some animations are gone, and some voices for attacks, and finally most of the story cutscenes in Single Mode. Still, it's a very impressive version.

- Okay, what's with some of the characters' names?

The boss names are mostly different from the American version of the game:

Japanese	American
-----	-----
Nash	Charlie

M.Bison	Balrog
Balrog	Vega
Vega	M.Bison
Gouki	Akuma
Final Vega	Final Bison
Shin Gouki	Shin Akuma

- Which version of Street Fighter Zero 3 is this?

Okay, here's the story. There are really TWO versions of Street Fighter Zero 3 (Street Fighter Alpha 3 in America), and an updated in Japan with more characters and stuff called Street Fighter Zero 3 Upper.

This game is the Upper version, except it has even MORE characters:

Maki, Yun and Eagle from Capcom vs SNK 2.

So think of this as... Street Fighter Zero 3 Upper Upper.

- How do I know which bosses I'll fight?

Each character has a set 5th, 9th, 10th, and if applicable, 11th fight. These are unique to each character and outline their story in Arcade mode, as shown below:

Character	5th fight	9th fight	10th fight	11th fight
Adon	Ken	Rose	Final Vega	---
Gouki	Adon	Guy	Final Vega	---
Balrog	Zangief	Cammy	Final Vega	---
Birdie	E.Honda	Blanka	Vega	Final Vega
Blanka	Dan	Zangief	Vega	Final Vega
Cammy	Dhalsim	Balrog	Juli & Juni	Final Vega
Chun-Li	Birdie	Cammy	Juli & Juni	Final Vega
Cody	Birdie	Guy	Final Vega	---
Dan	Chun-Li	Sagat	Vega	Final Vega
Dee Jay	Adon	Sagat	Final Vega	---
Dhalsim	Rose	Birdie	Juni & Juli	Final Vega
E.Honda	Ryu	Sodom	Final Vega	---
Eagle	Guile	Sagat	Final Vega	---
Evil Ryu	Sagat	Final Vega	Shin Gouki	---
Fei-Long	Balrog	M.Bison	Final Vega	---
Final Vega	Gouki	Sagat	Ryu	---
Gen	Ryu	Gouki	Final Vega	---
Guile	Chun-Li	Nash	Final Vega	---
Guy	Karin	Gen	Final Vega	---
Juli	T.Hawk	Cammy	Final Vega	---
Juni	E.Honda	Ryu	Final Vega	---
Karin	Blanka	Sakura	Juni & Juli	Final Vega
Ken	Karin	Sakura	Final Vega	---
M.Bison	Gouki	Sagat	Ryu	---
Maki	Sakura	Guy	Final Vega	---
Nash	Cammy	Rolento	Final Vega	---
R.Mika	Karin	Zangief	Vega	Final Vega
Rolento	Sodom	Cody	Vega	Final Vega
Rose	Guy	Balrog	Juni & Juli	Final Vega
Ryu	Rose	Ken	Final Vega	---
Sagat	Dan	Ryu	Final Vega	---
Sakura	E.Honda	Ryu	Final Vega	---
Shin Gouki	Adon	Guy	Final Vega	---
Sodom	Rolento	Chun-Li	Final Vega	---
T.Hawk	Rolento	Juli	Final Vega	---

Vega	Gouki	Sagat	Ryu	---	
Yun	Dee Jay	Evil Ryu	Juni & Juli	Final Vega	
Zangief	Rolento	Chun-Li	Final Vega	---	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

- Are all the endings the same?

Yeah, mostly. Anyone with Final Vega as a last boss (see the chart above) will have the same ending with Nash dropping a nuke on the base. Size restrictions, since it's a GameBoy Advance game, after all.

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