

Darkstalkers 3 Talbain Character FAQ

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Darkstalkers 3 (Playstation)

Character FAQ

Jon Talbain

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First off, my thoughts on Talbain. He is without a doubt the coolest Darkstalker there is (second would come Demitri)!!! Enough said! I remember seeing Talbain for the first time back in 1995, when NightWarriors: Darkstalkers' Revenge came out, and got to play him in the first Darkstalkers in 1996. He was awesome, and right on from there, he was my favorite character, next to Cammy.

He's got tons of awesome attacks, and the coolest werewolf ever! He even looks cool in human form. And a mysterious personality to go with it. He's the man! He rules, enough said! I'd love to have a team-up with him and Cammy in a versus game someday. In fact, I think Capcom's ignored our lycanthropic friend, I say bring him in more games, if not, in a NEW Darkstalkers. Viva La Jon Talbain and Cammy!

I haven't played DS3 for a while, but I still remember enough of playing Talbain to write this FAQ on him.

So, moving onto the FAQ now.....

Legend

U-Up

D-Down

F-Forward

B-Back

DF-Down-Forward

DB-Down-Back

P-Any Punch

K-Any Kick

1.0-Jon Talbain's Bio/Info

2.0-Moves List

3.0-How to use Jon Talbain effectively

4.0-Jon Talbain's ending

1.0-Jon Talbain's Bio/Info

A noble man from England, Jon Talbain first found out that he had his family's curse of the werewolf instilled in him when he was young, undergoing his first transformation. He couldn't control his newfound power then, and soon, society shunned him and hated him for it.

Jon Talbain was lonely and miserable. Things were bleak. However, Jon found something to live for, improving his fighting skills. He trained day and night, hidden deep in the woods to avoid contact with anyone should he transform and something goes amiss. He got stronger, and found life meaningful again. So, he'd thought he'd put his skills to the test, he decided to leave the woods, and went on a journey.

Talbain remembered a lady who once told him that his curse might be vanquished if he exceeded his limits, Jon soon figured out that this must mean fighting and defeating warriors.

Soon, Jon ended up in the Darkstalkers tournament. Supernatural monsters of every genre were here, the strongest in the world.

Jon won with ease. He thought his curse would be gone from him now, and it was. He was human again. He was overjoyed! But soon, it came back. Jon fought in the tournament a second time, again winning with ease. He figured out a way to control his curse, but he still wanted to be completely rid of it, and entered the third tournament. There, he found another werewolf who was just like him, except he hated humanity and Talbain. They fought, and Jon won.

Finally, after all the fighting was over, Jon Talbain finally accepted his curse, seeing it as a kind of blessing. And has since been using it to help society.

2.0-Moves List

Beast Cannon-D, F, DF + Punch

Channeling his aura, Jon Talbain rushes forward, while letting out a shrill and intimidating howl, knocking his opponent good. You can also redirect this move using any arrow on your control pad. A very versatile move.

Diagonal Beast Cannon-D, F, DF + Punch

Just like the regular Beast Cannon, this one travels upward. This is perfect for people who like to jump in a lot.

Air Beast Cannon-D, DF, F, +Punch

Same as the other Beast Cannons, except traveling down, you can also redirect this one.

Climb Razor-Down+Up + Kick

Jon Talbain channels forth a fierce amount of energy in the form of an upward kick, letting out a hue of flame as he does the move. Yet another anti-air assist for our favorite werewolf.

Million Flicker-D, DB, B + Punch

Pulling forth his nunchakus, Jon Talbain flickers them violently around while letting out a wolfish yell.

Ducking-Down + All three kicks

Jon quickly dashes in, then ducks. No damage, no significance whatsoever. But Talbain looks cool doing it.

ALL ES SPECIALS ARE DONE BY THE SAME MOTIONS, EXCEPT WITH TWO PUNCHES OR TWO KICKS. THESE GIVE TALBAIN MORE OF AN ADVANTAGE.

Wild Circular-HCB+Kick(Up Close)

Using his amazing strength, Talbain launches the opponent in the air, spins them around, and slams them into the ground.

SUPERS

Dragon Cannon-Half Circle Forward + PP

Summoning a great amount of chi, Jon pulls forth his nunchakus as a barrage of fiery wolves and dragons emerge at great speed and engulf the opponent.

Moment Slice-Weak Punch, Medium Punch, Forward motion, Weak Kick, Medium Kick

Unleashing the voracious werewolf spirit inside of him, Talbain lets forth his claws, and takes a powerful swipe at the opponent, pulling his slash upward, cutting the opponent in half. Using this at the end of an opponent's life bar will cause the opponent to be left cut in half.

GUARD REVERSAL

Beast Cannon(when attacked while guarding)

D, F, DF + Punch

DARK FORCE

Mirage Body-Punch + Kick

Letting out a shrill howl, Talbain unleashes his inner energy to create a shadow effect. When Talbain hits the opponent, he adds more hits with the shadows. Use this right after you knock down your opponent.

3.0-How to use Jon Talbain effectively

Jon Talbain is quite a versatile character to use in DS3. He may not have the flashiest looking moves, but they're cool, and when used properly, can deal a good amount of damage.

Try using Talbain's roundhouse for ground attacks. His roundhouse deals out three kicks.

Talbain's jumping forward can easily take out someone airborne.

Just make sure you do it at the right time to knock the opponenet out of the air and away from you.

As soon as you come in from landing a jumping attack,try and perform the Wild Circular. This throw deals a lot of damage.

Talbain's jumping fierce is good for crossing-up,or even just coming in from a jump. If done right,it can combo into a Beast Cannon.

Talbain's crouching roundhouse has suprisingly good range. And he looks cool doing it,too!

Use the ES version of the Million Flicker up close to deliver good hits and pain to your opponent.

Remember to use Jon Talbain's Climb Razor to your advantage,especially the ES version,this will knock anyone airborne.

I wouldn't suggest using the Wild Circular too much,unless you know that you're going to pull it off successfully. It's a very satisfying move to execute,though,as it deals good damage,ESPECIALLY the ES version.

Jon Talbain's Dragon Cannon super is recommended. If you have enough super bars in your gauge,execute as many as you want to deliver good damage.

Talbain's Moment Slice super is recommended after jumping in from the air,think of it like a really cool-looking combo,followed by a special surprise,a cut-in-half opponent.

4.0-Jon Talbain's ending

Poor Jon,I feel so sorry for him in this ending. Decisions,decisions. As if being a Darkstalker wasn't enough.

Talbain:"That guy....I've finally found him....."

Talbain:"He's the one I've searched for....."

Talbain:"He has the answers,but I can't return once I know the truth."

Talbain:"What should I do? Do I go back? Or do I stay?"

Kid:"I wonder what Jon is doing. He is late,isn't he?"

Kid:"Hey,but Jon is coming back right?"

Man:"Of course he is."

Kid:"Remember he promised....to teach us martial arts,Right?"

Man:"Jon never breaks his promise!"

Man:"That's right,I'm sure he'll be back soon."

I say let Jon find his inner peace. Forget whoever those losers are.

Well,that's it. Thanks for reading.

A quick list of thanks and credits:

Capcom,for creating such a wonderful character,as well
as creating such a good game!

All my friends at the following forums,for helping me with stuff:
The MadMan's Cafe,StreetFighter.org,shoryuken.com,Tagmonkey,Rival
Schools Network,CammyFan.com boards,and especially my boards!

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Thanks to my computer,I love this thing! HA HA HA!

Thanks to my parents,for giving me money for the games.

Thanks all the people I've played in the arcades,I've
enjoyed whooping you and improving me game!

Please visit my site,Talbain and Cammy Forever!
<http://members.tripod.com/talbcammy/camtalbsite>
Sign the guestbook!

E-mail me at: talbaineric1@hotmail.com

Later!