

well as refurbished some of the older lists.

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=====
----- [Introduction] -----
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I've completely re-designed the guide including re-editing(a lot of corrections to the game as well as move descriptions) to the guide as well. I was very unhappy with the guide for about a year after realizing how sloppy the guide had looked and how immature the guide had sounded as well. So basically less immaturity can be found in the guide with a much better looking and easier to read format. I've also decided to add in my Miscellaneous SFA3 guide to this guide as well, instead of having people click on multiple guides to find information.

Deleted from the Misc. guide were the information about character appearances as well character 'ratings' since I really thought it was just useless stuff and I based my facts on opinions(which is a no-no).

There will probably be one last update to this guide however, and that's the inclusion of the Gameboy Advance characters and extras...potentially. Once I get my copy of SFA3 Advance, I'll be sure to update the guide ASAP.

- [Using this guide] -

This guide was specifically designed for all levels of experience. The character's movelist is located at the top, while the 2nd portion of the movelists is that character's set of supers.

Below it are move descriptions encased in boxes to help out those new to the game. Kao Megura also wrote a stunning guide on SFA3, you should check it out at www.gamefaqs.com

Also, I won't answer any emails with help in Street Fighter Alpha 3, sorry but I've done all I can in this guide, if you can't find the information you are looking for in this guide or at GameFAQs, then I don't know what to say.

=====
----- [Street Fighter Alpha 3 Upper] -----
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There have been a few changes to the Street Fighter Alpha 3 version on the GBA. For one, there are only 9 or so stages in the game, with the critical ones(like Vega's Spain stage or Bison's boss stage) intact. Not all poses are in the game, nor are all the pre-battle introductions either. Mid boss introductions and post battle reactions are gone.

All characters have the same ending except Evil Ryu. The announcer is absent. Some of the music has been taken out, while the rest are digitized to midi quality. Some characters share the same voices. World Tour Mode is no longer available.

Now, aside from the long list of minuses, there are a few list of pluses.

Three new characters are included: Eagle, Maki, and Yun. You can convert the game's controls to Simple Mode to perform supers easier. Final Bison is available, which is good news for those who only owned the Playstation version.

The game, despite it's short comings, is still a very good game to play. Though the difficulty is almost unmatched, you will find this especially true in Boss Survival Mode or 50 Battle Survivor Mode. The game itself in terms of controls, graphics, and gameplay is almost completely true to it's console counterparts that it is almost remarkable. The extras itself should warrant some fans to pick up a copy though.

=====
----- [Legend] -----
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These are the notation I will use for the guide. Most of it will appear as common sense to you, but for some notation that seems awkward, they'll be defined here.

- D - Down
- F - Forward
- U - Up
- B - Back
- DB - Down-back(diagonal position)
- DF - Down-forward(diagonal position)
- UF - Up-forward(diagonal position)
- UB - Up-back(diagonal position)
- JP - Jab Punch
- SP - Strong Punch
- FP - Fierce Punch button
- SK - Short Kick button
- FK - Forward Kick button
- RK - Roundhouse Kick button
- + - Hit both buttons at the same time
- ? - This means to press any strength of kicks or punches, the super you use will vary in strength depending on which button you use, except for level 3 supers and taunt supers(Dan).
- C. - Crouching
- S. - Standing
- J. - Jumping
- > - Special or super attack cancellation from regular attack
- A-ISM - Available only in A-ISM mode
- X-ISM - Available only in X-ISM mode
- V-ISM - Available only in V-ISM mode
- (air) - This move can only be done in the air
- (lvl3)- Three levels of super are required.
- idle - Do nothing

- [Gameboy Advance Notation] -

- / - This is usually after the move direction, this is only for GBA owners, this seperates the Classic and Simple Motions
- a - A button
- b - B button

* NOTE: Do not confuse the uppercase and lower case "B" and "b". b is strictly for the b button on the GBA while B is stricky for "back."

=====
----- [Adon] -----
=====

- [Adon] - Warrior in Sagat's Shadow

Jaguar Teeth - B,D,DB+K(A-ISM and V-ISM)
Jaguar Teeth - B,D,DF+K(air)(X-ISM)
Jaguar Tooth - F,DF,D,DB,B+K
Jaguar Knee - F,D,DF+K

Jaguar Crunch - F+SP

Jaguar Varied Assault - D,DF,F,D,DF+(?)P(A-ISM and X-ISM)/D,DF,F+a+b
Jaguar Varied Assault(P) - D,DF,F,D,DF+3P then P(A-ISM and X-ISM)(Level 3)
Jaguar Varied Assault(K) - D,DF,F,D,DF+3P then K(A-ISM and X-ISM)(level 3)
Jaguar Revolver - D,DF,F [x2] +(?)K(A-ISM)/D,DB,B+a+b

- [Jaguar Teeth] -

Basically good surprise move against fireballers. The short version will have Adon going in an arc form but has little horizontal range, the Forward version goes at a lower arc but has more horizontal range, while the Roundhouse version has a lower 180 degree arc but has alot of horizontal range, try to figure out when to use each version to psych out the opponent.

- [Jaguar Teeth] -

This move is pretty much the same except that it can only be done in the air.

- [Jaguar Tooth] -

This attack will have Adon leave off the wall behind him and come down with a rather quick surprise attack against the opponent at an angle. You can counter this if you time your jumping attack to go over Adon just as he reaches you.

- [Jaguar Knee] -

His anti-air attack has good priority and can hit twice if up close to the opponent.

- [Jaguar Crunch] -

Ducking opponents cannot block this, watch for the start up, it starts out slow and leaves Adon vulnerable to attacks.

-- [Jaguar Varied Assault] --

This is a quick attack against the opposition, but range is extremely limited. It'll combo well and go through projectiles initially through the first frames of animation.

-- [Jaguar Varied Assault] --

After a series of quick ground attack, Adon will hit the opponent in a Hundred Hand Slap like motion. To do this, press punch during the super at level 3.

-- [Jaguar Varied Assault] --

Pressing k when doing the level 3 version of this super will result in a 3 hit Jaguar Knee after the ground attacks.

-- [Jaguar Revolver] --

A series of Jaguar Teeth attacks, won't hit a close crouching opponent however.

=====
----- [Akuma] -----
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- [Akuma] - Dark Warrior who seeks Ryu

Gou Hadouken	- D,DF,F+P
Gou Shoryuken	- F,D,DF+P
Zankuu Hadouken	- D,DF,F+P(air)
Tatsumaki Zankuu Kyaku	- D,DB,B+K
Tenma Kuujin Kyaku	- UF, D+FK
Zugai Hasatsu	- F+SP
Senpoo Kyaku	- F+FK
Ashura Senkoo	- F,D,DF+3P or 3K
Zenpou Tenshin	- F,DF,D,DB,B+P
Hyakki Gou Shou	- D,DF,F,UF+P, then P(A-ISM and V-ISM)
Hyakki Gou Sai	- D,DF,F,UF+P, then P(A-ISM and V-ISM) (up close)
Hyakki Gou Sen	- D,DF,F,UF+P, then K(A-ISM and V-ISM)
Hyakki Gou Tsui	- D,DF,F,UF+P, then K(A-ISM and V-ISM) (up close)
Zenpo Tenshin	- D,DB,B+P(A-ISM and V-ISM)
Messatsu Gou Shoryuu	- D,DF,F [x2] + (?) P(A-ISM) /D,DF,F+A+B
Messatsu Gou Hado	- F,DF,D,DB,B [x2] + (?) P(A-ISM) /D,DB,B+a+b
Tenma Gou Zankuu	- D,DF,F [x2] + (?) P(A-ISM) (air) /D,DF,F+a+b
Shun Goku Satsu	- JP,JP,F,SK,FP[level 3 only] (A-ISM and X-ISM) /F,B+a+b

- [Gou Hadouken] -

The fireball that rivals Ryu's. Going at good speed it burns the opponent with purple flames but like all Shatoken's it has a recovery delay and opponents can easily jump over it, so use it on opponents who are far away or use it in an effective two-in-one combo.

- [Gou Shoryuken] -

Basically identical to Ken's because it hits multiple times and chips pretty well. But Akuma is open to attack after he lands. This is also an excellent anti-air attack which can deliver good damage and can keep opponents away.

- [Zankuu Hadouken] -

Just the air version of his fireball except it comes down a forty-five degree angle and Akuma should use it often even when he comes in for an attack because this can stop alot of anti-air attacks.

- [Tatsumaki Zankuu Kyaku] -

Much like a hurricane kick except it hits multiple times. It's also comboable and juggle friendly.

- [Zenpou Tenshin] -

The useless fireball from Street Fighter Alpha 2. It has huge start-up delay as it is easily seen but it hits three times and the damage is just little

more than his regular fireball. Also a single fireball can nullify this projectile making it useless as keep away. But you can use it on opponents who have just gotten up so you can at least chip away a good amount of life.

- [Tenma Kuujin Kyaku] -

I find this move hard to do sometimes because it only works while Akuma is jumping forward. Basically Akuma will come down with his Roundhouse kick at a sixty degree angle and come down really fast at the opponent. This is basically a surprise attack and nothing else.

- [Zugai Hasatsu] -

Basically the anti-turtle move as you call it, because it is unblockable low but has a start up delay so use it on opponents who just block low all day and use it on opponents when they have just gotten up from a knockdown.

- [Senpū Kyaku] -

This is another one of these overhead counters. It comes out a bit slow so it's usually easy to read. He'll hop over most low attacks when he does this, making it a great, but tricky, counter to use against sweeping opponents.

- [Ashura Senkū] -

Basically his teleport, he can move through anything with this as he is totally invincible but he does have a recovery delay from this and will get countered if you are not careful when using this.

- [Hyakki Gou Shou] -

Well this move is rather useless because you have to be close to your opponent to actually connect. After Akuma flips into the air press P right before you hit your opponent and he will sorta grunt while he hits the opponent with his fist. I wouldn't use this much at all.

- [Hyakki Gou Sai] -

This is an excellent anti-air attack because it comes out quick and does some serious damage. What Akuma will do is jump up into the air and if the opponent is in the air with him he will grab his opponent and then slam him down. This has good priority and comes out quite quick, but the recovery time is horrible so don't pull this out of nowhere.

- [Hyakki Gou Sen] -

Well what Akuma will do is flip into the air and perform a full collision body drop right on top of his opponent's head dealing good damage. However this will not hit in the air, but as it comes down it has good priority as well. But if Akuma misses he will be left open for an attack.

- [Hyakki Gou Tsui] -

Basically the same as Akuma's Hyakki Gou Sai, it will grab the opponent out of the air and slam the opponent down doing good damage and having good priority. But if Akuma misses he will be left open to attack.

- [(Ground Roll)] -

Well not much for this move though. You can roll through opponents with this move which is good for crossing up opponents but the roll is rather slow and doesn't really have much distance. This has no offensive purpose whatsoever and Akuma can be knocked down from it.

-- [Messatsu Gou Shoryuu] --

Just like Ken's its invincible during start-up and will beat out anything. After the first Dragon Punch he is vulnerable to certain attacks, but this is easily comboed.

-- [Messatsu Gou Hado] --

While the motion is a little hard to pull off, the damage result isn't too disappointing. While it is comboable, there is significant start up delay to give most human opponents a clue on when to jump or when to block.

-- [Tenma Gou Zankuu] --

This isn't really too effective since it's easily avoided. It does well as block damage, but my best advice as to when to use it is when your opponent is in the air, so you'll have to time your jump and execute the attack quickly as this attack cannot be blocked in the air.

-- [Shun Goku Satsu] --

This is only useful when you've gotten your opponent dizzy or when your opponent is about to get up from being grounded. Using this move is a bit gutsy due to the fact that it travels slow and cannot be comboed. It moves about half a screen's distance and while it is unblockable, your opponent can easily knock you out of it. I would really try to avoid using it unless you're into it for flash since it'll use up your entire meter.

=====
----- [Balrog] -----
=====

- [Balrog] - Savage boxer who knows no rules.

- Dashing Straight - B(charge 2 sec.)F+P
- Dashing Uppercut - B(charge 2 sec.)F+K
- Dashing Ground Straight - B(charge 2 sec.)DF+P(A-ISM and V-ISM)
- Dashing Ground Uppercut - B(charge 2 sec.)DF+K(A-ISM and V-ISM)
- Turn Punch - 3P or 3K(charge 2 sec.)
- Final Punch - 3P or 3K(charge 3+ sec.)
- Buffalo Head - D(charge 2 sec.)U+K(Counter Hit only)

- Crazy Buffalo - B(charge 2 sec.)F,B,F+(?)P(A-ISM and X-ISM) /
D,DF,F+a+b
- Gigaton Blow - B(charge 2 sec.)F,B,F+3K(A-ISM) (Level 3) /
D,DB,B+a+b

- [Dashing Straight] -

This is a quick horizontal attack with high priority against most attacks. You can also combo in this move, but watch for recovery delay.

- [Dashing Uppercut] -

Another excellent move that Balrog has because this is a very nice anti-air attack and what Balrog will do is dash extremely fast with an uppercut that will easily knock opponents out of the air. This is also an excellent counter for missed Dragon Punches alike and missed supers and will trade hits with fireballers most of the time but you must be close to your opponent just like his Dashing Punch. If Balrog misses he will be left open to attack.

- [Dashing Ground Straight] -

An excellent attack because this is only blockable low. Its comes out just as quick and deals alot of damage and is an excellent counter for missed supers and Dragon Punches alike. Also the range on this move is shorter than his regular Dashing Punch. But if he misses he can be countered by low attacks or supers.

- [Dashing Ground Uppercut] -

A good counter against missed supers and Dragon Punches alike. It deals good damage and is highly comboable. But this move will not hit low even if the opponent is blocking high and the range is less than his regular Dashing Uppercut. This will also trade hits against fireball users but only if you are up close otherwise you will just eat a fireball during the middle of your dash towards your opponent and if he misses he will be left open to attack.

- [Turn Punch] -

What this move does is have Balrog charge a bit and then release a powerful punch to the opponent. However, it cannot be comboed and is often easily blocked. It will go through projectiles however and does quite a bit of damage to the guard meter. Depending on which set of attacks you hold, you can attack regularly using the attacks that are not charging.

- [Final Punch] -

Much like the Turn Punch except you can charge for up to 60 seconds and knock off as much as half of your opponent's life bar away. However, this will not go through projectiles...and to charge for this move, you must charge at least 3 seconds...anything under that will result in a Turn Punch instead.

- [Buffalo Head] -

This is a pretty good anti-air attack that's easily comboable and comes out very fast. The recovery time is minimal and will go through some projectiles.

-- [Crazy Buffalo] --

What Balrog will do is do a Dashing Punch into a Dashing Uppercut that does alot of damage and depending on the level used in A-ISM mode Balrog will do multiple Dashing Punches and Dashing Uppercuts, but if Balrog misses he will be left open to attack.

-- [Gigaton Blow] --

A very strong attack that deals a good amount of damage. This is an excellent counter for missed supers and Dragon Punches alike and has pretty

good priority. This move chips a ton and can seriously damage that Guard Meter due to the fact that he rushes at you with his fist that hits multiple times, but if Balrog misses he is left open to attack.

=====
----- [Birdie] -----
=====

- [Birdie] - Tough guy with hidden intelligence

Bull Head - B(charge 2 sec.) F+P
Choke Chain - 360 Degree Motion+P(up close)
Bandit Chain - 360 Degree Motion+K(up close)
Bull Horn - 2P or 2K(then hold and release)
Bull Drop - F+RK
Body Crash - D+FP(air)

The Birdie - B(charge 2 sec.)F,B,F+(?)P(A-ISM and X-ISM)/D,DF,F+a+b or
D,DB,B+a+b

Bull Revenger - D,DF,F [x2] +(?)P or K(A-ISM)/B,F+a+b

- [Bull Head] -

A good surprise move that has alot of range and good priority. This also combos nicely but if Birdie misses he will be attacked. This is also a good counter against missed supers or Draon Punches alike.

- [Choke Chain] -

This move does equal damage to Zangief's Spinning Pile Driver and has good range for a grab move. This is excellent for people who have missed a super or Dragon Punch if they are right next to you but try not to do this from a distance because if Birdie misses he will go into his miss pose and will be left open for an attack.

- [Bandit Chain] -

Birdie will grab his opponent and slam his opponent down three times doing good damage and it will throw the opponent to the opposite side of the screen. This is not as strong as his Choke Chain but its funnier to watch. But like his Choke Chain if he misses he will go into his miss pose and will be left open for an attack.

- [Bull Horn] -

This is similar to Balrog's Final Punch because he can charge infinitely and the more he charges the more damage he does and charging it for about 60 seconds results in 70% of your opponent's lifebar gone. The only problem is is that its hard to connect when you want it to connect because it has a start up delay but this will do alot of block damage for a single hit and can easily knock away that Guard Meter. Also Ed has some very valuable info on this move as well:

"Also, with Birdie's Bull Horn, you only have to charge 2P or 2K. Because of this, you can charge more than one at once as long as you always hold down at least one punch or kick. For example, if you hold all three punches you can release JP to do one Bull Horn, then while still holding SP, you can release FP to do a second. This can allow you to do two high level Bull Horns in a row. Besides all this, you can still attack with punches if you're charging kick or vice versa."

- [Body Crash] -

This is an overall fair jump in attack because it comes out quick but the priority of this move is not all that great. Practically almost any anti-air attack can counter it so be careful when you are using it.

- [Bull Drop] -

This is Birdie's overhead counter, it comes out a bit quicker than most normal overhead counters, but it can't be comboed.

-- [The Birdie] --

A good super that has tremendous range and it comes out quite fast as well. This is a good chipper and can counter missed supers and Dragon Punches alike. This will also juggle the opponent while they are in the air so all the hits will connect even if they are in the air, also if Birdie misses he will be left open for an attack. NOTE: On a level 3 after 3 hits Birdie will dizzy the opponent, you cannot escape the dizzy, then he will follow up with another two Bullhorn after he taunts.

-- [Bull Revenger] --

Well this is not a good super to use at all because of the fact that its hard to connect and you can also control the distance by moving the controller back or forward. If Birdie connects on level 1 it will look exactly the same as his regular Choke Chain and does the exact same amount of damage so unless you plan to use this make sure its a level 2. What Birdie will do is jump in the air and attempt to grab his opponent in his chain when he lands, while Birdie is jumping he is highly vulnerable to attacks because he cannot grab the opponent out of the air and a simple anti-air attack will knock Birdie out of this super, in my opinion a practically worthless super.

=====
----- [Blanka] -----
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- [Blanka] - Creature of the Amazon, imbued with the power of electricity

- Rolling Attack - B(charge 2 sec.)F+P
- Vertical Rolling - D(charge 2 sec.)U+K
- Backstep Leap - B(charge 2 sec.)F+K
- Electric Thunder - P(rapidly)
- Amazon River Run - DF+FP
- Surprise For./Bac - F+3K or B+3K/RK+JP or B+RK+JP

- Ground Shave Rolling - B(charge 2 sec.)F,B,F+(?)P(A-ISM and X-ISM)/D,DF,F+a+b
- Tropical Hazard - DB(charge 2 sec.)F,B,UF+(?)K(A-ISM)/D,DB,B+a+b

- [Rolling Attack] -

An excellent surprise attack that does good damage and has tremendous range. The only problem is is that he is vulnerable to fireballs, Dragon Punches, and other torpedo attacks like Bison's Psycho Crusher and E.Honda's Sumo Headbutt and knock Blanka out of it easily. If Blanka misses the opponent has a considerably ample amount of time to attack because he bounces off the opponent and into the air falling down unable to block. The Jab version goes

extremely slow but can be used to psych out the opponent and Blanka can even land not hitting the opponent and immediately go into a throw.

- [Vertical Rolling] -

Basically the same as his Beast Roll but this can be used as an anti-air attack and it also has a lot of priority as it can knock people out of the air even if they come down with a special move. Like his Beast Roll if he misses the opponent will have all the time in the world just to attack him. This can also hit opponents that are on the ground as well.

- [Backstep Leap] -

This move will have Blanka flip back and arch at the opponent with a Rolling attack. However, this move comes out too slow to ever be fully effective and leaves him very vulnerable to counter attacks if he misses. It was meant to sail through projectiles but it travels too slow to even catch the opponent before the block in time and the timing of this move is extremely tricky, having rare occurrences of you even going over the projectile.

- [Electric Thunder] -

A fairly decent anti-air attack. Blanka will run all his electric currents through him as he becomes a giant block of electricity shocking all incoming opponents that touch him. The only problem is that he can be swept out of hit but only if the opponent is a certain distance away and he is also vulnerable to fireballs. But he practically has no recovery time from doing this move.

- [Amazon River Run] -

What Blanka will do is glide with his fist and actually duck under most fireballs. Try to use this move within sweeping distance of the opponent, most likely you'll knock the opponent down before they even have a chance to recover, however only Dee Jay will be able to defend in time.

- [Surprise Forward/Backward] -

What Blanka will do is dash back or forward travelling only about 1/3 screen's distance. Blanka cannot attack while he dashes though but it can be used to psych out the opponent sometimes I guess. This will go through opponents, making it a good set up for combos.

-- [Ground Shave Rolling] --

A good move that does good damage and it can also be used as an anti-air attack. Depending on how many buttons you use Blanka will either let out multiple hitting Beast and Vertical Rolls. If Blanka misses, he'll be left vulnerable to attack due to a rather lengthy recovery.

-- [Tropical Hazard] --

This move comes out very slow but can chip a good deal of damage. What Blanka will do is hop to a corner and drop a ton of fruit on the floor and ramming the buttons makes him drop more fruit and afterwards you are welcomed to knock around the fruit that is left. This super does good damage but really can't connect often because of its slow speed.

=====
----- [Cammy] -----
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- [Cammy] - Super enhanced soldier of shadowloo

Spiral Arrow - D,DF,F+K
Cannon Spike - F,D,DF+K
Spin Kunckle - F,DF,D,DB,B+P(X-ISM and A-ISM)
Cannon Strike - D,DB,B+K(Air)(V-ISM)
Cannon Revenge - F,DF,D,DB,B+P(V-ISM)
Hooligan Combination - BD,D,DF,F,UF+P(X-ISM and A-ISM)

Spin Drive Smasher - D,DF,F,D,DF,F+(?)K(A-ISM and X-ISM)/D,DF,F+a+b
Reverse Shaft Breaker - D,DB,B,D,DB,B+(?)K(A-ISM)/D,DB,B+a+b
Killer Bee Assault - DB(charge 2 sec.)F,B,UF+3K(A-ISM)(level 3)/B,F+a+b

- [Spiral Arrow] -

Well this is an excellent surprise attack because it has some speed and range and is also excellent for countering missed supers or Dragon Punches. This can do quite a bit of damage but if the opponent blocks this your in for some heat because just like it was in Super Street Fighter 2 you can be tripped afterwards or be eating a super. The Roundhouse version will hit twice if up close though.

- [Cannon Spike] -

An excellent anti-air attack move because it comes out quick and does good damage. Always use the short version unless the opponent is far away because this has extreme range potential. Her Short Version will basically leave her safe because even if the opponent blocks this she will be pushed away and land safe enough to block afterwards. But if she completely misses she will fall unable to block.

- [Spin Kunckle] -

Well I love how Capcom has left this move alone since Super Street Fighter 2. In Super Street Fighter 2 it was an excellent counter against up close fireballers, and this move can pass through projectiles. Also its really good for is block damage. Despite the fact that this hits two times it can really chip away at the lifebar and also if it connects its also really powerful. She basically has no recovery time from doing this but she can be swept when she is in the middle of this move.

- [Cannon Strike] -

Well you remember this move from XSF right? Well its an excellent jump-in attack because it comes out so darn quick and its extremely hard to knock her out of it because it just has alot of priority. But if blocked she will be opened to attack so try not to be so predictable.

- [Cannon Revenge] -

Well this is also her anti-air attack but doesn't seem to connect too often against low attacks. I would stick with the Cannon Spike instead because it has more range. But what Cammy will do is flash a little and if the opponent attacks Cammy during this move she will counter attack with a Cannon Spike

and also this does not apply to jumping opponents, just remember this move from XSF.

- [Hooligan Combination] -

This has got to be one of the most confusing(and useful) tactics in the game. What Cammy will do is roll herself into a ball and spin at your opponent, when she lands she will do a slide kick that will immediately knock down an opponent. She can't hit in the air with this and this move cannot be comboed. Also the opponent has loads of time to attack her and its also a dead giveaway when she rolls into a ball. What you can do is go into her patented Frankensteiner by pressing F or B+2K and she will immediately slam the opponent. You can cancel this out by pressing a kick button anytime you want as well.

-- [Spin Drive Smasher] --

One of the more effective supers in the game, this super represents the Shoryuu Reppa somewhat. This is as easily comboed as Ken's Shinryuken or Shoyuu Reppa, it chains off practically all of her normal attacks and is also a good counter against missed supers or Dragon Punches. Basically its a Cannon Drill into the Cannon Spike so if she misses she will fall unable to block.

-- [Reverse Shaft Breaker] --

This has got to be one of the coolest and best looking supers in the game. This can be used as anti-air attack and it also does alot of damage. Ramming the buttons results in more hits and significantly more damage, the trick is to hesistate for a second after the move starts and then ram the buttons. But you should wait until the opponent is close to you when they are jumping in so you can get more hits out of it. This doesn't have the vortex effect like Ken's Shinryuken so its horizontal range is pretty poor.

-- [Killer Bee Assault] --

Boy I cannot believe they have a crossover super in here! This super comes out almost three times faster than it did in the crossover series and but it hits only five times but it still ends in her patented Frankensteiner. Your opponent will have a hard time predicting when this super will come out because it comes out so fast almost like Shin Bison's X-ISM Psycho Crusher that counters anything.

=====
----- [Charlie] -----
=====

- [Charlie] - Soldier armed for justice

- Sonic Boom - B(charge 2 sec.)F+P
- Somersault Kick - D(charge 2 sec.)U+K
- (Thrust Kick) - B+RK or F+RK
- (Leap Kick) - F+FK
- Knee Bazooka - B+SK or F+SK(X-ISM and V-ISM)
- Knee Bazooka - F,F+K(A-ISM)
- Forward Dash - F,F(A-ISM and V-ISM)
- Backfist - F+FP(A-ISM and V-ISM)

Sonic Break - B(charge 2 sec.)F,B,F+(?)P then P(A-ISM)/D,DF,F+a+b
Somersault Justice - DB(charge 2 sec.)F,B,UF+(?)K(A-ISM)/D,DB,B+a+b
Crossfire Blitz - B(charge 2 sec.)F,B,F+(?)K(A-ISM)/B,F+a+b

- [Sonic Boom] -

This move should be used often, because this projectile comes out fast and has almost no recovery delay! Charlie can immediately block after throwing this so there is no need to worry.

- [Somersault Kick] -

This move is one of Charlie's prime weapons but leaves him open to a Roundhouse trip or a super. This is also one of the best anti-air attacks in the game since it does alot of damage. If you catch the opponent in the air, it'll juggle them and depending on how low you catch them in the air will determine if they take the entire super or part of it.

- [(Thrust Kick)] -

Well this is the best thing to use after you have thrown your Sonic Boom cause this comes out very quickly with a small lack of start-up delay. This also has good priority so it can beat out alot of moves. But the problem with this move is that the range has been drastically shorten since Alpha 2. Also note that while it may look like the normal standing roundhouse, it isn't. It moves a bit as you hold the direction and Charlie doesn't make the grunt, in the GBA version at least.

- [(Leap Kick)] -

Charlie's anti-crouch counter. It comes out quicker than most anti-crouch counters and has little recovery delay.

- [Knee Bazooka] -

This knee bazooka is a somewhat of a weak attack, but if canceled quickly enough after his Sonic Boom, it will connect for a combo. The range is pretty good and while Charlie does hop to do the knee, he can be tripped in sequence of the duration of the move.

- [(Dash)] -

Well this move is new to Charlie in the Alpha series. It pretty much a basic dash and Charlie can follow up with a quick attack during his dash by pressing any of the attack buttons. Use the dash to give all your regular attacks a dashing attribute.

- [Backfist] -

The backfist is quick attack that can be followed after a Sonic Boom, though comboing it in is rather tricky since the Sonic Boom's small delay still puts Charlie in a position to use the Knee Bazooka instead, though the Backfist does more damage and requires you to be a little farther away from the opponent than the Knee Bazooka if you wish to combo it in.

-- [Sonic Break: B(charge 2 sec.)F,B,F+(?)P then P(A-ISM)

Well I wouldn't use this too much because it because tend to block it too often. It comes out fast but alot of people sometimes forget to hit the extra punch button to throw out another Sonic Boom. But Charlie can follow

up with some other attacks though, like a forward roundhouse or a backfist.

-- [Somersault Justice] --

This hits multiple times doing good damage but is also an excellent chipper but should be used sparingly unless you are positive it will connect. Although it comes out quite fast I myself sometimes have trouble doing this motion. Charlie does have recovery time from this as he can be tripped on the way down.

-- [Crossfire Blitz] --

An excellent surprise move and also good for missed supers as well. Charlie has basically no recovery time coming from this so feel free to use this because its an excellent chipper as well and is invincible during start-up.

=====
----- [Chun-Li] -----
=====

- [Chun-Li] - Beautiful female warrior, seeks to avenge father's death

Kikouken - B,DB,D,DF,F+P(A-ISM and V-ISM)
So Hakkei - B(charge 2 sec.)F+P(X-ISM)
Spinning Bird Kick - B(charge 2 sec.)F+K(X-ISM)
Tenshokyaku - D(charge 2 sec.)U+K
Senenshu - F,DF,D,DB,B+K(A-ISM and V-ISM)
Hyakuretsukyaku - K(rapidly)
Yosou Kyaku - D+FK(air)
Kaku Kyaku Raku - DF+RK
Kohou Haiten Kyaku - DF+FK
Triangle Jump - Jump towards wall, F

Kikoushou - D,DF,F,D,DF,F+(?)P(A-ISM)/D,DF,F+a+b
Senretsukyaku - B(charge 2 sec.)F,B,F+(?)K(A-ISM and X-ISM)/B,F+a+b
Hazan Tenshou Kyaku - DB(charge 2 sec.)F,B,UF+(?)K(A-ISM)/D,DB,B+a+b

- [Kikouken] -

Well her projectile is pretty good but far from being the best. Her fireball has a bit of a start-up delay and is barely comboable. It does good damage in its own rights. But like all other fireballs she has a recovery time from this and opponents can easily jump over this.

- [So Hakkei] -

Well there is one disadvantage to this move and that is that it is not a projectile! Although it might have Chun-Li go into her fireball stun motion it can still hit the opponent, but it lacks alot of range but it can be comboed and does good damage but I don't think it can trade hits with projectiles though, but the recovery time is pretty good making it hard for opponents to counter.

- [Spinning Bird Kick] -

Well this move is almost identical to Ryu's Tatsumaki Senpū Kyaku but except she spins upside down with her legs spinning around. This can hit up to multiple times doing good damage, but opponents can easily duck under this move. Well I wish the move was the charge down motion instead because she had the ability to control whether it was low Spinning Bird Kick or a

High Spinning Bird Kick. She can do this in the air but she must bounce off a wall to do it because she won't have enough time to charge for the move unless she bounces off the wall.

- [Tenshokyaku] -

This is Chun-Li's anti air attack but it really isn't that strong and she will curve at a 60 degree angle but this will catch opponents basically 99% of the time. What Chun-Li will do is rise into the air kicking her opponent three times (depending on which kick button used). If she misses she is open to attacks and supers but she can pick opponents off the ground with this.

- [Senenshu] -

Well this is her anti-crouch attack but this is her strongest special move, this move is similar to Adon's Jaguar Teeth because her Short version will go into a high arc while the Roundhouse version is used to attack crouchers from long distances (or was it the other way around?). She basically has no recovery time from this so feel free to use it.

- [Hyakuretsukyaku] -

This is mainly the bulk of her offense, but she needs multiple hits to really rack up the damage because a single hit is rather weak. But this can really chip away at the life bar and can attack the guard Meter quickly. She has basically no recovery time from this but the range is severely limited as she cannot move while in the middle of this move.

- [Yosou Kyaku] -

This is basically the stomp kick from the older games. It hits only once (I had it hit twice on Sagat before) and doesn't knock down an opponent. It does have decent priority and will beat out most regular anti-air attacks. I had up to three hits in the air against Sagat with this move. It generally hits twice while you and the opponent are in the air. If she misses once and the opponent blocks she'll just bounce off them, prompting you to land or to do another Yosou Kyaku.

- [Kaku Kyaku Raku] -

Well this is also her anti-crouch counter but it moves really slow but sometimes it confuses your opponent because she flips around and sometimes the opponent will block the wrong way. This move does good damage but becomes extremely predictable after just a few uses so watch out.

- [Kohou Haiten Kyaku] -

This is basically a flip kick that does two hits up close. It looks like a suitable anti-air attack but it has relatively low priority, though it can be comboed if timed right.

-- [Kikoushou] --

This move will have Chun-Li encase a idle fireball around her palms. It does good damage and is almost guaranteed to catch a jumping opponent. However, the range is lacking and the move is barely comboable, I would mainly use this to catch up close opponents who try to throw projectiles since the Kikoushou will absorb projectiles.

-- [Senretsu Kyaku] --

This move is strictly horizontal, so any air opponents will be able to easily knock her out of the super. However, it does come out very fast and is comboable off anything that she has. It does good damage and good block damage with decent range. The initial frames of animation will go through projectiles...even most projectile supers.

-- [Hazan Tenshou Kyaku] --

While the Kikoushou is a good counter measure against airborne attacks, it isn't her best. The Hazan Tenshou Kyaku has complete priority over ANY airborne attacks...including the Killer Bee Assault. The initial frames of animation will go through projectiles, not to mention the fact that the move can be comboed in. However, the horizontal range is extremely limited to just a short distance in front of her and if he misses, she'll be vulnerable to counter attacks.

=====
----- [Cody] -----
=====

- [Cody] - Former street fighter turned criminal

- Criminal Upper - D,DB,B+P
- Bad Stone - D,DF,F+P
- Ruffian Kick - D,DF,F+K
- Bad Spray - B,DB,D+P(after you have been knocked down only)
- Knife Pickup - D+3P(over knife)/D+2P
- Crack Kick - F+RK
- Sakeru - B or DB(while being attacked, just block) (V-ISM)

- Dead End Irony - D,DF,F,D,DF,F+(?)K(A-ISM)/D,DF,F+a+b
- Final Destruction - D,DF,F,D,DF,F+(?)P(A-ISM and X-ISM)/D,DB,B+a+b

- [Criminal Upper] -

What Cody will do is do an uppercut that sends a miniture tornado spinning just in front of him. This tornado is as big as he is but is a very poor anti-air attack. But this is easily comboed and the recovery time is next to zero. Really try to avoid using this to counter air attacks, it's priority isn't too high and Cody takes a while to recover from it.

- [Bad Stone] -

Well this is on the borderline of being a true projectile. What Cody will do is pick up a rock and throw it at the opponent in an upwards arc. This is a pretty good anti-air attack since it travels in a pretty high arc and this is also not good for countering projectiles because you simply cannot win because of the bit of start-up delay. This does do good damage and will connect most of the times against opponents who are far from you.

- [Ruffian Kick] -

Well using either button makes Cody do a foot sweep, head height kick, or a mid side kick. The best version has got to be the Short version since his foot slide can counter practically anything because it comes out so fast and its also comboable. Although the range is pretty fair it can trade hits with most projectiles and fireball supers as well. Although the Roundhouse version might look like an anti-air attack, its basically a worthless move

against air attacks and lacks alot of range, which is unusual for Cody.

- [Bad Spray] -

Well like Sodom's Tengu Walking, this is a counter when Cody has been swept by a knockdown attack. Although the damage is very little this will knock the opponent away from you, however, you cannot use this immediately after you have gotten up like the Tengu Walking.

- [Knife Pickup] -

Well this is far from being a true projectile because what Cody will do is pick up the knife after looking at it for a while and then hold it in his hand. All of Cody's punches will change giving him a bit more range and more attack power, but he drops the knife after taunting or after the Final Destruction. You can throw the knife by performing the Hadouken motion (D,DF,F+P) once you've picked it up, though it starts up pretty slow and is easy to avoid and does half-decent damage.

- [Crack Kick] -

Sorta like Ryu's Hop Kick, Cody will hop a little over most crouching attacks and smack the opponent. Cody can go into a combo afterwards, because he basically has no recovery time making this both a safe and an effective move to use against opponents.

- [Sakeru] -

Well with this Cody can dodge alot of attacks, and most supers thus allowing him to escape chip damage and Guard Meter damage, a highly useful move and its so easy to do except he can't dodge low ground attacks like crouching kicks or punches.

-- [Dead End Irony] --

You should probably treat this super like the Crossfire Blitz. The move is strictly horizontal but has good range and is very comboable. The priority is decent and the roundhouse version will have Cody go up in the air after a few kicks. At the end of the super you can juggle the opponent with his (hop kick).

-- [Final Destruction] --

Although the first couple hits of the super are melodramatic, the super itself does plenty of damage to satisfy the player. It's a semi-quick super that has Cody rush towards the opponent and when he connects, he begins an auto combo that can hit as much as 18 times. The range is pretty much like the Shun Goku Satsu but moves a little quicker than it, but unless you're trying to combo in the super...stick with the Dead End Irony.

=====
----- [Dan] -----
=====

- [Dan] - Carefree spirit with amazing fighting potential

- Gadouken - D,DF,F+P
- Kouryuken - F,D,DF+P
- Dankuu Kyaku - D,DB,B+K
- Kuuchuu Dankukyaku - D,DB,B+K(air) (V-ISM and A-ISM)

Saikyoryuu Bougyu - F+3P(immediately during blocked 1st attack) (VISM) /
 F+JP+RK

Chouhatsu - Select

Zenten Chouhatsu - D,DF,F+Select

Kouten Chohatsu - D,DB,B+Select

Shagami Chouhatsu - D+Select

Tobi Chouhatsu - Select (air)

Shinkuu Gadouken - D,DF,F,D,DF,F+(?)P(A-ISM)/D,DF,F+a+b

Kouryuu Rekka - D,DF,F,D,DF,F+(?)K(A-ISM)/F,B+a+b

Hisshou Biraiken - D,DB,B,D,DB,B+(?)K(X-ISM and A-ISM)/D,DB,B+a+b

Chouhatsu Densetsu - D,DF,F,D,DF,F+Select(A-ISM)

Chouhatsu Shinwa - D,DB,B,D,DB,B+Select then any button(A-ISM) (level 3)

- [Gadouken] -

Don't even bother using this. It has no range and unlike in MSHSF this is not one of the strongest projectiles. I would sorta call this Dan's S.Fierce with good range, but extremely poor range if you want to use it in a projectile.

- [Kouryuken] -

The Kouryuken is a very powerful anti-air attack, but it lacks a lot of horizontal range unlike his Shadtoken counterparts. It'll combo easily up close and has a lot of priority. If Dan flashes during the duration of this sequence, he is completely invincible from any attack.

- [Dankuu Kyaku] -

Short-A short Knee Hop
 Foward-A short Knee Hop with an extra kick
 Roundhouse-A short Knee Hop with two extra kicks

Basically the same Gale Kick he had since his last Alpha encounter. An excellent move to counter miss supers and Dragon Punches. This is also a powerful 3 hit combo(Roundhouse version) that can drain your opponent's lifebar very fast. This is also an excellent chipper but sometimes Dan will land on the other side of the opponent, so try to keep note of that to prevent yourself from being crossed-over.

- [Kuuchuu Dankukyaku] -

Basically the same as his Dankukyaku except he can finally do a special attack in the air. This move can also be used as an excellent air escape tactic because Dan floats so high while doing this move and he also has some significant hang time while doing this move as well, but as he comes down he can be attacked. This is an all around good attack to jump in with if you use the Short version since Dan comes down very quickly and has decent priority.

- [Saikyo Defense or Saikyoryuu Bougyu] -

Well this isn't exactly Push Blocking like in the crossover series, but it does push the opponent back. You should use this immediately once your being attacked, unless you want to fight up close.

- [Chouhatsu] -

A taunt...basically. It'll hit if you are in X-ISM, but you must be a

jab's distance away for it to hit.

- [Zenten Chouhatsu] -

A rolling taunt. Timing on this is tricky, in X-ISM you can use this to hit if you land a jab's distance away.

- [Kouten Chohatsu] -

A backwards rolling taunt. This will hit in X-ISM, but the timing is tricky. You must land about a jab's distance away for this to connect, doing this close will warrant just a taunt.

- [Shagami Chouhatsu] -

You can attack with this in X-ISM. It's basically a crouching taunt.

- [Tobi Chouhatsu] -

An air taunt.

-- [Shinkuu Gadouken] --

Well even though his Gadouken has no range whatsoever, on a level 3 this super can go up to 3/4 screens distance. Depending on which level you use will determine the range of this super(as well as strength). It does do alot of damage though, even more than other projectile supers. This can be a good ample chipper as well, so use it just before your opponent gets up.

-- [Kouryuu Rekka] --

If you want to use this super, use it when your at level 3. Level 1 has basically no range just like in MSHSF. Level 3 is just a brilliant super as it will easily chain off his C.Short. Level 3 can deal a ton of damage and it has pretty good range, but as usual...if he misses, he'll be a target for counter attacks.

-- [Hisshou Biraiken] --

This is an automated super that does not require Dan to make contact with the opponent. However, it does do a lot of damage and block damage and is very comboable. The major problem with this super is that if Dan doesn't connect, he will continue the animation for the super until the end, giving the opponent as much as 4 seconds to attack. The range is really limited, both vertical and horizontal.

-- [Chouhatsu Densetsu] --

I would definitely advise against using this super. It has Dan taunting for seconds and leaves him open to attack. At times opponents can build their own meter as Dan does his taunts. Only for show.

-- [Chouhatsu Shinwa] --

His taunt is much longer than his other one and this will cost you all of your super meter. Each button you press will have Dan perform a different vocal taunt. I would really try to avoid using this, it's strictly for embarrassment or stupidity.

=====

- [Dee Jay] - Jamaican boxer who believes combining rythmn with fighting

- Knee Shot - D+SK(air)
- Air Slasher - B(charge 2 sec.)F+P
- Double Rolling Sobat - B(charge 2 sec.)F+K
- Machine Gun Uppercut - D(charge 2 sec.)U+P then P(rapidly)
- Maximum Jackknife - D(charge 2 sec.)U+K(X-ISM and V-ISM)

- Sobat Carnival - B(charge 2 sec.)F,B,F+(?)K(A-ISM and X-ISM) /
B,F+a+b
- Climax Beat - DB(charge 2 sec.)F,B,UF+(?)P then P(rapidly) (A-ISM) /
D,DF,F+a+b
- Sunrise Theme - DB(charge 2 sec.)F,B,UF+(?)K(A-ISM) /D,DB,B+a+b

- [Knee Shot] -

This is a decent basically. It has decent priority and does moderate damage. You can combo off it if you can land right on the opponent's midsection with this move.

- [Air Slasher] -

An excellent projectile that has less recovery time than any other projectile that I have seen in this game. Even Charlie and Guile has recovery time from their projecetiles, but Dee Jay's just rocks. He can either immediately block or follow up with a combo and can even go into his Carnival Hook Kick. This is an excellent projectile to use all around because it does good damage and travels quite fast.

- [Double Rolling Sobat] -

This move will have Dee Jay perform one or two kicks, however, often at times the 2nd hit has trouble connecting after the first hit is scored. I would mainly use this in combos since the start up delay and priority is very minute.

- [Machine Gun Uppercut] -

This can be used as an air counter but it hits the opponent for really weak damage making it a not so impressive anti-air attack. What Dee Jay will do is do rapid upercuts real fast back and forth. If you have a Turbo Button Controller you can get up to 4 hits dealing decent damage, but you must be up close for the opponent to feel the effect. However this has alot of priority up close and will cancel out other moves, in the sequence of the initial frames of animation Dee Jay is invincible.

- [Maximum Jackknife] -

What Dee Jay will do is jump up at a 60 degree angle with a kick that can hit up to multiple times dealing good damage and is also an excellent air counter for opponents who like to jump in alot and this move is very similar to Chun-Li's incase your wondering what it looks like. You can also juggle the opponent with this. However if Dee Jay misses he will be left open to attack.

-- [Sobat Carnival] --

This is an all around excellent super because of its ability to combo and short the recovery time that it has. Also it is excellent for missed supers and Dragon Punches alike and it can also be used to chip away alot of life and take down a little bit of the Guard Meter. Basically what Dee Jay will do is multiple Double Dread Kicks in a row causing good damage and having good priority.

-- [Climax Beat] --

Well this is the super version of his Hyper Fist and it is also his strongest super because it produces alot of hits depending if you have a Turbo Button Controller. This will also chip alot of life and can easily take down that Guard Meter. The recovery time on this super is practically non-existent making it a safe move to use when up close otherwise don't use it from a far distance, and also it combos practically all of Dee Jay's standing and crouching attacks.

-- [Sunrise Theme] --

This is an excellent move to use in combos, juggles, and as an anti-air attack for those opponents who tend to jump in way too often. This will hit multiple times doing good damage and I do believe it is unblockable in the air as well. But like most anti-air attacks if he misses he will be left open for an attack or be eating a super.

=====
----- [Dhalsim] -----
=====

- [Dhalsim] - His fight, fueled by the pain and suffering of his people

- Yoga Fire - D,DF,F+P
- Yoga Flame - F,DF,D,DB,B+P(A-ISM and V-ISM)
- Yoga Flame - B,DB,D,DF,F+P(X-ISM)
- Yoga Blast - F,DF,D,DB,B+K(A-ISM and V-ISM)
- Yoga Blast - B,DB,D,DF,F+K(X-ISM)
- Drill Kick - D+RK(air)
- Yoga Teleport - F,D,DF+3P/3K or B,D,DB+3P/3K(use 2K or 2P for GBA version)
- (Yoga Warp) - B,DB,D+K(after you have been knocked down) (A-ISM) (V-ISM)
- Drill Zutsuki - D+FP(air) (X-ISM)

- Yoga Inferno - D,DF,F,D,DF,F+(?)P(A-ISM)/D,DF,F+a+b or F,B+a+b
- Yoga Stream - D,DB,B,D,DB,B+(?)P(A-ISM)/D,DB,B+a+b
- Yoga Tempest - B,DB,D,DF,F,B,DB,D,DF,F+P(X-ISM)/B,F+a+b

- [Yoga Fire] -

His basic projectile move. It does good damage but travels slower than most projectiles. Like all projectiles, it should be used when far away from the opponent and should be avoided when near the opponent. You should use it when they get up so that they can take some block damage.

- [Yoga Flame] -

I'm not really sure why this was in the game, but it does do more damage than his Yoga Fire and is a bigger than his Yoga Fire but has very poor horizontal range making it useless for keep away. Try to avoid this move.

- [Yoga Flame] -

Basically the same move except its a different motion to do in X-ISM mode and it also does more damage and chipping damage as well.

- [Yoga Blast] -

This is his anti-air attack that deals quite a bit of damage. But if blocked opponents can tend to come in for an attack. Do not use this when your near your opponent because it'll most likely miss him or her. This also lacks alot of horizontal range as well.

- [Yoga Blast] -

Again basically the same move except this is the motion in X-ISM mode and it does more damage and chipping damage as well.

- [Yoga Spear] -

Short-twenty degree angle, has alot of horizontal range
Forward-forty degree angle, has moderate horizontal range
Roundhouse-eighty degree angle, extremely poor horizontal range, but good surprise attack

Baiscally his attack that is used air borne and has good priority as it will cancel out alot of normal attacks use against him.

- [Drill Zutsuki] -

The same as his Short Yoga Spear except that it has more horizontal range and it moves quicker.

- [Yoga Teleport] -

He can also use this in the air as it will leave him safe to block because this has almost no recovery delay. Depending on which motion and which set of buttons you press, you will land either far away and behind your opponent, close and behind your opponent, far away in front of your opponent, or close and in front of your opponent. You should teleport right behind your opponent after you have thrown your Yoga Fire and immediately throw him or her as they are still in their block stance.

- [(Yoga Warp)] -

Just like Sodom's Jitte Counter. After you have been knocked down you can safely avoid being pressured by an opponent by teleporting out of the way.

- [Drill Kick] -

Well Dhalsim only has one Yoga Spear in this version but it has a fourty-five degree arc this time. Good for a jump-in attack.

-- [Yoga Inferno] --

This super really lacks some range, but it can deal out multiple hits doing good damage and block damage. This thing will sorta drag the opponent into it forcing them to take block damage. This super has sorta of a vortex effect that brings the opponent in giving it a little more range. When your opponent is low on energy you should use this and just chip him or her to death. On level three this thing seems to take forever because it deals out

so much hits!

-- [Yoga Strike] --

Ouch! Even on Level 1 this thing hurts! This is obviously his strongest super but the opponent must be in the air for this to work even if the opponent is right next to Dhalsim he will miss. But this is an incredibly effective anti-air attack, but on level 3 this thing deals out a ton of damage as he slams the opponent down three times! But opponents can still hit Dhalsim out of it even though they are in the air but they often miss because this thing comes out so fast. I don't think this can be tech hit out of like in the crossover series because I tried and to no avail.

-- [Yoga Stream] --

This attack is only blockable low. Dhalsim will breathe fire on his opponent's feet. This is an excellent surprise move and you should use it just when the opponent gets up because they will most likely block low.

-- [Yoga Tempest] --

Well like it was from the original Super Street Fighter 2 Turbo, its almost identical to his Yoga Inferno but this does a ton of damage and can chip pretty nicely but it looks more like a super version of his Yoga Flame attack.

=====
----- [Eagle] -----
=====

- [Eagle] - The English street brawler with a flair to his style

- Manchester Black - D,DB,B+P
- Canterbury Blue Low - D,DF,F+FP(hold P to delay)
- Canterbury Blue Mid - D,DF,F+SP(hold P to delay)
- Canterbury Blue High - D,DF,F+JP(hold P to delay)
- Oxford Red - B,DB,D,DF,F+K
- Liverpool White - D,DB,B+K
- St. Andrews Green - F,D,DF+P

- Manchester Gold - D,DB,Bx2+(?)P/D,DF,F+a+b(A-ISM, X-ISM)
- Union Jack Platinum - D,DF,Fx2+(?)P/D,DB,B+a+b(A-ISM)

- [Manchester Black] -

Similar to Zangief's spinning lariat, this has Eagle spinning around, making it a great horizontal counter and is a great combo finisher. It'll juggle the opponent into the air, but the recovery time doesn't allow Eagle to combo afterwards.

- [Canterbury Blue Low] -

This move allows Eagle to counter attack the opponent, it's actually quite effective. You can also delay the move if you hold down the punch button afterwards. This is good for those sweeping attacks. What's nice about this is that it blocks supers and projectiles, making it the ideal move to use, but it only blocks until he cannot delay any longer(usually the delay lasts from 1-2 secs).

- [Canterbury Blue Mid] -

Much like CBLow, this counters mid section targetted attacks. This will block supers like the CBLow.

- [Canterbury Blue High] -

Similar to the other two CBs, this is an ideal anti-air attack.

- [Oxford Red] -

This flashy move does quite a few hits and it's also very comboable. It does great block damage but its only setback is that it comes out slow and is also slow to recover, usually the FK and RK versions anyways.

- [Liverpool White] -

This is a pretty useful move to have. It'll have Eagle jump over opponent's projectiles and then just attack from above. It's not a great move to use against those without projectiles since he is vulnerable to attacks momentarily after landing. The stronger the kick used the farther it goes.

- [St. Andrews Green] -

It's actually a better anti-air attack than it looks. Even when you connect with this on the ground the opponent will fly into the air, but the recovery time doesn't allow any time to follow up with another attack.

-- [Manchester Gold] --

Similar to the Shinkuu Tatsumaki Senpū Kyaku, it'll have Eagle create a bit of a whirlwind and have him spin his sticks around multiple times. It does great block damage and is an excellent air defender, but it hits only a few times against airborne opponents. This will combo and it will even hit crouching opponents. However you can't add any extra attacks to it at the end, despite the opponent being thrown into the air, due to the recovery time.

-- [Union Jack Platinum] --

This is another dashing super, but a bit flashier than most others. It does a ton of block damage and a ton of hits, it's a great combo finisher and has little recovery delay. This should definitely be his primary super as it has tremendous horizontal range, and when timed right it can knock airborne opponents out of the air.

=====
----- [E.Honda] -----
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- [E.Honda] - His big body is dwarfed by a bigger spirit

- Hiza Geri - F+FK
- Harai Geri - F+RK
- Sumo Press - D+FK(air) (X-ISM)
- Hundred Hand Slap - Push P rapidly
- Sumo Smash - D(charge 2 sec.)U+K
- Sumo Headbutt - B(charge 2 sec.)F+P
- Oicho Throw - 360 Degree Motion+P

Oni Musou - B(charge 2 sec.)F,B,F+(?)P(X-ISM and A-ISM)/D,DF,F+a+b

Fuji Drop - B(charge 2 sec.)F,B,F+(?)K(A-ISM)/D,DB,B+a+b
Orochi Crush - 720 Degree Motion+P(A-ISM) (level 3)/B,F+a+b

- [Hundred Hand Slap] -

A tremendous chipper and also does a ton of damage, but this is Alpha 3 and its been towned down alot. This is still an adequete chipper and can deal some pretty good damage. E.Honda can move a little bit while he is in this but he is still left open to projectiles and a few jump-in attacks unless Honda stops, he can block safely as he has almost no recovery time.

- [Sumo Smash] -

On its way up it goes through pojectiles but on its way down it will sit on top of the opponnet. This is an excellent move to use against constant fireballers as it can deal some good damage. But E.Honda has a small recovery delay afterwards and can be tripped when he comes down if your opponnet is quick enough.

- [Sumo Headbutt] -

An excellent all around attack because its very fast and does an excellent amount of damage. Do not bother using the Jab version because it goes way too slow to really fool the opponnet. Also E.Honda has little to no recovery time from doing this move, but he can be hit by Dragon Punches or projectiles and opponnets can hit him from above.

- [Oicho Throw] -

Although not as strong as Zangief's Spinning Pile Driver this does alot of damage but the move must be done up close. This is really funny since E.Honda smash the opponnet onto the ground and squashes him/her! I haven't found a way to combo this in yet nor do I think its possible, this is unblockable and opponnets who turtle often should watch out.

-- [Oni Musou] --

A super version of his Sumo Headbutt, it does a good deal of damage and is also good for countering missed supers as well. This is a nice chipper as he does two headbutts that hits multiple times. E.Honda is still vulnerable to projectiles and high hits and Dragon Punches but E.Honda should be quick enough to counter before the opponnet has time to react.

-- [Fuji Drop] --

Basically the super version of his Sumo Smash. It does pretty good damage but like the Sumo Smash the range is limited so use it on fireball happy triggers and smash him/her. Also E.Honda is still vulnerable to getting tripped or supered on the way down if he so happens to miss completely.

-- [Orochi Crush] --

This super is basically a grab super, much like the Final Atomic Buster. Once caught, E.Honda will slam the opponnet on the ground and basically squash the opponnet multiple times. It's a powerful super, but not as powerful or effective as the Final Atomic Buster.

=====
----- [Evil Ryu] -----
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- [Evil Ryu] - Fated Warrior consumed by the dark side of Shatoken.
- All of Evil Ryu's moves are the same as Ryu's moves except carrying a 'Gou' name next to them.
- He also carries the same supers except for the Shin Shoryuken. He does however, carry the Messatsu Gou Shoryuu and Shun Goku Satsu, both moves require the same motion that Akuma does.

=====

----- [Fei Long] -----

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- [Fei Long] - A disciple of Kung Fu, he wishes to pass on his skills

- | | |
|--------------------|--|
| Rekka Ken | - D,DF,F+P(repeat x2 if neccessary) |
| Shien Kyaku | - B,D,DB+K |
| Rekkukyaku | - B,DB,D,DF,F,UF+K(X-ISM and V-ISM) |
| Chokka Rakushu | - B or F+FK |
| Engekishu | - F+RK |
| | |
| Rekka ShinKen | - D,DF,Fx2+(?)P(X-ISM and A-ISM)/D,DF,F+a+b |
| Shien Hiryuu Kyaku | - D,DB,Bx2+(?)K(A-ISM)/D,DB+B+a+b |
| Ryuu Yassai | - D,DB,Bx2+(?)P(A-ISM)(close)/F,B+a+b |
| Ryuu Shin Yassai | - D,DB,Bx2+(?)P(A-ISM)(fierce punch distance away)/
F,B+a+b |

- [Rekka Ken] -

I simply loved this move in SSF2 because it did a ton of damage and it was so easy to combo. This is also a nice confusion tactic because you can control whether you do one, two, or three Rekka Kens! When you do three Rekka Kens in a row opponents start to notice a patern then you can mess them up by doing two Rekka Kens in a row then throw him/her! If Fei Long manages to do all three Rekka Kens and he misses he will be left open for attack because the last Rekka Ken he poses while shaking his fist.

- [Shien Kyaku] -

Boy this has got to be the coolest looking anti-air attack move in the game! What Fei Long will do is knock the opponent to the ground on fire with his burning foot that causes a great deal of damage. The Roundhouse version will hit twice as well. But you should consider using the short version because it almost has no recovery time(except when your opponent is blocking up close) and Fei Long should be able to land and block safely.

- [Rekkukyaku] -

This attack is like his roundhouse animation except that it hits mulitple times and does good block meter damage and guard meter damage. This combos pretty well, but with the awkward motion involved it rarely does. the start up delay is pretty minimal while the recovery time isn't really all that bad making this a safe move to use.

- [Engekishu] -

What Fei Long will do is a hop kick that will hit twice. Although it has a bit of a start up delay it can be comboed and will often psych out

opponents. Try using this in some combos because the kick is pretty strong and will push opponents away even if they block.

- [Chokka Rakushu] -

Well this is Fei Long's anti crouch counter as hit barely has start up delay and often connects. Its an awkward kick but yet its also advantageous as well because this will hop over practically all low attacks and basically has no recovery time from it.

-- [Rekka ShinKen] -

A very fast starting super that will beat out alot of moves because it has high priority and can also be comboed after Fei Long's S.CLSE.Fierce. A nice chipper to go along with as well. But if Fei Long misses he will definately be eating a super if the opponent has a super to spare.

-- [Shien Hiriyuu Kyaku] --

An all around excellent anti-air attack. This easily chains off Fei Long's C.Short and is also his strongest super. You should use this whenever you use Fei Long's C.Foward because it just chains so perfectly, but if he misses he will fall unable to block so watch out.

-- [Ryu (Shin) Yassai] --

This is Fei Long's auto super that does excellent damage as Fei Long sticks out a fist and if it connects he will continue to pummel the opponent with his fist on fire and end with a flaming kick. If you can connect at the peak distance of this move(meaning you are as far back away as possible while being able to connect), Fei Long will perform an auto 8 hit combo that does significantly more damage than his default version. The range isn't too good but the super can be comboed.

=====
----- [Gen] -----
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- [Gen] - Aged warrior, seeker of Akuma

* NOTE: You cannot switch styles in X-ISM, his attacks will be mixed

- So Style: 3P/JP+RK(GBA) (A-ISM and V-ISM) -

Hyakurenkou - Press P rapidly
Gekirou - F,D,DF+K then K

Zan'ei - D,DF,F,D,DF,F+(?)P(X-ISM and A-ISM)/D,DF,F+a+b
Shitenshuu: - D,DB,B,D,DB,B+(?)P(A-ISM)/D,DB,B+a+b

- Ki Style: 3K/SK+FP(GBA) (A-ISM and V-ISM)

Jyasen - B(charge 2 sec.)F+P
Ouga - DB(charge 2 sec.)UB or UF+K(A-ISM and V-ISM)
Kyoretsu - SP(up close)
Low Strike - FP(close)
Saizu - Jump over opponent, FK
Counterpunch - D+FP

Satsu Jin - D+SK
Ukon - RK, RK(air) (A-ISM and V-ISM)

Jyakouha - D,DF,F,D,DF,F+(?)K(A-ISM)/D,DF,F+a+b
Kouga - D,DB,B,D,DB,B+(?)K(A-ISM) (Air)/D,DB+B+a+b

- [So Style] -

Well as you all know Gen has two different fighting styles and he can switch whenever he wants like when he's in the air or after a knock down. Having two different styles in his possession makes him a very versatile player because each style plays completely different from each other as all his normal attacks, special attacks, and super combos are completely different. In this mode Gen is an all around combo master. He can successfully chain combos in a ZigZag motion like Jab, Short, Strong, Foward, Fierce, Roundhouse or even a reverse ZigZag(like Akuma in X-COTA) Short, Jab, Foward, Strong, Roundhouse, Fierce. But he can most likely chain up to four hits, but his attacks are really weak and it will take quite a bit of time and attacks for him to cause any real damage.

- [Hyakurenkou] -

This is exactly like E.Honda's Hundred Hand Slap, except Gen cannot move while in this. This does good damage and is way too easy to combo in. This also serves as an excellent chipper as well so feel free to knock that Guard Meter down.

- [Gekirou] -

This move juggles the opponent and does up to 7 hits. Once Gen connects he will kick the opponent and after a few hits he will do sorta a Lui Kang Bicycle kick diagonally in the air. This does alot of damage and will also catch ground opponents and also serves as an excellent anti-air attack because Gen practically has no recovery time from this. This is also a good chipper and can really knock down the Guard Meter.

-- [Zan'ei] --

What Gen will do is the souped up version of his Hyakurenkou as he barrages his fist that ends with him pointing his finger at his opponent. When it connects not only will it do a great deal of damage, it can steadily drain your life bar away with each count of the countdown above the opponent's head. When the counter reaches "0" the opponent automatically becomes dizzy(if he hasn't hit Gen during the duration of this timer) allowing you to do this trick all over again. Just way too cheap and it also takes a ton of the Guard Meter, rediculous! Capcom should have made this a complete level 3 super because of all the benefits it has. Also Gen players will also try to play keep away with you as well so just don't let this thing connect because the damage is herendous and it can be accomplished over and over again until your defeated.

-- [Shitenshuu] --

What Gen will do is glide across the floor and if he connects a series of internal explosions will explode inside the character causing massive damage. But if Gen misses he will can easily recover and also despite the opponent is blocking or not Gen will land on the other side of the opponent. However, the super does no guard damage towards the opponent.

- [Ki Style] -

Like his Preying Mantis Style he can switch different styles whenever he wants whether he is knocked down or in the air. This style is completely different from his preying Mantis because he can not chain combo as easily and often relies on one attack button to combo, the Roundhouse button. He can chain up to four consecutive Roundhouses in a row causing alot of damage. In this mode he also has alot of normal moves that leaves him open to attack but he is also a little stronger than in Preying Mantis mode. However whether your in Snake Style or Preying Mantis Style Gen will remain in that style until you lose the entire match or you decide to switch. Gen will always be in Preying Mantis style whenever you start a fresh battle, also you can notice which style Gen is in by his standing pose. When he is in Preying Mantis Mode he walks normally with his hands in a clamp form. When he is in Snake mode he will sorta stand on one leg.

- [Jyasen] -

Boy this has got to be the move that sets Gen apart from being lousy in his Snake Style. What Gen will do is roll into a ball and roll across the ground hitting up to five times for tremendous damage. This is too powerful of a move it easily equals the damage of most level 1 supers. This is also a really heavy chipper and can easily knock away that Guard Meter. It has a tiny bit of start up delay that is barely noticeable making it uncomboable. This is an excellent counter against missed supers as well as Dragon Punches alike. Gen is practically safe even if the opponent blocks.

- [Ouga] -

Sorta like the Cajun Strike and Jaguar Tooth combined. Gen will hop onto to a wall and you can do a ton of things while he is on the wall:

- Don't do anything and Gen will do a jump kick towards the opponent
- Press B to comepletely stop the move
- Press F to have Gen do a longer jump kick towards the opponent
- Press U to have Gen move towards the top of the screen
- Gen does a head stomp when you do nothing when in ceiling
- Press UB or UF and Gen will completely stop the move
- Press F or B and Gen will do a dive kick

Well this is sorta confusing but with a little practice and memory you can master this and confuse opponents in no time flat.

- [Kyoretsu] -

Basically this is Gen's anti-crouch counter. You'll have to be close to the opponent to pull it off, but like most crouch counters, it's a little slow and has a short recovery delay.

- [Satsu Jin] -

This is primarily used as a set up for his super Jyakouha. You must cancel quickly though. It can also be used to set up other attacks, especially in the corner where you can follow up with the Gekirou.

- [Low Strike] -

Not much to this move, it can be used as an overhead counter though, but the slow start may ward you off from it. In X-ISM this is a low strike, while in other ISMs it's just a regular attack.

- [Saizu] -

This kick is a bit odd. It's actually a regular attack that really requires no special motion. To perform this move jump over the opponent and his back leg will kick the opponent.

- [Counterpunch] -

Not much to this move, other than the fact that it comes out a bit slow and is primarily used against close opponents who have just used their projectiles.

- [Ukon] -

When Gen is in the air he can perform two consecutive Roundhouse kicks in a row. This is an all around excellent move to use because it can set up alot of combo possibilities. Sometimes the opponent blocks the first hit and then low blocks the second hit, but instead you cannot low block air attacks and thus making this a confusion tactic as well. Gen can immediately go into his S.Roundhouse after this as it will result in a nasty and powerful four-hit combo.

* NOTE: It is much harder to pull this off on the GBA version. Your best chance of success is against Sagat, and even then you would have to aim high for the two hits to come out.

-- [Jyakouha] --

This is an excellent and also an extremely powerful air counter. This is similar to Dhalsim's Yoga Strike as Gen will grap the opponent with his feet and then stomp on the opponent. This doesn't have much priority all it really has is speed. But do not worry about the priority part because this thing travels very fast and can catch an airborne opponent most of the time. But moves like T.Hawk's Condor Dive or Cammy's Cannon Thrust Gen can be easily knocked out of the air by these. This is also easily comboed off his C.Short because it bounces the opponent into the air and is the perfect setup for this move.

-- [Kouga] --

Boy this is an all around worthless move. This is sorta like the Maximum Spider except for the fact that it won't juggle the opponent or do extreme damage. Each hit though is very powerful but the opponent always or mostly blocks the second hit. This super cannot combo within itself but is good for a surprise attack against fireballers and missed supers or Dragon Punches alike. This will however drain the Guard Meter down extremely fast and can chip pretty nicely but Gen can be hit out of it as he bounces off the walls.

=====
----- [Guile] -----
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- [Guile] - Justice binds his will to fight

- Sonic Boom - B(charge 2 sec.)F+P
- Somersault Kick - D(charge 2 sec.)U+K
- Knee Bazooka - F+SK
- Spinning Backfist - F+FP
- Rolling Sobat - F+FK

Reverse Spin Kick - F+RK(close)

Sonic Hurricane - B(charge 2 sec.)F,B,F+(?)P(A-ISM)/D,DB,B+a+b

Somersault Strike - DB(charge 2 sec.)F,B,UF+(?)K(A-ISM)/D,DF,F+a+b

- [Sonic Boom] -

The sonic boom is much like Charlie's, but Guile has picked up some recovery time from his last appearance. It's very comboable and does good damage but it's one of the slower projectiles in the game.

- [Somersault Kick] -

Looks just like Charlie's and does good damage and can be easily comboed. This is a very good anti-air attack because the flash part of the kick gives Guile so much range. But if Guile misses he will be left open to attack.

- [Knee Bazooka] -

Well if Guile needed something to attack quick after his Sonic Boom this would be it. Actually Guile can practically chain anything after his Sonic Boom. This can also be used as a surprise attack since the fact that it comes out so quick, this also has good range because Guile hops forward a little. Did I mention this goes over low attacks and has basically no recovery delay? Such a simple move to do has alot of advantages.

- [Spinning Backfist] -

This can also be used after Guile has thrown his Sonic Boom for a quick attack. Although this might look like a regular attack this has alot of advantages to a regular attack. This attack comes out quick and will either beat out or trade hits with projectile throwing opponents up close. The recovery time is pratically non-existant making it a safe move to use.

- [Rolling Sobat] -

Well just like charlie's it has no recovery time and is good for using it as a crouch counter. Guile will just hop up a little and do a jump kick that goes over low attacks, which is good for overhead counters.

- [Reverse Spin Kick] -

This will have Guile turn upside down and kick, while it usually goes over most crouching opponents, it usually does go over many low attacks.

-- [Sonic Hurricane] --

The Sonic Hurricane is much like Chn-Li's Kikoushou from the Vs. series. A giant sonic wave will encircle Guile, it'll fill up 1/3 of the screen and is very comboable. It does good damage and can catch air opponents, but it has poor range and is easily avoidable.

-- [Somersault Strike] --

Pretty much a Guile version of the Shouryuu Reppa(or vice versa). This move comes out very quick, is very comboable, and does very good damage. The only problem is with the recovery delay.

=====
----- [Guy] -----

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- [Guy] - A modern day ninja seeking truth

Hayagake - D,DF,F+K
Hayagake: Kage Sukui - D,DF,F+K, then FK
Hayagake: Kubikari - D,DF,F+K, then RK
Bushin Senpuu Kyaku - D,DB,B+K
Izuna no Hiji Otoshi - D,DF,F+P, then P
Bushin Izuna Drop - D,DF,F+P, then F+2P(up close)
Hozanto - D,DB,B+P
Kubi Kudaki - F+SP
Kamaitachi - DF+RK
Hihi-Otoshi - D+SP(air)
Sankaku Tobi - Jump towards wall, F

Bushin Hassou Ken - D,DF,F,D,DF,F+(?)P(A-ISM)
Bushin Gou Rai Kyaku - D,DF,F,D,DF,F+(?)K(A-ISM)
Bushin Musourenka - F,DF,D,DB,B,F,DF,D,DB,B+P(A-ISM and X-ISM)

- [Hayagake] -

Well this is Guy's run and you can't pull off any normal attacks while in this stance and you cannot stop in the middle of it either, but hitting any other kick button will result in a different special move attack. You can cancel this run if you press short kick.

- [Hayagake: Kage Sukui] -

A good surprise move that can easily tag opponents from screen distance and does a good amount of damage as well, the recovery time is excellent and you can also chip away at some life too, not to mention chipping away at the Guard Meter as well.

- [Hayagake: Kubikari] -

This is Guy's crouch counter that pops out of nowhere when the opponent least expects it. This does alot of damage but opponents see it coming way too often and the ability to combo it is non existant. The recovery time is pretty good though and the priority of this move is pretty high.

- [Bushin Senpuu Kyaku] -

Well as far as I can tell this is Guy's only special anti-air attack. While being far from being the best anti-air attack the move has alot of priority up close and does good damage while juggling the opponent in the air. The Roundhouse version basically misses all ground opponents but hits three times in the air, while the Forward version easily chains off his C.Forward. What Guy will do is do a Shatoken like Tatsumaki Senpuu Kyaku except his version has basically completely vertical range while lacking alot of horizontal range, also if Guy misses he will land back to the ground and be unable to block, so try to use this sparingly unless you are sure it will connect.

- [Izuna no Hiji Otoshi] -

After you have performed the Bushin Leap hit punch and Guy will do an Elbow Drop that does good damage and the recovery time on this is pretty good since its so hard to counter. But I don't think this will hit crouching block opponents though.

- [Bushin Izuna Drop] -

Well this has got to be one of the most intimidating moves Guy has. After you perform the Bushin Leap wait until you are close to your opponent and then hit F+P and Guy will suplex the heck out of the opponent doing a lot of damage. Guy can also catch opponents out of the air as well. The only problem with this move is the timing, but if you give it a little practice you should easily pull it off.

- [Hozanto] -

Well this move does do a lot of damage and it can be comboed even though it has a bit of a start-up delay it can still surprise opponents. What Guy will do is spin a little on the ground and then suddenly pop up with an elbow, and I think this either goes through projectiles or under them, I'm not sure because I have done this several times and have sometimes gone through projectiles. The recovery time is practically non-existent as well.

- [Kubi Kudaki] -

Well this is Guy's crouch counter and like most crouch counters this has a bit of a start-up delay and it can't be comboed. This anti-crouch counter only hits once but that hit easily matches up to Ryu's two hits and it comes out faster than Ryu's as well. Try not to be too predictable with this even though it comes out fast because when Guy starts this move anybody can easily sweep him.

- [Kamaitachi] -

A good attack that does decent damage and can also be used as an anti-air attack, but the priority of being an anti-air attack is fairly low. This can be used as a good surprise move and this will push Guy back leaving him safe to block in case he misses.

- [Hiji Otoshi] -

This is an air elbow that is similar to the Izuna no Hiji Otoshi except that it comes straight down. It's a great set up move for combos, but it's hard to connect on an active opponent.

-- [Bushin Hassou Ken] --

This is an excellent anti-air attack because it's unblockable. Despite this being an anti-air attack this has tremendous ground range and can catch most standing opponents from 1/3 screen distance! What Guy will do is perform an auto-juggle air combo that does a lot of damage, but it will not catch crouching opponents and if he misses he can easily be countered, so don't just pop this up out of nowhere and expect it to connect.

-- [Bushin Gou Rai Kyaku] --

Well if there was a cool super award, Guy would definitely be a top contender. What Guy will do is come at the opponent with a series of attacks and end with a thrust kick. This chips very nicely at the life gauge and can bring down the Guard Meter real easily. This is also good for countering missed supers or Dragon Punches alike. Be careful when using this though, because right before Guy does that last kick he can be thrown out of the super, if the super is blocked though.

-- [Bushin Musourenka] --

This is one of the more flashier supers in the game. Once connected, Guy performs a 10 hit combo in pitch black as streaks of lightning forms from his strikes. While the damage is respectable, the range is not. This move is a throw move and is not blockable...you must be very close to the opponent to connect and this move has virtually no priority, so you'll really have to time your attack or get lucky.

----- [Juli] -----

- [Juli] - Lost, super enhanced Shadowloo soldier

Sniping Arrow - D,DF,F+K
Cannon Spike - F,D,DF+K
Axle Spin Knuckle - F,DF,D,DB,B+P
Falling Arc - F+MK
Psycho Charge Beta - 3K(Dramatic Mode only)/JP+RK(GBA)

Spin Dive Smasher - D,DF,F,D,DF,F+(?)K(A-ISM)/D,DF,F+a+b
Reverse Shaft Breaker - D,DB,B,D,DB,B+(?)K, then K(A-ISM and X-ISM)(rapidly)/D,DB,B+a+b
Psycho Rolling - D,DF,F,D,DF,F+P(Dramatic Battle Mode)/F,B+a+b
Death Cross Dancing - JP,JP,F,SK,FP(Level 3)(Dramatic Battle mode)/B,F+a+b

- [Sniping Arrow] -

Well I would not call this an excellent move, but it is a good move even though its uncomboable except through juggling because it does good damage and has excellent range. You can use this to tag opponents from as far as screen distance. There is a downside to this move though and that's the fact that she has a huge start up delay making it uncomboable. The good news is that once she starts this move there is no stopping her because it has very high priority and the recover delay is next to nothing! So if your opponent misses a super from a distance you can surely counter with this!

- [Cannon Spike] -

An overall excellent anti-air attack that does alot of damage. This anti air attack has excellent priority and has very mean range, I mean it probably has as much range as Dan's Roundhouse Dankukyaku, horizontally or course! This can tag practically any jumping attacker and is also very comboable and is perfect for missed supers and Dragon Punches alike. But like all anti air attacks if she misses she will fall back unable to block.

- [Axle Spin Knuckle] -

Well unlike Cammy's this does not go through projectiles and should only be used as the opponent gets up so they are forced to block and this move can chip away alot of life and take away some heavy Guard Meter damage as well. This move has a start up delay but if she hits a blocked opponent she can recover in time to block.

- [Falling Arc] -

Surprisingly this move does not have much start up delay like most anti crouch counters. This move does good damage and can fool the opponent

sometimes if you don't use it much because it doesn't even look like it attacks over the head even though it does, but its a matter of opinion though. Again try not to be too predictable with this move because you can be countered.

- [Psycho Charge Beta] -

Well Juni must be near her for this move to work successfully as it will restore quite a bit of Health on the damage meter giving you the upper hand advantage, but the problem is that it leaves her open to attack for a full three seconds. Make usre Juni is near otherwise it will not work.

-- [Spin Dive Smasher] --

This is an all around excellent super because it deals out alot of damage and has extremely high priority. Its sorta like a multi hit Cannon Drill into a multi hit Cannon Spike. This combos off anything and it can reach up to 2/3 screen distance making it practically a perfect counter against missed supers and Dragon Punches alike. Also this is one of the rare supers that you can air block, but if she misses she will fall unable to block.

-- [Reverse Shaft Breaker] --

This is also an excellent super and is mainly used as an anti air attack. If you ram the buttons you can get more hits, significantly more hits! The trick to doing this is that you must hesistate for just a second after the move starts then ram the buttons to get more hits out of it. This also combos easily as well and is un airblockable. But if she misses she will fall unable to block.

- [Psycho Rolling] -

Well I'm not sure this is a good idea to ever use this super because it does very little damage and you must be near Juni to perform this move. This can also be used as an anti-air attack as both Juni and Juli form a ball together and hit the opponnet multiple times. The recovery time is not bad but its not good either so you might want to save your super meters for the...

- [Death Cross Dancing] -

If this connects both Juni and Juli will start to pummel their opponnet at the same time and end with each of them doing a Sniping Arrow kick. A truely impressive 16 hitter, but there are many downsides to this move. First off it is blockable, it can be Tech Hit out of, and it does pitiful damage for a level 3 super, probably a third of the damage of Akuma's Shun Goku Satsu. The good part about this super is that either Juni and Juli can do this move and they do not have to be near each other. The recovery time is not bad and the start up delay is pretty good making it a good counter for missed supers and Dragon Punches alike, and this super is extremely comboable.

===== [Juni] =====

- Spiral Arrow - B(charge for 2 sec.)F+K
- Cannon Spike - D(charge for 2 sec.)U+K
- Cannon Thrust - UF,D,DF,F+K(air)
- Psycho Shield - Block, F+3P(2P on GBA)
- Psycho Shield - Air block F+3P(2P on GBA) (V-ISM)

Falling Arc - F+MK
Mach Slide - D,DF,F+K
Psycho Charge Alpha - 3K(Dramatic Mode only)/FP+SK(GBA)
Hooligan Combination - DB,D,DF,F,UF+P, then P or K(afar or close)
Earth Direct - 360 Degree Motion+P

Spin Dive Smasher - D,DF,F,D,DF,F+(?)K(A-ISM)/D,DF+F+a+b
Reverse Shaft Breaker - D,DB,B,D,DB,B+(?)K, then K(A-ISM and X-ISM) (rapidly)/
D,DB,B+a+b
Psycho Rolling - D,DF,F,D,DF,F+P(Dramatic Battle Mode)/F,B+a+b
Death Cross Dancing - JP,JP,F,SK,FP(Level 3) (Dramatic Battle mode)/B,F+a+b

- [Cannon Drill] -

Well this move is exactly like Cammy's except for the fact that you have to charge for the move. The Roundhouse version hits twice and this move is also very comboable and has practically no start up delay. Also it is good to point out that it can also be used to counter missed supers and Dragon Punches alike incase you don't have a super on ya. Also if blocked or missed she will have a bit of recovery time leaving her open to attack.

- [Cannon Spike] -

Exactly like Juli's and Cammy's it has a load of range and can be easily comboed. Also it serves as an excellent anti air attack and can deal out alot of damage and the combo possibility is pretty high. Once again its that charge down move making it difficult for you to use it whenever you please. But then again like most anti air attacks if she misses she will fall unable to block.

- [Cannon Thrust] -

An excellent jump in attack that deals good damage and has very high priority as well. This often catches opponents by surprise because due to the fact that it comes out so quick and most people don't even know that she even has it! The recovery time is practically non-existant making it a good move to use, but it is counterable by Draon Punches alike and anti air supers.

- [Hooligan Combination] -

This move is basically very similar to Cammy's Hooligan Combination. She will sorta flip into the air towards her opponent, if you don't do anything during the duration of this move she will go into her Razor Edge Slicer, if you press the punch or kick button away from the opponent she will cancel the move altogether and when up close if you press either a punch or kick she will go into her Cross Scissor Pressure(low) or Fatal Leg Twister(high). Basically a surprise attack and should be used sparingly.

- [Earth Direct] -

This is a very painful move that is visually impressive as Juni will pick up her opponent and then rise high into the air and slam the opponent down. Since this is a throw it lacks alot of range but it is unblockable making it useful against turtlers. If she misses she will go into her missed pose leaving her open to attack.

- [Psycho Shield] -

Well in X-ISM she can only do this on the ground, but right after you block an attack Juni will sorta push block her opponent similar to Dan's as well as to the crossover series. An excellent move to use when you are trapped in the corner and should be used often unless you plan to punish a mistake.

- [Mach Slide] -

Well when I first saw this in the manual I thought it was an attack, but little did I know its her teleport. I think this is the first time Capcom has ever put a quarter circle motion into a teleport. The strength of the kick button will determine how far she will go, and she is completely invincible during this move but after she comes out of it she is left open to attack.

- [Falling Arc] -

Just like Juli's it can hit up to three times and can cause alot of Guard Meter damage as well and does good damage. This move doesn't quite have the start up delay like Ryu's Overhead Punch but it still has a start up delay and she will yell whenever she does this move making it even more predictable. Use this on crouch blocking opponents only or non blocking opponents, but like I said she can be attacked before she actually performs this move.

- [Psycho Charge Alpha] -

Well Juli must actually be near her for this to work as she will restore some lost Super Meter or Custom Combo Guage. However if she does this from a distance hopefully Juli can back her up because this will leave her open for a full three seconds leaving her open to attack so make sure it connects!

- [Psycho Streak] -

What Juni will do is give a salut and M.Bison will perform either level of his Psycho Crusher depending on which punch button strength you have used. This has a start up delay and its also a dead giveaway when she saluts, but it cannot be blocked while the opponent is in the air making it a good air counter. Also it doesn't really do much damage and also if you are too close to your opponent M.Bison will appear on the other side of the opponent not even attacking your opponent leaving Juni open to attack, but it can take down the Guard Meter very quickly and does good chipping damage and the recovery time is not half bad, but its not half good either.

- [Spin Dive Smasher] -

Well just like Cammy's and Juli's its a multi hitting Cannon Drill into a multi hitting Cannon Spike that does alot of damage and this is obviously Juni's strongest super. This is an excellent counter for missed supers and Dragon Punches alike as it will reach up to two thirds screen distance, but this is one of the rare supers that you can air block though. This also has a high combo ability factor, but the recovery time is quite bad as before Juni lands she will fall unable to block.

- [Psycho Rolling] -

Well I'm not sure this is a good idea to ever use this super because it does very little damage and you must be near Juni to perform this move. This can also be used as an anti-air attack as both Juni and Juli form a ball together and hit the opponent multiple times. The recovery time is not bad

but its not good either so you might want to save your super meters for the...

- [Death Cross Dancing] -

If this connects both Juni and Juli will start to pummel their opponent at the same time and end with each of them doing a Sniping Arrow kick. A truly impressive 16 hitter, but there are many downsides to this move. First off it is blockable, it can be Tech Hit out of, and it does pitiful damage for a level 3 super, probably a third of the damage of Akuma's Shun Goku Satsu. The good part about this super is that either Juni and Juli can do this move and they do not have to be near each other. The recovery time is not bad and the start up delay is pretty good making it a good counter for missed supers and Dragon Punches alike, and this super is extremely comboable.

=====
----- [Karin] -----
=====

- [Karin] - Rival of Sakura seeks her own destiny

- GurenKen - D,DF,F+P, then P or K(rapidly)
- GurkenKen - After first GurenKen, P
- Daiso Kubarai - After 1st or 2nd GurenKen, D+K
- Houshou - F,D,DF+P [after GurenKen F+P or after 2nd GurenKen, P]
- Mujin Kyaku - F,D,DF+K [after 1st or 2nd GurenKen, K]
- Ressen Ha - D,DF,F,UF+K [after 1st or 2nd GurenKen, U+K]
- Arakuma Inashi - 360 Degree motion+K
- Yasha Gaeshi (high) - D,DB,B+P [After 1st or 2nd GurenKen, B+P]
- Yasha Gaeshi (low) - D,DB,B+P [After 1st or 2nd GurenKen, B+K]
- Ressen Chou - B,D,DB+P,P [After 1st or 2nd GurenKen, DF+P,P]
- Elegant Kick - F+FK

Kanzuki-ryuu Kou'ou Ken - D,DF,F,D,DF,F+(?)P(A-ISM and X-ISM)/D,DB,B+a+b

Kanzuki-ryuu Shinpikaibyaku - D,DF,F,D,DF,F+(?)K(A-ISM)/D,DF,F+a+b

- [Guren Ken] -

Well this is like Fei Long's Rekka Ken except for the fact that it comes out just a bit slower and the combination of attacks she can add are huge. The above moves that have the motions in brackets are the moves she can perform after the the initial GurenKen.

- [Houshou] -

Well I'm not sure what this move is for but it basically sucks. What Karin will do a knock her fist against her opponent and knock the opponent down everytime. This move has very small range but it has excellent priority and can easily trade hits with fireballers. Also she has a lengthy amount of recovery time after this move as well while having practically no start up delay.

- [Mujin Kyaku:] -

Well what this move will do is do a two hit combo that jacks the opponent up a bit. The range is fair while the damage is pretty decent. You can set up juggle combos with this move but I doubt that you can get alot of hits afterwards or if any.

- [Ressen Ha] -

Well this funky move can deal good damage and also be used as a jump in attack as Karin swirls her fist at her opponent. This is also a good anti air attack and will most likely beat out or at least trade hits with normal and special moves. Also the recovery time is barely noticeable and the start up delay is practically non-existent making this move a safe move to use without the fear of being counter attacked.

- [Arakuma Inashi] -

Well this move is rather weak for a 360 degree motion move but if she catches her opponent she will hit the opponent twice and then throw the opponent. Not actually the best looking move in the game though it does weak damage for a 360 motion like I said but its also unblockable, but the throw range on this move is not all that great.

- [Yasha Gaeshi(high)] -

Well not exactly the best move in the game, but a very useful move. Treat this like you would Rose's Soul Reflect, getting the timing down to pat and hopefully you can predict if you opponent will hit high or low. If the opponent hits her high while she does this move she will perform a counter attack that knocks your opponent back that does good damage. This move is unblockable low and try not to use this on jumping opponents because you will rarely connect with this. Also if she does this move an the opponent doesn't strike they can't wait until after and she also cannot counter projectiles either.

- [Yasha Gaeshi(low)] -

Well not exactly the best move in the game, but a very useful move. Treat this like you would Rose's Soul Reflect, getting the timing down to pat and hopefully you can predict if you opponent will hit high or low. If the opponent hits her low while she does this move she will perform a counter attack that knocks your opponent back that does good damage. This move is unblockable high and try not to use this on jumping opponents because you will rarely connect with this. Also if she does this move an the opponent doesn't strike they can't wait until after and she also cannot counter projectiles either. Okay so I copied this from the first one, but its basically the same move except its a low attack counter.

- [Ressen Chou] -

What Karin will do is attack her opponent with her elbows into a two hit combo. The range isn't really all that great and must be used in close ranged combat and also the recovery time is a bit noticeable amking it counterable. A good attack to put in combos though.

- [Elegant Kick] -

This is her basic anti crouch counter. It comes out quite fast for an anti crouch counter and it does good damage as well. Surprisingly this can take away alot of Guard Meter damage as well, but there is still a bit of a start up delay so she can be attacked before she attacks the opponent.

-- [Kanzuki-ryuu Kou'ou Ken] --

This is her rushing super and you should use this to counter missed supers and Dragon Punches alike also it can do good Guard Meter damage and can chip

pretty decently as well. This super has practically no start up delay and recovery time and can be comboed. The recovery time can be countered by something quick as well though.

-- [Kanzuki-ryuu Shinpikaibyaku] --

Basically what this is, is an anti air attack and also its her strongest super. You should wait until your opponent is just above you so you can get the most hits out of the super. Also this has high priority and the start up delay is practically non-existent, but this will not hit standing opponents even if they block and also if she misses she will fall unable to block.

=====
----- [Ken] -----
=====

- [Ken] - Ryu's fiercest rival, his burning vigor keeps him motivated

- Hadouken - D,DF,F+P
- Shoryuken - F,D,DF+P
- Tatsumaki Senpoo Kyaku - D,DB,B+K
- Inazuma Kakato Wari - F+FK
- Ushiro Mawashigeri - F+RK(A-ISM and V-ISM)
- Forward Roll - D,DB,B+P(A-ISM and V-ISM)
- Forward Collapse - D,DF,F+Select

- Shoryuu Reppa - D,DF,F,D,DF,F+(?)P(X-ISM and A-ISM)/D,DF,F+a+b
- Shinryuken - D,DF,F,D,DF,F+(?)K then K(rapidly)(A-ISM)/D,DB,B+a+B
- Shippu Jinrai Kyaku - D,DB,B,D,DB,B+K(A-ISM)(Level 3)/B,F+a+b

- [Hadouken] -

Just like Ryu's fireball but not as fast. Use this whenever your far away from the opponent and use it just when they get up so you can chip that extra bit of life. Just watch out when opponents jump over this projectile and come in for an attack which makes Ken vulnerable. Try to use this often in an effective two-in-one like those old Street Fighter 2 days.

- [Shoryuken] -

Virtually the best anti-air counter in the game. This Dragon punch is very powerful as it hits multiple times doing good damage as well as block damage. He has less recovery time than that of anyone else's anti-air attack. The stronger the button used the more hits will come out.

- [Tatsumaki Senpoo Kyaku] -

This version of the hurricane kick is mainly for combos rather than for priority over other attacks. The hits are relatively weak, but it can hit up to five times and is very combo friendly. It does good block damage and has minimal recovery delay.

- [Inazuma Kakato Wari] -

Ken's crouch counter that has a start up delay and can be seen miles away. Just use it on people who constantly block low and when opponents just get up from a knockdown. It becomes predictable after a while, so try to use it as a surprise move.

- [Ushiro Mawashigeri] -

Well basically what this is a kick going forward having a lot of horizontal range. But I'm not really sure what this is here for. It has a huge start up delay even longer than the Axe Kick and you will barely connect with this. If you want to use this for missed supers time it real early otherwise you will miss.

- [Forward Roll] -

Well not much for this move though. You can roll through opponents with this move which is good for crossing up opponents but the roll is rather slow and doesn't really have much distance. This has no offensive purpose whatsoever and Ken can be knocked down from it.

- [Forward Collapse] -

This is much like Ryu's fake fireball, it doesn't really do much good other than play mind games with your opponent (obviously human opponents). The recovery time is slow and leaves Ken open to attack for just over a second.

- [Shoryuu Reppa] -

One of the best supers in the game. This will beat anything out during start-up. He is practically invincible during start-up as he rushes towards the opponent with multiple Dragon Punches. After the first dragon punch he is vulnerable to some attacks. Try using this in combos because it is very combo friendly and it does pretty good block damage as well.

- [Shinryuken] -

Same as the Shoryuu Reppa, its invincible during start-up and is a great anti-air attack because it cannot be air blocked and like all of his supers, they are easy to combo and follow up on. Also, to get extra hits out (you can have as much as 30 in some special cases) wait until just a split second after it starts and then ram the buttons, if you're fast enough and if you time it just right, you can end up pulling away almost 70% of your opponent's life gauge.

- [Shippu Jinrai Kyaku] -

It's a bit similar to the Shoryuu Reppa in terms of motion and range, but it's a bit more difficult to combo and does less block damage. If Ken actually connects on the first hit without the opponent blocking, he'll proceed to do the entire super, regardless of whether the opponent blocks or not which is bad for Ken, but against blocking opponents, Ken will stop just before he does his hurricane kick.

=====
----- [M.Bison] -----
=====

- [M.Bison]- Evil dictator set out for world conquest

- Psycho Crusher - B(charge 2 sec.)F+P(X-ISM)
- Psycho Shot - B(charge 2 sec.)F+P(A-ISM and V-ISM)
- Double Knee Press - B(charge 2 sec.)F+K
- Head Press - D(charge 2 sec.)U+K
- Psycho Fist - Head Press, F+P

Bison Warp - F,D,DF or B,D,DB+3K or 3P(A-ISM and V-ISM)

Knee Press Nightmare - B(charge 2 sec.)F,B,F+(?)K(A-ISM and X-ISM)/D,DF,F+a+b

Psycho Crusher - B(charge 2 sec.)F,B,F+(?)P(A-ISM)/D,DB,B+a+b

- [Psycho Crusher] -

You can only use this as a regular move in X-ISM. The Psycho Crusher can't combo too well, but it comes out rather quick and can be used as a surprise attack. It hits up to three times and does good block damage. However, you can be knocked out of the move by a projectile.

-[Psycho Shot] -

This is basically Bison's projectile but its one of the worst projectiles in the game despite the fact that it goes screen distance. This fireball moves slow and has a bit of a start-up delay and a long recovery delay. Unless you're trying to chip your opponent to death I suggest you try to stay away from this move.

- [Double Knee Press] -

This is basically Bison's offensive move. It has good range and does good damage and comes out quite quick and quick enough to be comboed as well. This hits twice and will knock the opponent down and can easily hack away at the guard meter. But if Bison misses he will be left open to attack.

- [Head Press] -

This is a good surprise move because its Bison's anti-crouch counter except it really isn't all that effective because it takes him quite a bit of time to connect since he launches himself in the air. But it comes out quick and does alot of damage.

- [Psycho Fist] -

This is a follow up move from Bison's head stomp and it cannot be comboed but it can be pretty confusing since it looks like he jumps away and then he suddenly comes in at you, this is also a crouch counter but Bison can just steer the other direction if he does not want the chance of getting hit.

- [Somersault Skull Diver] -

This practically looks the same as his Psycho fist but instead Bison flies over the opponent and comes down in a little arc. This is not a combo tactic but more of a surprises move because sometimes the opponent blocks the wrong way. But it can also be countered by anti-air attacks because this does not have the greatest priority.

- [Bison Warp] -

This is Bison's teleport move and it can be useful because it takes him out of sticky situations. F,D,DF+2/3K will have you move behind and far from your opponent. F,D,DF+2/3P will have you move behind and close to your opponent. B,D,DB+2/3K will have you move in front of your opponent while B,D,DB+2/3P will have you move close in front of your opponent.

-- [Psycho Crusher] --

The super has a lot of range, but it still cannot absorb projectiles. It has great combo ability and does a lot of damage. The Final Bison version has the same combo attributes, but he is virtually invincible during the move and it comes out extremely quick, even if you do not connect with the Final Bison version, it still connects with block damage since you cannot escape from it unless an opponent teleports or pulls off a quick super (like the Shoryuu Reppa) to avoid block damage and such.

-- [Knee Press Nightmare] --

This is a heavy chipper and it also comes out fast doing solid damage and hacks away at the guard meter real nicely. This also has a lot of range and can tag missed supers or Dragon Punches alike, the only problem with this is is that Bison has considerably a ton of recovery time so an opponent can easily counter.

=====
----- [Maki] -----
=====

- [Maki] - Young Bushin Ninja out to prove she is a legitimate successor

- Short Stick - D+SP(air)
- Genko - D,DF,F+P
- Hayagake - D,DF,F+K
 - Kyuteishi - SK
 - Chuu De Wazaga Hassei Sliding - FK
 - Kyou De Wazaga Hassei Stamping - RK
- Saka Hayagake - D,DB+B+K
 - Kyuteishi - SK
 - Front Jump - FK
 - Back Jump - RK
- Hassou Kyaku - D,DB,B+P(air, near wall)
- Hassou Kyaku Modified - D,DB,B+K(air, near wall)
- Reppuu Kyaku - FP+SK

- Bushin Gouraiha - D,DF,Fx2+(?)P/D,DF,F+a+b(A-ISM, X-ISM)
- Tesshin Hou - D,DF,Fx2+(?)K,K/D,DB,B+a+b, then K(A-ISM)
- Ajara Tengu - F,DF,D,DB,B,F,DF,D,DB,B,UB,U,UF+P(air) /
B,F+a+b(A-ISM)

- [Short Stick] -

Not much of a move. This will have Maki come down with her stick. It comes out pretty fast but has virtually 100% vertical range.

- [Genko] -

This move will have Maki lunge forward as she knocks her opponent down with her right arm. It does pretty good damage and can be used as a combo finisher, however her recovery delay makes her vulnerable to attacks if she misses.

- [Hayagake] -

This is basically running, what you hit afterwards will determine what she does. This is the offensive part of her running.

Kyuteishi - Stops run

Chuu De Wazaga Hassei Sliding - It's a bit of a trick move, this will
have her slide and tackle the opponent
Kyou De Wazaga Hassei Stamping - Like above, but must be blocked high

- [Saka Hayagake] -

This is a backwards run. This has more defensive tactics than her forward
run.

Kyuteishi - Stops run.

Front Jump - She jumps a half screen forward.

Back Jump - She jumps backwards.

- [Hassou Kyaku] -

This will have her jump forward off a wall, you can even do this against
your opponent's wall.

- [Hassou Kyaku Modified] -

This has Maki just drop straight down, like her Hassou Kyaku above, she
can't attack while she does this.

- [Reppuu Kyaku] -

Much like Zangief's Spinning Lariat, except she loses some health while
doing this move. She can't kill herself using it though. This is a great
anti-air attack since it has so much priority and it has good combo
ability. It's a pretty strong attack that can hit up to three times.

-- [Bushin Gouraiha] --

A rush super that does a lot of damage. It deals good block damage and
has great combo ability. The only drawback of this super is that it
leaves Maki vulnerable to counter attacks if she misses. This super has
great priority and will travel through projectiles through the first
few frames.

-- [Tesshin Hou] --

This super is a bit tricky to use at first. I know some people make it
a habit to just use the super and not press anything afterwards, but if
you fail to press the kick button you'll have wasted the super. This super
has a ton of range and is a great combo finisher. Try connecting this
up close for more hits. It's similar to Sagat's Tiger Genocide. Recovery
time is minimal.

-- [Ajara Tengu] --

This is a really tough move to pull off, and on top of that, it has short
range and can only be done in the air. Kudos to those who can successfully
connect this against a moving opponent in Classic Mode configuration. What
this move does is have Maki grab her opponent and slam them across the room
until she finally gives them a giant drop to the middle of the floor. It's
quite a crowd pleaser, but like I said, it is very difficult to connect.

=====
----- [R.Mika] -----
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- [R.Mika] - A female wrestler wishes to find her way to the top

Flying Peach - D,DB,B+P
Shooting Peach - D,DB,B+K
Wingless Airplane - F,DF,D,DB,B+K(air)
Daydream Headlock - 360 Degree motion+K, then K(rapidly)
Paradise Hold - 360 Degree motion+P
Rainbow Body Drop - D+FP(air)
Diving Knee - D+SK(air)
Jumping Rainbow Slash - F+FK(A-ISM and V-ISM)

Rainbow Hip Rush - D,DF,F,D,DF,F+(?)P(A-ISM)
Heavenly Dynamite - 720 Degree motion+P, then P(A-ISM)
Beach Special - D,DF,F,D,DF,F+(?)K(A-ISM, X-ISM)
- Drop Kick - JP
- Moonsault Press - Lariat or Sliding, Idle/P
- Sliding - SP
- Lariat - FP
- Missile Kick - Run behind opponent, K
- Wingless Airplane - Drop Kick, F+P(when opponent gets up)
- Rainbow Suplex - Get close to opponent, F+P
- Daydream Headlock - Get behind opponent, F+K

- [Flying Peach] -

Well the odd thing about this move is that it is similar to the Shooting Peach except this one has a bit of a start up delay. This move is uncomboable and the good thing about this move is that it has no recovery time at the end. This move does good damage and can be used to punish mistakes if you can time it ahead of time.

- [Shooting Peach] -

This move is also odd because it is completely comboable and the start up delay is nearly non-existent. This move does good damage and is an excellent counter against missed supers and Dragon Punches alike. There is a disadvantage to this move though and that is that it has poor recovery time and the opponent has a full second to attack you. So you sorta have to mix these two up and confuse the opponent in order to use them successfully.

- [Wingless Airplane] -

This move is incredibly strong but the only problem with this move is that your opponent must be in the air along with you and near you to successfully connect with this move. Treat this like you would an air throw(because that's basically what it is), catch your opponent right before they come down. If she misses she will fall unable to block so watch out.

- [Daydream Headlock] -

Well this move deals out a ton of damage as R.Mika repeatedly jerks at the opponents neck and then slams down her opponent. This move is unblockable as you expected but despite the fact that it is a throw/grab move it has decent range and can sometimes pull the opponent from some amazing distances. Do not use this move far from your opponent because she will go into her missed pose leaving you open to attack.

- [Paradise Hold] -

This move can act like Zangief's Running Bear Grab because it has tremendous

range for a throw and surprisingly the priority of this move is exceptional. What R.Mika will do is flip towards her opponent and then if she connects she will clamp her opponent and slam him/her down causing servere damage. Excellent against missed supers and Dragon Punches alike. Also I'm not really sure if she is invincible to projectiles as well.

- [Rainbow Body Drop] -

This move is an excellent move for jump in's because it has good priority and can set her up for some of her throws. Also try not to get too predictable with this move because smart opponents can and will use their anti air attacks or anti air supers.

- [Knee Drop] -

This is a more quicker way to get the jump and surprise on your opponent, while it doesn't really cause much damage it can set up for her throws more easily than her Rainbow Body Drop. Again try not to be too predictable and I can't stress that enough because I find myself doing that all the time and my brother constantly counters.

- [Jumping Rainbow Slash] -

Well I'm not sure what this move is for because it looks exactly like her regular S.Forward but she moves forward a little while yelling. This can be useful for jumping and attacking your opponent over low attacks though and that's about it. Not really much use with this move.

-- [Rainbow Hip Rush] --

This is her rushing super but it really doesn't have that much range like other rushing supers but it can still counter missed supers and Dragon Punches alike. This is also quite comboable and can deal good damage and Guard Meter damage at the same time. She really doesn't have any recovery time after this move but its still something to watch out for.

-- [Heavenly Dynamite] --

Well this is her grab super and it deals out a ton of damage and is obviously her strongest super. This is also unblockable as she will grab the opponent and start hammering away and after the last hit she will drop the opponent in either way depending on which level you use. On level 3 a ring comes out of nowhere as she climbs on top and takes her opponent down on the pavement. Level 3 is visually impressive and can deal out major damage. However if she misses she will go into her miss pose and also have wasted a level(s) of super leaving her open to attack.

-- [Beach Special] --

Once you activate this move she will go into R.Mika fury as I would like to put it and then you control and after you have ran after your opponent she will automatically grab your opponent then you can press either K or P to grab or attack your opponent. You can do numerous moves while in this mode and also she can jump off her ring and Elbow Drop her opponent, but try this in training mode and see what happens and also this super is rather weak even for a level 3 because you probably hit your opponent twice before your R.Mika fury ends.

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----- [Rolento] -----

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- [Rolento] - Patriot with thoughts of world domination

Spike Rod - D+FK(air)
Fake Rod - F+FK
Trick Landing - JP+RK(air)
Patriot Circle - D,DF,F+P(then repeat x3)
Stinger - F,D,DF+K then K
Mekong Delta Air Raid - D,DB,B+P then P
Mekong Delta Escape - D,DB,B+K
Mekong Delta Attack - 3P then P/FP+SK,P or JP+RK,P(GBA version)
High Jump - D/DB/DF,UB/UF/U

Minesweeper - D,DB,B,D,DB,B+(?)P(A-ISM)/D,DB,B+a+b
Take No Prisoners - D,DF,F,D,DF,F+(?)P(A-ISM and X-ISM)/D,DF,F+a+b
Steel Rain - D,DF,F,D,DF,F+(?)K(A-ISM)/B,F+a+b

- [Spike Rod] -

This move isn't really useful for attacking, but it is useful for moving around. Once you're in the air you can keep doing this move as Rolento will bounce off the ground and all over the place.

- [Fake Rod] -

Despite it's name, this move will hit up close. It's similar to his Spike Rod, but he can't hop around in it.

- [Trick Landing] -

This move is similar to the Mekong Delta Attack, except you can do it in the air. But you can't attack afterwards. Just before Rolento lands press the button motion and he will leap backwards just after he touches the ground.

- [Patriot Circle] -

A good attack that should only be used up close. This move will do alot of chipping damage as Rolento spins his staff around. You can repeat this move up to three times in a row for a total of 11 hits. This move does alot of damage if it connects as it will knock the opponent down if the move is repeated three times in a row. If its block it totally uncounterable since the fact that it pushes the opponent back, but if he does not connect with this the opponent has loads of time to attack. This is also god for taking down that Guard Meter because it will bring down that Guard Meter very fast.

- [Stinger] -

Well this is Rolento's projectile but he can not win fireball fights with this move because it has a huge start up delay and also that the fact that his knife can be knocked away with a simple punch or kick. What Rolento will do is jump up into the air and hold out his knife, but you must hit kick button again to throw the knife. The one key advantage is that he can aim it at practically any angle he wants because he can throw the knife anytime he wants as long as he is in the air. Each kick button used at the start of this move will make Rolento throw it at a different angle. However if it does connect it will do alot of damage and can sometimes be considered as the strongest projectile in the game. He can be knocked out of it on the way up and also if he comes down and misses with the knife, he is left open for

an attack.

- [Mekong Delta Air Raid] -

This is both a surprise attack and an escape tactic. What Rolento will do is jump backwards and put himself a good distance away from the opponent. If Rolento performs this move and he presses the punch button again he will automatically flip towards his opponent with a quick staff attack that does good damage and practically no recovery time afterwards making it a safe attack.

- [Mekong Delta Escape] -

This is an extremely excellent escape tactic because Rolento can put himself a great distance between him and the opponent, if you move either back or forth you can control where Rolento lands. Also Rolento has basically no recovery time from using this move but he cannot attack either and can be attacked while he is in the air.

- [Mekong Delta Attack] -

This is also another one of Rolento's escape and attack tactics. What Rolento will do is flip backwards sorta like Vega putting a good distance between the opponent and him, but however he is not invincible while doing this move. Then press any punch button, but after he has finished the flip and Rolento will roll towards his opponent with a quick attack and then bounce off his opponent. This has almost no recovery time and the opponent must be close to you to counter effectively.

- [High Jump] -

Well he can't fly off the screen like in the crossover series but this is higher than your average jump. What Rolento will do is do a high somersault into the air either over his opponents head or to the wall behind him. This can be very useful for getting you of corner trap situations.

-- [Minesweeper] --

This super causes tremendous damage if it connects but it cannot be comboed and has huge start up delay due to the fact that Rolento rolls before he lets out the grenades. This will drag the opponent towards Rolento if it connects but he cannot attack the opponent while they are in the air, this also sets Rolento a good distance away from his opponent, but this does only a pixel of block damage and can't even push down the Guard Meter much.

-- [Take No Prisoners] --

Well this isn't the best of supers and its also one of the corniest looking supers in the game. This move cannot be comboed and but travels extremely quick and often connects because it catches opponents by surprise. However you can only block this move low and this is one of the strongest supers in the game as a little blade of some sort glides across the floor very slowly and if it connects the opponent is lifted into the air as he is hung by one of Rolento's men and then dropped. Not very much range either.

-- [Steel Rain] --

Well this super is a little odd and it also has a start up delay. What Rolento will do is drop a bunch of knives from the ceiling or sky I guess, and if they connect they will do major damage and excellent Guard Meter

damage. Its also very hard to escape from this super because it sorta follow you, and probably only teleports will escape this move, also if Rolento is hit during the duration of this move the knives will still fall.

=====
----- [Rose] -----
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- [Rose] - She seeks the nature behind action and reaction

Soul-Piette - F+RK
Soul Spark - B,DB,D,DF,F+P
Soul Reflect - D,DB,B+P
Soul Spiral - D,DF,F+K
Soul Throw - F,D,DF+P

Aura Soul Spark - D,DB,B,D,DB,B+(?)P(A-ISM)/D,DB+B+a+b
Aura Soul Throw - D,DF,F,D,DF,F+(?)P(X-ISM and A-ISM)/D,DF,F+a+b
Soul Illusion - D,DF,F,D,DF,F+(?)K(A-ISM)/B,F+a+b

- [Soul-Piette] -

This move will have Rose lunge forward with her leg in a semi circle. It's a quick attack and covers great range for a normal attack.

- [Soul Spark] -

Basically the same as all other projectiles. Use this when your far away and use it when opponents are just getting up. Don't use this up close cause otherwise opponents will jump over this and attack you from above. The recovery time is horrible like all fireballs.

- [Soul Reflect] -

Jab-Absorbs fireball and quickly refills SC meter.
Strong-Reflects opponent's projectile
Fierce-Reflects opponent's projectile upwards

This is overall one of the best moves in the game. When your close to an opponent the opponent will have an extremely slim chance at blocking if they throw a projectile and Rose uses her Soul Reflect. But when she reflects her opponents' projectiles they hit the opponent but at half the damage that the projectile would normally do. Her Jab Soul Reflect is an excellent way to quickly gain your Super meter, her Fierce version can also be used as an anti-air attack because sometimes opponents tend to throw a fireball from a distance then come in and jump in at you, incase you suspect it use the fierce version because its practically uncounterable! I don't think you can reflect super fireballs though.

- [Soul Spiral] -

An excellent move to use when your opponent is low on energy. This hits multiple times and does good damage and is also an excellent chipper. Although this has a start up delay it can still be comboed in an effective two-in-one. The recovery time is horrible so don't use it too often.

- [Soul Throw] -

The Soul Throw is exactly what it says. It's a throw, meaning any attack can out-prioritize the throw. However, the attack is actually extremely

fast and will usually catch an airborne opponent. However, any opponent on the ground will completely avoid the attack.

-- [Aura Soul Spark] --

Her fireball super goes extremely fast as it will eat other projectiles that are weaker than it. But each projectile it eats it gets weaker. Try to use this up close and it is comboable in an effective two-in-one combo.

-- [Aura Soul Throw] --

Her level 1 super is her Aura Throw which is just a bit stronger than her Soul Throw. While Level 2 and Level 3 are purely for ground combos. On these levels she will move an attack in awkward fashion as she does a flipkick and a bunch of other attacks and ends the combo with a Soul Spark on level 2 and on level 3 she ends the combo with a Aura Throw. This super is good for punishing mistakes.

-- [Soul Illusion] --

This super will have Rose create multiple images of herself, resulting in multiple attacks with one press of a button. She has virtually no recovery and start up delay on this move, allowing her to create some uber-cool combos.

=====
----- [Ryu] -----
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- [Ryu] - The man seeking to become a true warrior

Hadouken	- D,DF,F+P
Shoryuken	- F,D,DF+P
Tatsumaki Senku Kyaku	- D,DB,B+K
Senpuu Kyaku	- F+FK(A-ISM and V-ISM)
Sakotsu Wari	- F+SP
Seichu Nidan Tskui	- F+FP(X-ISM and V-ISM)
Shakunetsu Hadouken	- B,DB,D,DF,F+P
Hadouken Fake	- D,DF,F+Select(A-ISM and V-ISM)

Shinkuu Hadouken	- D,DF,F,D,DF,F+(?)P(X-ISM and A-ISM)/D,DF,F+a+b
Shinkuu Tatsumaki Senpu Kyaku	- D,DB,B,D,DB,B+(?)K(A-ISM)/D,DB,B+a+b
Metsu Shoryuken	- D,DF,F,D,DF,F+K(level 3) (up close) (A-ISM)/B,F+a+b
Shin Shoryuken	- D,DF,F,D,DF,F+K(level 3) (far away) (A-ISM)/B,F+a+b

- [Hadouken] -

The basic projectile...combos well and comes out fast. The recovery time is decent...but the projectile is easily avoidable.

- [Shoryuken] -

The basic anti-air attack that is a great defender against air-borne opponents. This is a strong attack that can be used in combos but if he misses he will be left open to attack on the way down.

- [Tatsumaki Senku Kyaku] -

Ryu veers off as he lifts off the ground while spinning one leg in a helicopter motion and any opponent who gets hit will suffer moderate damage. This move only hits once but that one hit can equal the damage done by Ken's 5 hit or Akuma's 3 hit hurricane. This is basically a safe move to use but don't use the roundhouse version from a distance or opponents will throw projectiles to counter and also don't use it against opponents who are ducking because Ryu can be hit by a regular anti-air attack like Ken's C.Fierce.

- [Senpuu Kyaku] -

Basically a short kick that is overlooked. This kick comes out quite fast and also goes over low attacks and has practically no recovery delay afterwards.

- [Sakotsu Wari] -

Don't use this too often because it has a long start up delay. Use this when opponents have nothing to do but crouch block all day. I would use this just as the opponent is coming up so they can't counter it(only by Alpha counters of course) if they block low and it is only blockable high.

- [Seichu Nidan Tskui] -

This move is much like the Overhead counter except it comes out faster and doesn't hit a low blocking opponent. It can be used as a small dash, but there really isn't much to using this move much.

- [Shakunetsu Hadouken] -

I don't really see any effect to this projectile other than the fire and the close knockdown. It's basically a more complicated way to do the Hadouken.

- [Hadouken Fake] -

This move will have Ryu fake a Hadouken, it's more to psyche the opponent out more than anything else. It would be more useful as a tactic if it didn't carry recovery time.

-- [Shinkuu Hadouken] --

A 3-5 hit Hadouken is basically what this is. It comes out fast and is very comboable. It'll do a good deal of damage and absorb projectiles but at the cost of the overall strength. However, you must be really close to make this move more effective since it's easy to jump over.

-- [Shinkuu Tatsumaki Senpu Kyaku] --

The hyper version of his hurricane kick goes as he pummels the opponent back and forth. This has absolutely no horizontal range whatsoever unless you are near the opponent. This move can possibly knock down an entire Guard Meter Guage and its also Ryu's strongest super because it does a ton of damage. You can easily chip alot of life out of the opponent when your near them though but if the opponent is far away they can throw a projectile at you. Don't worry this has practically no recovery time.

-- [Metsu Shoryuken] --

Not that super that you would prefer to use because for a level 3 super it has to do more damage than what this does. This thing does about as much damage as a level 2 Shinkuu Hadouken. Settle for the Shin Shoryuken instead. Well this super's damage can get higher as you are farther away, when your up close to your opponent this move does pitiful damage not even worthy of a level 2, but if your too far away you'll either miss your opponent or go into the Shin Shoryuken(which is the better alternative).

-- [Shin Shoryuken] --

Try to perform this about 1/3 screen distance away from your opponent. This has huge damage potential but its only his second strongest super. If you perform this super from 1/3 distance away Ryu will rush forward against his opponent with his elbow and if it connects he will continue on with a four hit powerful Dragon Punch and also try not to waste this because its a level 3. You must do this move so if it connects the tip of Ryu's elbow will barely connect, this causes Ryu to go into a four hit combo as Ryu finishes it off with a frontwards Dragon Punch(just like the one on the introduction) instead of a backwards Dragon Punch like his Metsu Shoryuken. Remember the timing is the key because I find this very difficult to connect with sometimes.

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----- [Sagat] -----
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- [Sagat] - Scarred from a Shoryuken, the Muai Thai master seeks revenge

Tiger Shot - D,DF,F+P
Low Tiger Shot - D,DF,F+K
Tiger Flow - F,D,DF+P(A-ISM and V-ISM)
Tiger Uppercut - F,D,DF+P(X-ISM)
Tiger Knee - F,D,DF+K(V-ISM and A-ISM)
Tiger Knee - D,DF,F,UF+K(X-ISM)

Tiger Cannon - D,DF,F,D,DF,F+(?)P(A-ISM)/D,DF,F+a+b
Tiger Genocide - D,DF,F,D,DF,F+(?)K(X-ISM and A-ISM)/D,DB,B+a+b
Tiger Raid - D,DB,B,D,DB,B+(?)K(A-ISM)/B,F+a+b
Tiger Charge - D,DF,F+Select(A-ISM)

- [Tiger Shot] -

One of the most feared projectiles in the game. This projectile is extremely fast and can easily counter missed supers. But sometimes opponents will duck under this because all opponents can duck under this and can avoid chip damage, but its very hard to jump over but if you like to use it on turtlers you can try the...

- [Low Tiger Shot] -

Same as above except this one goes low and opponents can easily jump over this. Just watch out when opponents jump over this because Sagat has alot of recovery time from this just like the Tiger Shot above.

- [Tiger Flow] -

This is one of the more unqiue anti-air attacks that does a lot of damage. Once connected Sagat can hit the opponent up to seven times and the move is very comboable. It'll do quite a bit of block damage for a special attack but it's recovery delay is unavoidable.

- [Tiger Uppercut] -

Sagat's old move hits once or twice but still deals out the same amount of damage(or more) to the opposition. That's pretty much the only difference to this move other than the name with the Tiger Flow.

- [Tiger Knee] -

A great anti-air move that does good damage and leaves him extremely safe to block. One of the more better anti-air attacks in the game, but this one has alot more horizontal range than his Tiger Flow though. In X-ISM, the move double hits if you use the roundhouse version and if you are up close to the opponent.

-- [Tiger Cannon] --

A souped up version of his Tiger Shot, but it has one major flaw, he uses the high version, so opponents can easily duck under this one and easily escape block damage. It's seldom that this super is effective when your opponent is on the ground, save it so you can time it to attack the opponent as they just about reach Sagat's head.

-- [Tiger Genocide] --

This move is like the Shouryuu Reppa but with shorter range. It does a lot of damage and can deal out a lot of hits as well as do solid block damage, but it's priority after the initial Tiger Knee becomes another issue. Sagat can be easily tripped out of the super after the first Tiger Flow is timed correctly and the recovery delay is rather lengthy.

-- [Tiger Raid] --

Sagat veers up as he unleashes a lighting fast jump kick and flys towards the opponent dealing a good amount of hits. It's a very horizontal attack that is comboable and very quick, recovery time isn't too much of an issue since the opponent will have enough trouble countering the attack if they decide not to use an Alpha counter. However, the problem with this is that this super has no anti-air protection, so jumping opponents can easily knock Sagat out of the move before they touch ground.

-- [(Tiger Rage)] --

This super will have Sagat power up his Tiger Flow, but it can only be used once. I personally would try to avoid using this since the damage on the Tiger Flow isn't increased significantly and Sagat is left completely vulnerable to attack in the sequence of the duration.

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----- [Sakura] -----
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- [Sakura] - Obnoxious school girl, Ryu's potential female rival

Hadouken - D,DF,F+P (opt.)then P rapidly
Shououken - F,D,DF+P

Shunpuu Kyaku - D,DB,B+K
Sakura Otoshi - B,D,DB+K then P(A-ISM and V-ISM)
Flower Kick - F+FK

Shinkuu Hadouken - D,DF,F,D,DF,F+(?)P(A-ISM)/D,DF,F+a+b
Haru Ichiban - D,DB,B,D,DB,B+(?)K(A-ISM)/D,DB+B+a+b
Midare Zakura - D,DF,F,D,DF,F+(?)K(A-ISM and X-ISM)/B,F+a+b

- [Hadouken] -

Well her projectile is pretty good but make sure you don't keep pressing the button afterwards because she will charge for her bigger fireball and it will take alot more time to bring out and it will have considerably less range but it will do more damage but its not too much more because the extra damage is barely noticable. Like all fireballers she has some recovery time after she has thrown it so watch out.

- [Shououken] -

Well this isn't exactly the best anti-air attack because she will glide across the floor before she actually goes into the Dragon Punch motion, but her Jab version is excellent for anti-air attacks. This can hit up to six times by itself and is highly comboable and does a good amount of chip damage as well as normal damage but if she misses she will fall back down unable to block.

- [Shunpuu Kyaku] -

Well unlike the Tatsumaki Senpoo Kyaku this goes in sorta of an awkward arc but the short version barely goes the distance while the Roundhouse version goes full screen in a 180 degree arc. This is barely comboable despite the fact that it has practically no start up delay so I guess the fact is that Sakura doesn't really have any attacks that will stun the opponent long enough for this move to connect. But if she misses she will be free to safely block because this move practically has no recovery time afterwards. While in X-ISM mode Sakura can do this in the air.

- [Sakura Otoshi] -

Well her only new move is quite awkward because its uncomboable and it leaves her in the air doing nothing if you do nothing. After you have done this motion and while Sakura is in the air hit the punch button rapidly and she will do a three hit combo. Basically its probably a confusion tactic rather than a surprise attack.

- [Flower Kick] -

Basically this is her anti-crouch counter but it has a bit of a start up delay making it uncomboable. But it can be used often just as the opponent just gets up from a knockdown so they have no chance of countering it unless they decide to waste a super and use an Alpha Counter.

-- [Shinkuu Hadouken] --

Just like Ryu's Shinkuu Hadouken, it comes out pretty fast, is highly comboable, and does a good amount of damage. She can not continuously hit the punch button for a bigger fireball to come out though and this also has recovery time just like all other fireball supers.

-- [Haru Ichiban] --

A wicked funky ground based Tatsumaki Senpoo Kyaku kick that has Sakura spinning on the ground and coming fast towards her opponent hitting multiple times and causing good damage and a ton of chipping damage. This is an excellent super against missed supers or Dragon Punches alike even if the opponent is a half-screen distance away. USE this whenever you can because it is extremely comboable and has basically no recovery time.

-- [Midare Zakura] --

This is pretty much a Shoryuu Reppa done in Sakura-like fashion. It does about the same amount of damage with the same amount of distance and such. It'll come out quickly and is a good measure against air attacks, but like the Shoryuu Reppa, the recovery delay is quite long if she misses.

----- [Shin Akuma] -----

- [Shin Akuma] - Dark Warrior consumed with evil and a deadly technique
- Shin Akuma's moves are all the same as Akuma's.
- His Zankuu Hadouken lets out two fireballs this time instead of one.
- His Shun Goku Satsu is literally twice as fast and travels twice the distance. It's virtually impossible to escape after you performed the move just as the opponent is about to get up.

----- [Sodom] -----

- [Sodom] - American Samurai set in Japanese ways

- Jigoku Scrape - D,DF,F+P
- Butsumetsu Buster - 360 Degree Motion+P
- Daikyou Burning - 360 Degree Motion+K
- Shiraha Catch - F,D,DF+K
- Tengu Walking - B,DB,D+K(after you have been knocked down)
- Yagure reverse - B,D,DB+K(after you have been knocked down)
- Tengu Walking(get up) - D,DF,F+K

- Meido no Miyage - D,DF,F,D,DF,F+(?)P(A-ISM and X-ISM)/D,DF+F+a+b
- Ten Chuu Satsu - 720 Degree Motion+(?)P(A-ISM)/D,DB,B+a+b

- [Jigoku Scrape] -

A nice surprise attack that can easily counter missed supers or Dragon Punches alike. each punch version you use will result in a different slash. They all have the same qualities though except the Jab version can be used as an anti-air attack, but these are all comboable after his C.Fierce. The Fierce version will hit twice if blocked, but it will leave Sodom open to attack.

- [Butsumetsu Buster] -

The damage that this thing does is pretty fair, it will do as much damage as his Jitte Strike, but its good because for a throw it has alot of range and

will beat out alot of normal attacks. What Sodom will do is grab you and then slam you down in an emphatic way. Use this on people who tend to turtle often but if he misses he will go into his miss pose just like Zangief so watch out.

- [Daikyou Burning] -

This move will have Sodom run at the opponent with his Sai(or swords) and literally burn them across the floor. It does good damage and hits up to six times but unfortunately it is blockable and leaves Sodom vulnerable to attack.

- [Shiraha Catch] -

This is more of a tactical move than anything else. If your opponent can catch Sodom at the apex of his catch, he'll immediately grab his opponent out of their attack and throw them. It does good damage and can even take a few characters out of their supers. However, actually catching your opponent with this move is another story since timing is extremely tricky.

- [Tengu Walking] -

Joseph Parise's guide tells you that you can use this move as you come down, and he's right. It has a bit of a start up delay but its a great counter to attacks and will definitely surprise your opponent.

- [Yagure reverse] -

Well this is a shorter version of the Tengu Walking judging by the name of it and will probably hit once if the opponent is close. But Sodom cannot use this or his regular Tengu Walking after he has Tech Hit.

- [Tengu Walking(get up)] -

Much like Tengu Walking accept you must perform the motion for this move as you immediately get up. It'll act as a good suprise attack that has little recovery delay.

-- [Meido no Miyage] --

Well this is the super version of his Jitte Strike as he will do all thre versions of his Jitte Strike into one combo, on level 2 each strike hits twice while on level three he knocks the opponent up into the air and Slam m down with his Sai. This is also excellent if you want to balance your opponent up in the air. This is a good chipper but will leave you open to attack if miss.

-- [Ten Chuu Satsu] --

Well this is two Betsumatsu Busters combined into one while on level three he will do a Jab Betsumatsu Buster followed by a Fierce Betsumatsu Buster and then a Roundhouse Daikyou Shien. This has twice as much range than Zangief's Final Atomic Buster and can deal almost the same amount of damage! But he will waste levels of super if he misses.

=====
----- [T.Hawk] -----
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- [T.Hawk] - Powerful native American with an unbound spirit for nature

Condor Dive - 3P(air)
Tomahawk Buster - F,D,DF+P
Mexican Typhoon - 360 Degree Motion+P(up close)
Condor Spire - B,D,DB+P(A-ISM and V-ISM)
Body Press - D+FP(air)

Raging Typhoon - 360 degrees [x2] +(?)P(X-ISM and A-ISM)/D,DB,B+a+b
Canyon Splitter - D,DF,F [x2]+(?)P(A-ISM)/D,DF,F+a+b

- [Condor Dive] -

A very powerful jump in attack that has alot of priority and comes out extremely fast. The only thing that will counter this are anti-air attack specials and some normal anti-air attacks. If T.Hawk misses he has a little bit of recovery delay as he will bounce off the opponent. Use this often to peck away at some life.

- [Tomahawk Buster] -

An excellent anti-air attack that has alot of range I mean it has more range than Ken's Shoryuken! This attack is quite powerful and will double hit with the Fierce version when up close. This is also a fairly good chipper but if he misses he will fall down unable to block.

- [Mexican Typhoon] -

This move will have T.Hawk grab his opponent by the neck and slam them hard after spinning the opponent 360. It does just as much damage as the Spinning Pile Driver and has just as much range. However, if T.Hawk performs this move out of range, he'll go into a miss pose leaving him open to attack.

- [Condor Spire] -

Well this is a move that tends be to overlooked because it does alot of damage as T.Hawk will sorta jump up in the air and give a little hack at the opponent's head. This is T.Hawk's anti crouch counter as it can also be used as a surprise attack, but you simply cannot combo it due to the fact that it has a start up delay. This also has high priority against certain anti-air attack moves like Guy's Bushin Senpuukyaku.

- [Body Press] -

An air borne attack with good priority against all standard non-special ground attacks.

-- [Raging Typhoon] --

This super will have T.Hawk slam his opponent multiple times using multiple Mexican Typhoons. It does a lot of damage but it cannot be comboed. Worst yet, when he misses he goes into his miss pose and loses his super guage. Your best bet to using this is to attack with the Body Press and as soon as you connect begin the motion for the super and cancel into it as you touch the ground...blocking opponent or not.

-- [Canyon Splitter] --

This super will have T.Hawk perform the Condor Spire into the Tomahawk

Buster. It's a slow super to begin with and does very little damage. Personally, I really don't know what it's here for other than to give T.Hawk another super. It will hit low blocking opponents...but it comes out too slow to prove effective.

=====
----- [Vega] -----
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- [Vega] - World's biggest narcissist and Spanish ninja.

NOTE: Vega can lose his claw and mask, but can pick them up simply by walking over them. His attack power lowers as he loses his claw as well as lowering defense if he loses his mask.

- | | |
|-----------------------------|---|
| Ushiro Geri | - F+HK |
| Triangle Jump | - Jump towards wall, then F |
| Rolling Crystal Flash | - B(charge 2 sec.)F+P |
| Sky High Claw | - D(charge 2 sec.)U+P |
| (Wall Leap) | - D(charge 2 sec.)UF or UB or U+K |
| (Fence Climb) | - D(charge 2 sec.)U+3K(Spain Stage Only) |
| Flying Barcelona Attack | - Wall Leap or Fence Climb, then P |
| Flying Barcelona Izuna Drop | - Wall Leap/Fence climb, F/B+2P(up close) |
| Short Backslash | - 3K/JP+RK(GBA) |
| Backslash | - 3P/SK+FP(GBA) |
| Scarlet Terror | - B(charge 2 sec.)F+K(V-ISM) |
| Scarlet Rain | - F+RK(A-ISM and V-ISM) |
| Barcelona (Leap) | - DB(charge 2 sec.)DF,DB,UF+3K(A-ISM and X-ISM)
(Level 3)/D,DF,F+a+b |
| Rolling Izuna Drop | - DB(charge 2 sec.)DF,DB,UF+(?)K,D+P(A-ISM and X-ISM)/D,DF,F+a+b, then D+P(close) |
| Rolling Barcelona Attack | - Barcelona (Leap), P |
| Scarlet Mirage | - B(charge 2 sec.)F,B,F+(?)K(A-ISM)/D,DB,B+a+b |
| Red Impact | - B(charge 2 sec.)F,B,F+3P(A-ISM)(Level 3)/
B,F+a+b |

- [Ushiro Geri] -

This isn't much of an attack, Vega leaps forward with a lateral kick that's a bit slow to start, so it's uncomboable. This covers good distance for a normal attack, but often you'll find yourself pulling this move by accident.

- [Triangle Jump] -

Not much going here. This allows Vega to jump the wall and then jump forward after launching himself from the wall. This can be used as an escape tactic.

- [Rolling Crystal Flash] -

This is one of Vega's prime weapons and is a very heavy chipper and is a good counter for missed supers or Dragon Punches alike. This move has a lot of range and does a lot of damage. But Vega can be swept while doing this and he is vulnerable to projectiles, but it comes out so quick that opponents wouldn't have much time to do the motion for the projectile. What Vega will do is roll into a ball and while he rolls he attacks the opponents multiple times while ending with a very powerful claw to the opponents stomach, but Vega does have recovery time afterwards and it can also bring down the Guard Meter very quickly.

- [Sky High Claw] -

This is either a confusion move or a surprise attack because when Vega leaps back to the wall sometimes opponents think he is just Wall jumping so they wait until he gets close to knock him with their anti-air attack, but then Vega bounces off the wall and comes at the opponent real fast and attacking the opponent horizontally doing alot of damage. If Vega misses he is relatively left safe to block, but he can be knocked out of it if your close to him and if you are quick enough.

- [(Wall Leap)] -

Well what vega will do is jump towards either wall depending which direction you used and leap off of it giving you the option to do two different types of attacks as you may choose, but this move alone has no attack abilities whatsoever.

- [(Fence Climb)] -

Well what Vega will do is climb the fence in his home stage and move around and jump off, but also you can do two different moves as well. Its hard to control Vega while he is on the fence unlike when he was in SF2T where controlling him was a snap. Vega is also vulnerable to attacks while in this mode though so don't just pull it out of nowhere.

- [Flying Barcelona Attack] -

After the wall leap Vega will perform a diving slash in sorta of an arc form that does fair damage. This move is uncomboable obviously but it is a good surprise attack and will leave Vega safe to block after he lands from this attack.

- [Flying Barcelona Izuna Drop] -

An excellent move to use because its very quick and does a ton of damage. After the wall leap wait until Vega gets close to his opponent and the do the throw motion, this tactic works just like Guy's Bushin Leap. But while not attacking until Vega is close to the opponent leaves Vega open to alot of attacks. Also Vega can do this when the opponent is in the air as well, but then again the opponent can jump towards Vega with an attack and knock Vega out of it.

- [Short Backslash] -

An excellent escape move because Vega is invincible while doing this move, but the downside is that he can be hit at the very end of the flip, but the opponent has to be real quick about it, but sometimes an opponent can predict this move by throwing a Jab version projectile ahead of time. Also Vega cannot move forward with this move making it very difficult to escape corner traps, so doing this while your trapped in the corner just puts you at an even worst position.

- [Backslash] -

This puts Vega a good distance away from the opponent but then again opponents can time a projectile ahead of time. Vega is still invincible while doing this move, but a crucial downside is the fact that Vega cannot go forward with this move giving him a huge disadvantage for those players who can't seem to get out of corner traps.

- [Scarlet Terror] -

Well Vega's new move is truly amazing! Not only will it do good damage, and can combo, but it also serves as Vega's first true anti-air attack. Use this whenever you can if the opponent tries to jump in.

- [Scarlet Rain] -

Well a rather odd move for Vega has he takes a hop forward and performs a jump kick. This kick has huge start up delay and anybody can counter before he actually connects with this move. I'm not even sure if its an anti-crouch counter or not because I rarely connect with it.

-- [Rolling Inzuna Drop] --

Well this is only a set up move as Vega will jump towards the wall and jump off. This move alone does no damage whatsoever but like his regular Wall Leap it sets up two options you can decide what to do. Also Vega is invincible during the start-up move because he flashes.

-- [Barcelona 'Fence Climb'] --

Basically his fence climb except he is invincible while during the start-up of this move as he flashes. This move however will do no damage on its own though but just like his Fence Climb he has two different options to decide which move he will use or not.

-- [Rolling Izuna Drop] --

What Vega will do is slam the opponent multiple times doing a ton of damage and this move is unblockable, but Vega is easily knock out of this move though. But don't rely on this move to often to pull you victories because the priority on this move is very low.

-- [Rolling Barcelona Attack] --

The super version of his Barcelona attack that does good damage while hitting the opponent multiple times. A better option to the Barcelona Suplex because this has more priority and will connect more often than his Barcelona 'Suplex'.

-- [Scarlet Mirage] --

There really isn't too much to this move, though it is comboable and can be used as an anti-air attack. It doesn't travel very far or high on damage but it does do a decent job on block damage and has good priority on the ground.

-- [Red Impact] --

Well a rather odd super, but what Vega will do a give a good swipe at his opponent with his claw and if it connects the opponent will then be tossed into the air and the opponent falls back onto Vega's lifted claw. Does good damage but since its blockable and does pitiful block damage I wouldn't waste a level three for it unless you are well in the lead.

=====
----- [Yun] -----
=====

- [Yun] - Yun leaves in hopes of finding Fei Long, supposedly drug dealing

Rolling Kyaku	- F+FK
Raigeki Shu	- DF+FK(air)
Zesshou Hohou	- D,DF,F+P
Tetsuzankou	- F,D,DF+P
Kobokushi	- D,DB,B+P
Senkyutai	- D,DF,F+K
Zenpu-Tenshin	- F,DF,D,DB,B+K
Sourai-Rengeki	- D,DF,Fx2+(?)P/D,DF,F+a+b
You Hou	- D,DB,Bx2+(?)P/B,F+a+b

- [Rolling Kyaku] -

This move, although looks like an overhead counter, is not. It's much like Vega's Ushiro Geri, not much to this move except it covers good distance for a regular attack.

- [Raigeki Shu] -

This move is a bit hard to pull off sometimes as you MUST jump towards your opponent to pull it off. This move comes down pretty quickly, but it's hard to form a chain combo from. This is mainly a peck and run type of move since it does fairly moderate damage. It comes down at such a sharp angle so quickly that it can catch your opponents off guard.

- [Zesshou Hohou] -

A bit of an odd move, it's actually a close range move, but it can cover large distances quickly. It combos nicely with virtually any of the medium to small regular attacks and has great priority. Recovery time is almost non-existent but Yun is still susceptible to projectiles.

- [Tetsuzankou] -

Yun will wave his arms a bit into the air with this move. This attack looks like an ideal anti-air, but it really doesn't have much priority and doesn't juggle the opponent. It's a quick move that's a much better ground counter than an air counter, though it's recovery delay and lack of chain ability will ward you off from using it too much.

- [Kobokushi] -

This is a definite close range move. It knocks down every time and has great chain ability. One thing about this move is that it's a great counter, it comes out fast and has almost no recovery delay when you don't connect(basically when the opponent doesn't block and you miss).

- [Senkyutai] -

This is one of the few anti-air attacks that doesn't involved the standard dragon punch or charge motion. It's a great move since it has excellent anti-air capabilities and it can be easily comboed. Though you are vulnerable to attacks on the way down.

- [Zenpu-Tenshin] -

This is another one of Yun's close moves. When performed Yun will flip to

the other side of his opponent, leaving them momentarily stunned. This allows you to quickly pull in a combo, especially against those turtlers. It's a good move to use since it cannot be blocked and recovery time is virtually absent.

-- [Sourai-Rengeki] --

Similar to the Cross Fire Blitz, it's a rush super of quick physical attacks that's a great combo finisher. It does good block damage, but it leaves Yun open if he doesn't connect. It will go through projectiles with the first initial frames of animation, but it must be very early.

-- [You Hou] --

This super can only be done up close. This will knock the opponent into the air and during that time you can either quickly throw them in mid-air (if your timing is good) or finish off with a Senkyutai. It's not a good super to use since it lacks range and recovery time leaves Yun open to attacks. Although you can combo with this, it's usually better you stick with Yun's other super.

=====
----- [Zangief] -----
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- [Zangief] - A wrestler of Russia who wishes to return pride to his home

- Spinning Clotheline - 3P
- Spinning Lariat - 3K
- Flying Power Bomb - 360 Degree Motion+K(far away)
- Atomic Suplex - 360 Degree Motion+K(close up)
- Spinning Pile Driver - 360 Degree Motion+P(close up)
- Spinning Pile Driver - 360 Degree Motion+P(close up)
- Banishing Flat - F,D,DF+P(V-ISM and A-ISM)
- Banishing Flat - F,DF,D+P(X-ISM)
- Diving Knee Drop - D+FK or RK(air)
- Body Press - D+FP(air)
- Gut Crunch - U+SP or FP(A-ISM, X-ISM)
- Gut Crunch - F+FP(X-ISM)
- Russian Kick - DB+RK
- Dynamite Kick - DB+FK
- Headbutt - F+FP(X-ISM, V-ISM)
- Headbutt - U+SP/HP(air)

- Aerial Russian Slam - D,DF,F [x2] +(?)K(A-ISM)
- Final Atomic Buster - 360 Degrees [x2] +(?)P(A-ISM and X-ISM)

- [Double Spinning Lariat] -

An excellent anti-air attack as Zangief spins his arms wildly hitting his opponent smack dab in the face. However despite this is a very strong attack it will not hit opponents that are low to the ground. Zangief can move while doing this but only back and forth and he is vulnerable to low attacks.

- [Spinning Lariat] -

Well this is exactly the same as his Spinning Lariat except this last twice as fast and the chances of any opponent knocking him down are very minimal. This isn't as good a anti-air attack move as his Spinning Clotheline but he can recover quicker from this though.

- [Flying Power Bomb] -

This is an extremely powerful move that can easily match the damage of most level 1 supers. Zangief will run and grab his opponent and drop him/her in a powerful flying motion. Zangief can reach 1/3 screen distance with this but its a little slow, but when up close its practically uncounterable. This is unblockable and the only way an opponent can escape is either by jumping or hitting Zangief quickly while he dashes at you.

- [Atomic Suplex] -

Zangief delivers a major headache with this one. He will slam the opponent two times, this is about 30% stronger than his Siberian Bear Crusher and can be easily comboed after his J.DWN.Foward.

- [Screw File Driver] -

This is probably the strongest special move in the game. You can easily decimate your opponent with this, but it must be used up close otherwise Zangief will go into his "missed" pose leaving him open for attack. I haven't found a way to combo this in yet, but its strong enough on his own as it can easily match the damage of some level 2 supers.

- [Banishing Flat] -

A pretty good move if used up close because Zangief has almost no recovery time from using this and it can eat fireballs and still hit the opponent in fireball stun motion at the same time. Do not use this much because it has very limited distance.

- [Banishing Flat] -

Basically the same as the one above except this is the motion for the X-ISM mode.

- [Double Knee Drop] -

A good jump in attack that can set up Zangief's Siberian Bear Crusher combos. However it is not dominating so try not to use it too often.

- [Body Press] -

An excellent jump in attack because it has more priority than his Knee Dive and is also very powerful, but it will push the opponent too far back for any of his special grabs to connect.

- [Gut Crunch] -

This move is an air attack that's a good counter to other air attacks, though you must connect when you are really close to the opponent.

- [Gut Crunch] -

Much like his other move, this move can be done on the ground but he can only do it in X-ISM mode.

- [Headbutt] -

It has Zangief lunging forward a bit, it has slow start up but minimal recovery time. He can only do the air version in A-ISM mode.

-- [Aerial Russian Slam] --

Well this is almost as equally as damaging as his Final Atomic Buster. Level 1 has him doing a grab similar to Rose's Aura Throw, Level 2 has him doing a piledriver which equally as damaging as most level 3 supers, and level 3 his extremely powerful as he will doing his Siberian Bear Crusher in the air. This should only be used while the opponent is above you and while they are in the air because it will not pick opponents off the ground. Zangief is left with a hefty amount of recovery time so try to be careful when using it.

-- [Final Atomic Buster] --

The only problem with this move is the range. While it has tremendous priority against most attacks, the problem is connecting with it since it has just about as much range as his jab...or even less. Once connected, Zangief will do a combination of his special grabs resulting in heavy damage to the opponent. However, if Zangief misses, not only will he lose part of all of his super guage, he will go into his miss pose and be vulnerable to attack.

=====
----- [Character Combos] -----
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Note that the combos done in this section all function on the Playstation version of the game. However, these combos may or may not work with other versions due to the increased number of animation on the Dreamcast, Saturn, and Arcade versions. So if you've practiced and it still hasn't worked, either you're not good enough or the combo simply cannot be done on another machine besides the Playstation.

Also note, that for the GBA characters Maki, Eagle, and Yun that you may have to reconfigure your controls to pull off some of these combos. The combos listed here all work for all platforms unless otherwise noted.

* NOTE: While there are plenty of combos listed here, there are still many more combos in the game. I haven't found all of them yet, but I'll see if I have any and add them here. Feel free to send me combos. Also note that some attacks are hard to cancel off of, especially cancelling into regular attacks(E.G. S.Jab, S.Fierce). They take a bit of practice to do, but most combos listed could be done with little effort.

----- [Adon] -----

Universal Combos

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

X-ISM

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

A-ISM

1. J.Fierce \ / S.Jab, S.Short --> Jaguar Knee, Level 1/Level 2 Jaguar Varied Assault
Level 1 works best because all the hits will come out, level 2 works well also but on level 3 a hit or two will come out and that's it, so stick with level 1 or level 2. And this will juggle the opponent.

V-ISM

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

1. Custom Combo Activation: (SP+FK)
In corner: Short Jaguar Kick, C.Short, C.Short --> Short Jaguar Kick, C.Short, C.Short, etc.
Basically that is it, you can score a bunch of hits with this if you can do it quick enough and be consistent with the cursed dragon punch motion. I got 46 hits once! So be proud of me!
2. Custom Combo Activation: (JP+SK), (SP+FK)
In corner: Roundhouse Jaguar Tooth, S.Short --> Short Jaguar Knee, Forward Jaguar Knee, Roundhouse Jaguar Knee, Forward Jaguar Kick (juggle)
3. Custom Combo Activation: (JP+SK), (SP+FK)
In corner: J.Forward \ / S.Jab, S.Short, C.Forward --> Short Jaguar Kick, C.Short, C.Short(x10), Short Jaguar Knee(x3) (juggle)

ISM Plus Combos

1. ISM PLUS requirement: Alpha Combo
C.Short, C.Jab, C.Strong, C.Forward --> Jaguar Knee, Jaguar Knee(juggle)

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

----- [Akuma] -----

Universal Combos

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

X-ISM

1. C.Roundhouse --> Shun Goku Satsu
The point of this combo is to already have the Shun Goku Satsu in motion and as the opponent gets up, they will try to counter only to be snuffed by the Shun Goku Satsu. Its more like strategy than any real combo.
2. S.FWD.Forward --> Tatsumaki Zankuu Kyaku, S.Jab --> Tatsumaki Zankuu Kyaku (juggle)

A-ISM

1. S.Jab --> Messatsu Gou Shoryuu
2. C.Forward --> Messatsu Gou Hado
3. Tatsumaki Zankuu Kyaku, Messatsu Gou Shouryuu/Messatsu Gou Hado (juggle)

4. In corner: Jab Gou Shouryuken, Messatsu Gou Shouryuu(juggle)

5. Zankuu Hadouken \ / Messatsu Gou Shouryuu

V-ISM

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

S.FWD.Forward, etc.

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

ISM PLUS Combos

1. ISM Plus requirement: Alpha Combo

C.Jab, C.Short, C.Forward --> Messatsu Gou Shoryuu

2. ISM Plus requirement: Super Alpha Cancel

J.Fierce \ / C.Short, C.Jab --> Level 1/Level 2 Messatsu Gou Shouryuu
--> Tenma Gou Zankuu(juggle)

3. ISM Plus requirement: Super Alpha Cancel

J.Fierce \ / S.Jab, S.Short --> Gou Hadouken --> Messatsu Gou Shouryuu/
Messatsu Gou Hado

----- [Balrog] -----

Universal Combos

1. C.Strong --> Dashing (anything)

2. J.Roundhouse \ / C.Strong --> Dashing (anything)

This combo is rather simple, just charge ahead of time.

3. J.Jab \ / S.Jab, C.Jab, C.Jab --> Dashing (anything)

This is just such a cheap, but easy combo, use this at will!

X-ISM

1. S.Short --> Crazy Buffalo

2. J.Roundhouse \ / C.Jab, C.Jab, C.Short --> Crazy Buffalo

3. J.Fierce \ / S.Strong --> Crazy Buffalo

A-ISM

NOTE: All of Balrog's X-ISM combos work in A-ISM, the only addition to this ISM is that he can use his Gigaton Blow instead of his Crazy Buffalo.

V-ISM

NOTE: The manual only says that you can use the Buffalo Head as a reversal only, what they do not mention is that it can be used freely in Custom Combo mode.

1. Custom Combo activation: (JP+SK)
In corner: Jab Buffalo Head, Jab Buffalo Head, etc.(juggle)
Just repeat this until your Custom Combo guage runs out.
2. Custom Combo Activation: (SP+FK)
In corner: Jab Dashing Straight, S.Jab, Jab Dashing Straight, S.Jab, etc.
This one will take quite a bit of practice, but it looks more stylish than the first one if you master it!

ISM Plus Combos

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

----- [Birdie] -----

Universal Combos

1. Punch Throw, Bull Head(juggle)
2. S.Fierce, C.Fierce(juggle)
Just make sure you are close to the opponent when the S.Fierce hits so that it launches the opponent.
3. J.DN.Fierce \ / Bandit Chain/Murder Chain
4. Punch Throw, Bull Horn(juggle)
This is like the first combo except the damage on this combo is cumulative and will do more damage the longer you charge the Bull Horn.
5. J.DN.CU.Fierce \ / S.Jab --> Banit Chain/Murder Chain
This combo is difficult to connect, you have to cross up your opponent while jumping in and continue from there.
6. J.DN.Fierce \ / C.Jab --> Bull Head

X-ISM

1. J.DN.Fierce \ / S.Strong --> The Birdie

2. Punch Throw, The Birdie(juggle)

A-ISM

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

V-ISM

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

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo
J.DN.CU.Fierce \ / C.Jab, C.Forward, C.Strong --> The Birdie
2. ISM Plus requirement: Alpha Combo
J.DN.CU.Fierce \ / C.Jab, C.Forward, C.Strong --> Bull Head
3. ISM Plus requirement: Super Alpha Cancel
Bull Horn --> The Birdie(juggle)
This combo is cumulative depending on how long you charge for the Bull Horn, and this combo is liable to do 70% damage!

----- [Bison] -----

Universal Combos

1. S.Roundhouse --> Double Knee Press
Basically you must cancel after the first hit, while the second hit will probably go over most characters in the game, you still must cancel after the first hit.
2. J.Roundhouse \ / C.Forward --> Double Knee Press

X-ISM

1. S.Strong --> Psycho Crusher
2. J.Fierce \ / S.Strong --> Psycho Crusher
3. J.Roundhouse \ / S.Forward --> Scissors Kick Nightmare

A-ISM

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

V-ISM

1. Custom Combo Activation: any

Back to corner: Double Knee Press, Double Knee Press, etc.

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

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo

C.JAb, C.Short, C.Forward --> Double Knee Press/Any Super

2. ISM Plus requiremant: Super Alpha Cancel

S.Roundhouse --> Psycho Shot --> Any Super

----- [Blanka] -----

Universal Combos

1. J.Jab \ / Electric Thunder

2. C.Short --> Rolling Attack/Vertical Rolling

3. J.Roundhouse \ / C.Forward --> Vertical Rolling/Rolling Attack

4. J.CU.Fierce \ / C.Forward --> Electric Thunder

This combo is tough to execute, mainly with the jump in attack, it takes a lot of practice to time the J.Fierce to cross the opponent up. Try to make your fierce hit as late as possible while at the same time cross up the opponent. Remember, practice is the key!

X-ISM

1. J.CU.Fierce \ / C.Forward --> Electric Thunder/Ground Shave Rolling

Just like number 4 above except you can add the Ground Shave Rolling instead.

2. J.Roundhouse \ / Ground Shave Rolling

Its an odd combo but effective, just don't hold onto the Ground Shave Rolling, otherwise you will mess up the combo.

A-ISM

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

V-ISM

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

ISM Plus Combos

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

----- [Cammy] -----

Universal Combos

1. S.Jab --> Cannon Spike
2. J.Roundhouse \ / S.Jab S.Short --> Cannon Spike
3. J.CU.Short \ / S.Fierce --> Cannon Spike/Spiral Arrow
The only tricky part about this combo is that you must be close to your opponent so that she does her close fierce punch, her close fierce punch will cancel into either attack, if her does her far fierce animation you did the combo uncorrectly! You must cross up the opponent with your jumping short kick to make the combo successful.

X-ISM

1. J.Fierce \ / S.Forward --> Spin Dive Smasher
2. J.CU.Short \ / S.Jab, S.Short, S.Jab --> Spin Dive Smasher
Once again you must cross up your opponent for this combo to work.

A-ISM

1. J.Fierce \ / S.Jab, S.Short --> Reverse Shaft Breaker
2. J.Fierce \ / S.Fierce --> Reverse Shaft Breaker
Once again she must be close to the opponent so that her close fierce animation comes out so you can cancel into the Reverse Shaft Breaker.

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
In croner: Spin Knuckle --> Short Cannon Spike, Short Cannon Spike, etc.
Basically just repeat the Cannon Spike until your Custom Combo guage runs out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.Fierce \ / S.Jab, S.Forward, S.Strong --> Cannon Spike/Spiral Arrow/
Spin Dive Smasher

2. ISM Plus requirement: Super Alpha Cancel
Spin Knuckle --> Reverse Shaft Breaker

----- [Charlie] -----

Universal Combos

1. C.Jab --> Somersault Kick
2. C.Strong --> Sonic Boom
3. J.Fierce \ / C.Jab, C.Short --> Somersault Kick/Sonic Boom
You can use a Roundhouse Somersault Kick if you want extra hits.

----- X-ISM -----

1. J.Roundhouse \ / C.Strong --> Somersault Justice

----- A-ISM -----

NOTE: All of Charlie's universal combos and X-ISM combos work in A-ISM
the only exception is that you can replace the last attacks with
either his Somersault Justice, Cross Fire Blitz, or Sonic Break.

1. J.Fierce \ / S.Forward --> Knee Bazooka
2. J.Roundhouse \ / S.FWD.Forward --> Any Super
This combo is difficult to master because you must go forward during
the middle of your charge, but then again with practice this will be
very easy to execute.

----- V-ISM -----

1. Custom Combo Activation: Any
In corner: Short Somersault Kick, Short Somersault Kick, etc.
This combo is simple, just keep doing it until your Custom Combo
guage runs out. Also note that once connected it connect be averted!

----- ISM Plus Combos -----

1. ISM Plus requirement: Alpha Combo
S.Forward, S.Forward, S.FWD.Forward
2. ISM Plus requirement: Alpha Combo
J.Fierce \ / S.Jab, S.Forward, S.FWD.Fierce
3. ISM Plus requirement: Alpha Combo
J.Roundhouse \ / C.Jab, C.Short, C.Strong, C.Forward
4. ISM Plus requirement: Super Alpha Cancel
J.Roundhouse \ / C.Jab, C.Short --> Sonic Boom --> Any Super

This combo does require some time to master, but after practice this combo will seem like child's play.

----- [Chun-Li] -----

Universal Combos

1. S.Jab --> Hyaku Retsu Kyaku
2. S.Fierce --> Hyaku Restu Kyaku

X-ISM

1. S.Jab --> Senretsu Kyaku
2. J.Fierce \ / S.Fierce --> Hyaku Retsu Kyaku
You must be close to your opponent when the second fierce comes out so she does her close fierce animation. If she does her far fierce animation you will not be able to cancel into the Senretsu Kyaku.
3. DF.Roundhouse --> Hyaku Retsu Kyaku/Senretsu Kyaku(juggle)
4. In corner: Whirlwind Kick, S.Strong(juggle)

A-ISM

NOTE: All of Chun-Li's X-ISM combos work in A-ISM except for the last one which is pretty obvious since she has no Whirlwin Kick in A-ISM.

1. DF.Roundhouse --> Tenshou Kyaku/Hazan Tenshou Kyaku/Hyaku Retsu Kyaku/Kikousho/Senretsu Kyaku/Kikoken(juggle)
Yep, that's right. She can juggle any one of her special attacks including any other of her regular attacks.
2. DF.Roundhouse --> Tenshou Kyaku, Any attack(juggle)
Yes you can pull off any normal attack as long as you are in distance but you will most likely be using a super instead right?
3. J.Fierce \ / C.Short --> Hazan Tenshou Kyaku

V-ISM

1. Custom Combo requirement: any
In corner: Forward Tenshou Kyaku, etc.
That's it, just like Charlie's cheap combo this cannot be averted once connected unless you choose to stop!
2. J.Short \ / Short Hyaku Retsu Kyaku
Well Chun-Li can no longer juggle the opponent with her Hyaku Retsu Kyaku after knocking them down like she could in Street Fighter Alpha 2, but she can still drain a lot life with this combo even if blocked.

ISM Plus Combos

-
1. ISM Plus requirement: Alpha Combo
J.Fierce \ / S.Jab, S.Short, S.Forward --> Hyaku Retsu Kyaku
 2. ISM Plus requirement: Super Alpha Cancel
J.Fierce \ / S.Jab --> Hyaku Retsu Kyaku --> Senretsu Kyaku

----- [Cody] -----

Universal Combos

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

X-ISM

1. Final Destruction, J.Roundhouse \ / S.Jab, S.Jab, S.Jab, etc.(juggle)
Well once you start the Final Destruction Cody goes into "Final Fight" mode, in which he cannot block and all his regular attacks become those street attacks in Final Fight. The J.Roundhouse will knock the opponent up, also it does not matter what attack you use because they are all the same kicks. On the ground just hit any other attack button and you should juggle them. Sometimes Cody might go into his 4 hit combo as he did in Final Fight and if he does that will completely mess up the combo, I'm not sure exactly what to do to get this combo accomplished, but it does work, but only until the Final Destruction mode wears off.

A-ISM

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

V-ISM

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

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo

C.Jab, C.Forward, S.Roundhouse, S.FWD.Roundhouse

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

----- [Dan] -----

Universal Combos

1. S.Jab --> Gadouken
2. S.Jab --> Kouryuken
3. Short Kuuchuu Dankuu Kyaku \ / C.Fierce --> Dankuu Kyaku(juggle)
4. J.Roundhouse \ / S.Strong --> Gadouken
5. J.Roundhouse \ / Kouryuken

X-ISM

1. J.Roundhouse \ / Hisshou Buraiken
2. J.Roundhouse \ / S.Jab --> Hisshou Buraiken, Kouryuken(juggle)

A-ISM

1. Level 3 Shinkuu Gadouken, Kouryuken(juggle)
2. Short Kuuchuu Dankuu Kyaku \ / Hisshou Buraiken, Kouryuken(juggle)
3. Short Kuuchuu Kyaku \ / Kouryuu Rekka(juggle)

V-ISM

1. Custom Combo activation: (JP+SK)
In corner: Jab Kouryuken, Jab Kouryuken, Jab Kouryuken, etc.
The timing in this combo is pretty tricky, but its very easy to execute, just keep on repeating the pattern over and over again and you will juggle them infinitely until the Custom Combo mode stops of course.

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo
C.Jab, C.Short, C.Forward --> Shinkuu Gadouken
2. ISM Plus requirement: Super Alpha Cancel
J.Roundhouse \ / S.Strong -> Gadouken --> Any Super

----- [Dee Jay] -----

Universal Combos

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

X-ISM

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

A-ISM

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

V-ISM

1. Custom Combo Activation: (JP+SK)
Roundhouse Jackknife Maximum, Short Jackknife Maximum, Short Jackknife Maximum, etc.
This combo is very simple, it works best OUT OF THE CORNER, since this will literally create a volleyball effect and bounce your opponent around like a giant volleyball!
2. Custom Combo Activation: (JP+SK)
Roundhouse Jackknife Maximum, J.Short, J.Short, J.Short, etc.
Same as above but this one is easier to do, but there is more of a chance that your opponent will be able to escape this one more easily.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
C.Jab, C.Short, C.Strong --> Air Slasher

2. ISM Plus Requirement: Super Alpha Cancel
J.Roundhouse \ / C.Jab --> Machine Gun Upper Cut --> Theme of Sunrise/
Climax Beat(juggle)

----- [Dhalsim] -----

1. C.Jab --> Yoga Fire
2. J.Jab \ / C.Forward --> Yoga Fire
3. Jab Yoga Fire, S.Fierce
This combo works if you are about 2/3 screen's distance away

X-ISM

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

A-ISM

NOTE: All of Dhalsim's X-ISM combos work in A-ISM except this time you
replace the Yoga Tempest with either a Yoga Inferno or Yoga Stream.

V-ISM

1. Custom Combo Activation: (JP+SK)
Jab Yoga Fire, C.Jab, Jab Yoga Fire, C.Jab, Jab Yoga Fire, C.Jab, etc.
Basically this all Dhalsim can do in Custom Combo mode, this will push
him back and eventually keep him out of range from the opponent.

ISM Plus Combos

1. ISM Plus requirement: Alpha Combo
C.Short, C.Jab, C.DB.Forward --> Yoga Fire
2. ISM Plus requirement: Super Alpha Combo
J.Jab \ / C.DB.Forward --> Yoga Fire --> Yoga Inferno/Yoga Stream

----- [Eagle] -----

Universal Combos

1. C.Fierce --> Manchester Black/Oxford Red
2. Jab/Strong Manchester Black -> Manchester Black
This must be done in the corner.
3. Strong Manchester Black /\ Throw
After you juggle the opponent in the corner with the fourth hit, quickly
jump in the air and throw them. This is a neat combo to do but difficult
to pull off.
4. J.Fierce \ / S.Jab -> Strong Manchester Black, Manchester Black/Throw

A flashier version of of #2. But you can substitute the last attack with a throw for more damage. But like previous 2, this must be done in the corner.

X-ISM

Check universal.

A-ISM

Check universal, but note you can substitute special attacks with supers.

V-ISM

1. Activate RK+FP Custom Combo, J.Fierce \ / Jab Manchester Black, J.Jab, Jab Manchester Black, J.Jab, etc.

ISM Plus Combos

1. ISM Plus requirement: Original Combo
C.Jab, C.Short, C.Strong --> Any super or special
Cancel after the first hit of the strong.
2. ISM Plus requirement: Super Alpha Cancel
J.Fierce \ / C.Fierce -> Oxford Red -> Any super

----- [E.Honda] -----

1. S.Jab --> Hundred Hand Slap
2. C.Short --> Sumo Head Butt
3. J.Roundhouse \ / S.Jab --> Hundred Hand Slap

X-ISM

1. J.Roundhouse \ / C.Short --> Oni Muso

A-ISM

NOTE: All of E.Honda's X-ISM combos work in A-ISM except that this time you can replace his Oni Muso with his Fuji Drop.

1. J.CU.Forward \ / Orochi Crush
Basically cross them up with the sumo splash then when the splash hits quickly begin the 720 degree motion and press punch, see that wasn't so hard was it?

V-ISM

1. Custom Combo activation: any
In corner: Sumo Smash, Sumo Smash, etc.
That's it, just keep doing that until your Custom Combo guage runs out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
C.Jab, C.Short, C.Strong --> Sumo Headbutt/ Any Super
2. ISM Plus requirement: Super Alpha Cancel
J.Roundhouse \ / S.Jab --> Hundred Hand Slap --> Oni Muso/Fuji Drop

----- [Evil Ryu] -----

Universal Combos

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

X-ISM

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

A-ISM

NOTE: All of Ryu's Universal Combos can be replaced by either a Shinkuu Hadouken or a Shinkuu Tatsumaki Senpoo Kyaku or a Messatsu Gou Shouryuu at the last hit of the combo.

1. Jab Shouryuken, Messatsu Gou Shouryuu/Shinkuu Hadouken/Shinkuu Tatsumaki Senpoo Kyaku(juggle)
2. J.Fierce \ / C.Forward --> Shinkuu Tatsumaki Senpoo Kyaku
3. Tatsumaki Senpoo Kyaku \ / Shinkuu Hadouken/Messatsu Gou Shouryuu/Shinkuu Tatsumaki Senpoo Kyaku(juggle)

V-ISM

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

2. Custom Combo Activation: (JP+SK), (SP+FK)
In corner: Tatsumaki Senpoo Kyaku, Tatsumaki Senpoo Kyaku, etc.

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

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Cancel
J.Fierce \ / C.Jab, C.Short --> Hadouken --> Shinkuu Hadouken/Messatsu Gou Shouryuu

2. ISM Plus Requirement: Alpha Combo
C.Jab, C.Short, C.Forward --> Tatsumaki Senpoo Kyaku/Hadouken

----- [Fei Long] -----

Universal Combos

1. S.Jab --> Rekka Ken

2. J.Roundhouse \ / S.Jab --> Shien Kyaku

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

X-ISM

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

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

A-ISM

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

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

V-ISM

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

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Cancel
J.Roundhouse \ / S.Jab --> Rekka Ken --> Any Super
2. ISM Plus requirement: Alpha Combo
J.Roundhouse \ / S.Jab, S.Short, S.Strong --> Rekka Ken/Rekka ShinKen

----- [Final Bison] -----

Universal Combos

1. S.Roundhouse --> Double Knee Press
Basically you must cancel after the first hit, while the second hit will probably go over most characters in the game, you still must cancel after the first hit.
2. J.Roundhouse \ / C.Forward --> Double Knee Press

X-ISM

1. S.Strong --> Psycho Crusher
2. J.Fierce \ / S.Strong --> Psycho Crusher
3. J.Roundhouse \ / S.Forward --> Scissors Kick Nightmare

A-ISM

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

1. J.Roundhouse \ / C.Forward --> Psycho Crusher
2. S.Fierce, S.Fierce --> Psycho Crusher
You can only do this combo with Final Bison if your opponent is in the air. The fierce should connect just as the opponent comes towards Bison's head. Your opponent won't have much time to escape, so hit them with another fierce as they come down and quickly cancel before your opponent reaches below Bison's chest...any lower and your opponent will fall to the ground unscathed from the Psycho Crusher.

V-ISM

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

ISM Plus Combos

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

----- [Gen] -----

Universal Combos

1. S.Jab, C.Short, C.Short
2. Kick Throw, S.Roundhouse(juggle)
3. J.Roundhouse \ / S.Forward --> Gekirou

X-ISM

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

A-ISM

So-Style Combos

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

Ki-Style Combos

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

So-Style and Ki-Style Combos

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

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
Gekirou, Gekirou, Gekirou, etc.
Basically this is an infinite Custom Combo juggle, not hard to master and unavoidable once connected.
2. Custom Combo Activation: (FP+RK)
C.Roundhouse --> Fierce Hyakurenko, Ki-Style switch /\ J.Roundhouse, J.Roundhouse, So-Style switch \ / Hyakurenko
The C.Roundhouse is the set up for the combo, you can't juggle them like you could in Street Fighter Alpha 2. After you knock your opponent down, just hope that they are real stupid and not block as they get up. Afterwards use your Hyakurenko and your trail images will repeat what you do, while your trail images keeps them stunned, jump into the air and perform a style switch and perform the double kicks, then quickly switch and perform the Hyakurenko as you land. While the combo does not last throughout the entire Custom Combo its safe to say that this combo is too cool!

ISM Plus Combos

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

----- [Guile] -----

Universal Combos

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

X-ISM

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

A-ISM

NOTE: All of Guile's X-ISM combos work in A-ISM, except for the fact that you can replace his Somersault Strike with his Sonic Hurricane.

V-ISM

1. Custom Combo Activation: any
In corner: Somersault Flash, Somersault Flash, Somersault Flash, etc.
That's it, just keep juggling them until your Custom Combo guage runs out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
C.Jab, C.Short, C.Forward --> Sonic Boom/Any super
2. ISM Plus Requirement: Super Alpha Cancel
J.Roundhouse \ / C.Jab, C.Short --> Sonic Boom --> Any Super

----- [Guy] -----

Universal Combos

1. S.Short --> Bushin Senpoo Kyaku
2. J.Roundhouse \ / DF.Roundhouse
The key to this four hit combo is to jump straight up over the opponent and time the flip kick just right so that it double hits while coming down, then go into the second flip kick as you land and thus you have a simple four hit combo!
3. J.Roundhouse \ / S.Jab --> Bushin Senpoo Kyaku
4. S.Short, S.Jab, S.Strong, S.Fierce
Recognize this combo? Its the combo the computer always puts on me and it just looks cool!
5. J.Roundhouse \ / S.Short, S.Jab, S.Strong, S.Fierce, S.Roundhouse, S.Jab --> Bushin Senpoo Kyaku(juggle)
The hits in combo can range from 9 hits to 11 hits. This combo is quite possibly the biggest combo in the game. It involves chain hits and a juggle afterwards, just hit a jab after the roundhouse knocks them into the air and quickly cancel into the Bushin Senpoo Kyaku.
6. In corner: J.Roundhouse \ / S.Jab, S.Strong --> Bushin Senpoo Kyaku, Kubikari(juggle)

X-ISM

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

A-ISM

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

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

V-ISM

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

ISM Plus Combos

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

----- [Juli] -----

Universal Combos

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

X-ISM

1. S.Short --> Reverse Shaft Breaker
2. J.Fierce \ / S.Fierce --> Reverse Shaft Breaker
3. In corner: Spin Knuckle, Reverse Shaft Breaker(juggle)
4. Sniping Arrow, Reverse Shaft Breaker(juggle)
This works best if you are far away from your opponent and if your opponent is in the corner, then balance them with your Spin Dive Smasher

A-ISM

NOTE: All of Juli's X-ISM combos work in A-ISM, the only exception to that is that you can replace her Reverse Shaft Breaker with her Spin Dive Smasher if you want.

V-ISM

1. Custom Combo Activation: any
In corner: Short Cannon Spike, Short Cannon Spike, etc.
This combo works just like Cammy's and once connected it can't be averted by the opponent.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.CU.Short \ / C.Jab, C.Short, C.Strong --> Cannon Spike/Spin Dive Smasher

----- [Juni] -----

Universal Combos

1. S.Jab --> Spiral Arrow/Cannon Spike
2. J.CU.Short \ / Earth Direct
3. J.Fierce \ / C.Jab, C.Short --> Spiral Arrow/Cannon Spike
4. Mach Slide, Earth Direct
This is more of a tactic than any real combo, just time your teleport close to your opponent.

X-ISM

1. J.Roundhouse \ / C.Strong --> Psycho Streak

A-ISM

NOTE: All of Juni's X-ISM combos work in A-ISM, the only exception is that

she can replace her Psycho Streak super with her Spin Dive Smasher if she wishes.

V-ISM

1. Custom Combo activation: any
In corner: Short Cannon Spike, Short Cannon Spike, etc.
That's it, just like Cammy's and Juli's you can keep balancing them until the Custom Combo mode is over.

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Cancel
Hooligan Combination, Hooligan Slide --> Any super
2. ISM Plus Requirement: Alpha Combo
J.CU.Short \ / C.Jab, C.Short, C.Strong --> Any super

----- [Karin] -----

Universal Combos

1. S.Strong --> Gurenken
2. Mujin Kyaku, Mujin Kyaku(juggle)
3. Mujin Kyaku, Hosho
4. J.Fierce \ / S.Strong --> Gurenken
5. C.Jab, C.Short --> Hosho
6. J.Forward \ / S.Jab, S.Short --> Mujin Kyaku, Mujin Kyaku(juggle)
7. Mujin Kyaku / \ Any throw(juggle)
This combo is odd, but effective. I do like how Capcom has included throws as the number of hits in this game though, and you should get three hits out of the combo and yes the throw counts as a hit.

X-ISM

1. J.Forward \ / C.Jab, C.Short --> Shinpi Kaibyaku
2. J.Forward \ / C.Jab, C.Short --> Mujin Kyaku, Shinpi Kaibyaku(juggle)
This combo is a bit risky because some times the opponent falls too early and that gives them enough time to counter.
3. Ressenha, Shinpi Kaibyaku(juggle)

A-ISM

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

2. Level 2 Shinpi Kaibyaku, S.Jab --> Level 1 Kouoken(juggle)
This combo is a bit tricky to do, you must cancel quickly otherwise your opponent will fall and then you cannot juggle after the jab.

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
Back to corner: Mujin Kyaku, Ressenha, Ressenha, etc.
Basically just keep repeating this until the Custom Combo gauge runs out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.Forward \ / C.Jab, C.Short, C.Forward --> Mujin Kyaku, Mujin Kyaku/
Shinpi Kaibyaku/Kouoken(juggle)
2. ISM Plus Requirement: Super Alpha Cancel
J.Forward \ / C.Jab, C.Short --> Gurenken --> Shinpi Kaibyaku
3. ISM Plus Requirement: Super Alpha Cancel
J.Forward \ / C.Strong --> Gurenken(x2) --> Kououken
Thanks to Aya Brea for amazing combo! Here is Aya's explanations:

"Jumping forward, low strong (substitute in anything you like),
Gurenken x2 then either the Palm thrust or double elbow ender -> her
kick super. You have to be kinda quick though, or they'll fall to the
ground."

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

----- [Ken] -----

Universal Combos

1. S.Jab --> Shouryuken
2. C.Short --> Tatsumaki Senpoo Kyaku
3. J.CU.Forward \ / C.Short, C.Jab --> Fierce Shouryuken
4. Tatsumaki Senpoo Kyaku \ / S.Jab, S.Short --> Tatsumaki Senpoo Kyaku
This combo is a bit tricky, you must aim the Tatsumaki Senpoo Kyaku
at the very top of the opponent's head, then land and continue the
combo on from there.
5. J.Fierce/J.Roundhouse \ / S.Fierce/S.Roundhouse --> Tatsumaki Senpoo
Kyaku/Hadouken/Shouryuken
The only trick to this combo is that your fierce or roundhouse must
be close to the opponent, this way Ken will go into his close fierce
or roundhouse animation and thus you can cancel. If your hits were
not deep enough Ken will go into his far fierce and roundhouse

animation and thus you will not be able to cancel.

X-ISM

1. C.Forward --> Shouryuu Reppa
2. J.Fierce \ / C.Jab, C.Short --> Shouryuu Reppa

A-ISM

NOTE: All of Ken's X-ISM combos work in A-ISM, the only exception is that you can replace his Shouryuu Reppa super with either his Shinryuken or his Shippu Jinra Kyaku supers if you wish.

1. J.Fierce \ / C.Forward --> Level 1 Shinryuken, Level 2 Shinryuken(juggle)
This combo is pretty straight forward, the one thing you must not do during this combo is ram the buttons to get the extra hits out during the first Shinryuken, otherwise the opponent will fall quicker. You can also switch the levels meaning you can start off with a level 2 Shinryuken and end with a level 1 Shinryuken instead.
2. J.Fierce \ / S.Fierce --> Level 1/Level 2 Shinryuken, Level 1/Level 2 Shouryuu Reppa(juggle)
Basically the second fierce must have Ken go into his close fierce animation, otherwise you will not be able to cancel.

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
In corner: Jab Shoryuken, Jab Shouryuken, Jab Shoryuken, etc.
That's basically it and all there is to it, just keep repeating this combo until your Custom Combo gauge runs out.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.CU.Forward \ / C.Jab, C.Short, C.Strong, C.Forward --> Shouryuu Reppa
2. ISM Plus Requirement: Super Alpha Cancel
J.Fierce \ / S.Jab --> Hadouken --> Any Super

----- [Maki] -----

Universal Combos

1. S.Fierce -> Reppuu Kyaku/Genko
2. Short Stick, S.Fierce -> Reppuu Kyaku/Genko

X-ISM

See Universal.

A-ISM

See Universal. You can cancel into supers instead of specials.

V-ISM

1. FP+RK Custom Combo, Reppuu Kyaku, S.Jab, Reppuu Kyaku, S.Jab, etc.
Get up close to the opponent, then after the Reppuu Kyaku, move closer to the opponent and hit the standing jab, then repeat.

ISM Plus Combos

1. ISM Plus requirement: Original Combo
S.Jab, S.Strong, F.Forward, S.Fierce -> Genko or Super
2. ISM Plus requirement: Super Alpha Cancel
J.Roundhouse \ / C.Fierce --> Genko --> Bushin Gouraiha/Tesshin Hou
3. ISM Plus requirement: Super Alpha Cancel
Genko --> Bushin Gouraiha/Tesshin Hou

----- [Rolento] -----

Universal Combos

1. C.Forward --> Patriot Circle
2. J.Roundhouse \ / S.Fierce --> Patriot Circle

X-ISM

1. Take No Prisoners, Patriot Circle(juggle)

NOTE: I haven't found much useful combos in this mode, I guess you will just have to stick with the Universal combos instead.

A-ISM

NOTE: Rolento's X-ISM combo works in A-ISM as well.

1. Level 1/Level 2 Steel Rain, Level 1/Level 2 Minsweeper
This combo is rather powerful and does about 60% damage, have fun!
2. Steel Rain, Patriot Circle

V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)
Back to corner: Patriot Circle, Patriot Circle, Patriot Circle, etc.
This is a simple combo and you can keep doing this until your Custom
Combo gauge runs out.

2. Custom Combo Activation: (SP+FK)
In corner: J.Roundhouse, C.Jab, C.Jab, C.Jab, C.Jab, SJ.Roundhouse, etc.
Just repeat this over and over again until your Custom Combo gauge runs
out. You must super jump after the four jabs and when you land repeat
the four jabs.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.Roundhouse \ / C.Jab, C.Short, C.Forward --> Patriot Circle

----- [R.Mika] -----

Universal Combos

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

X-ISM

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

A-ISM

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

V-ISM

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

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Combo

J.DN.Fierce \ / C.Jab --> Shooting Peach --> Rainbow Hip Rush

----- [Rose] -----

1. S.Fierce --> Soul Spark/Soul Spiral

You must be close to the opponent so that her close fierce animation comes out, otherwise you can't combo in the Soul Spark or Soul Spiral.

X-ISM

1. J.Roundhouse \ / C.Jab, C.Short --> Aura Soul Throw

2. J.Fierce \ / S.Fierce --> Aura Soul Throw

Once again you must be close to your opponent so that the close fierce animation comes out and so you will be able to cancel.

A-ISM

NOTE: All of her X-ISM combos work in A-ISM, the only exception is that you can use her Aura Soul Spark super instead.

V-ISM

1. Custom Combo Activation: any

In corner: S.Jab, S.Strong --> Soul Spiral, C.Fierce --> Soul Throw
This is sorta like a Custom Combo remake of her Aura Soul Throw super, you'll have to juggle the opponent with the Soul Throw because the game will not allow you to catch and throw them for some odd reason.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo

J.CU.Forward \ / C.Jab, C.Short, C.Fierce --> Soul Spiral

2. ISM Plus Requirement: Super Alpha Cancel

J.Fierce \ / S.Fierce --> Soul Spiral --> Aura Soul Throw/Aura Soul Spark
Basically you must be close to your opponent as the close fierce animation comes out so that you will be able to cancel.

----- [Ryu] -----

Universal Combos

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

X-ISM

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

A-ISM

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

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

V-ISM

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

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

ISM Plus Combos

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

----- [Sagat] -----

1. S.Short --> Tiger Crush
Make sure you cancel immediately after the first hit of the knee, other wise it will no connect.
2. J.Roundhouse \ / S.Roundhouse --> Tiger Shot/Low Tiger Shot
Once again quickly cancel after the first hit so that you can cancel.

3. J.Roundhouse \ / S.Fierce --> Tiger Shot/Low Tiger Shot/Tiger Crush

X-ISM

1. J.Roundhouse \ / S.Short --> Tiger Uppercut

Once again you must cancel quickly into the Tiger Uppercut after the first hit, if the knee double hits you were too slow!

2. J.Fierce \ / C.Short --> Tiger Genocide

3. In corner: Jab Tiger Uppercut, Jab Tiger Uppercut(juggle)

4. Jab Tiger Uppercut, Low Tiger Shot/Tiger Shot/Tiger Crush(juggle)

5. In corner: Tiger Genocide, Tiger Uppercut(juggle)

A-ISM

1. S.Jab --> Tiger Cannon/Tiger Genocide/Tiger Raid

2. Strong/Fierce Tiger Blow, Tiger Crush/Strong or Fierce Tiger Blow/Tiger Genocide/Tiger Cannon/Tiger raid/Tiger Shot/Low Tiger Shot(juggle)

3. In corner: Tiger Genocide, Tiger Blow(juggle)

V-ISM

1. Custom Combo Activation: any

In corner: Tiger Blow, Tiger Blow, Tiger Blow, etc.

Basically just repeat until the Custom Combo gauge wears off.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo

J.Fierce \ / S.Jab, S.Strong --> Any Special Move or Super

2. ISM Plus Requirement: Super Alpha Cancel

J.Fierce \ / S.Strong --> Tiger Shot --> Any Super

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

----- [Sakura] -----

Universal Combos

1. C.Strong --> Shunpoo Kyaku

2. C.Strong --> Hadouken

3. J.Roundhouse \ / C.Jab, C.Short --> Shououken

4. In corner: Roundhouse Shunpoo Kyaku, S.Jab --> Shunpoo Kyaku/Shououken/
Hadouken

X-ISM

1. C.Short --> Midare Zakura

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

A-ISM

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

1. In corner: Sakura Otoshi

Well this isn't exactly a true combo, the Sakura Otoshi will hit multiple times if you are in the corner.

2. J.Roundhouse \ / C.Strong --> Shunpoo Kyaku, S.Jab --> Forward Sakura Otoshi (juggle)

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

V-ISM

1. Custom Combo Activation: (JP+SK)

Back to corner: Strong Shououken, Strong Shououken, etc.

Basically just keep doing this until your Custom Combo gauge runs out.

Also note that you will have to turn around after a few Shououkens in the corner.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo

In corner: J.Roundhouse \ / S.Jab, S.Short, C.Strong --> Roundhouse Shunpoo Kyaku, S.Jab --> Forward Sakura Otoshi(juggle)

2. ISM Plus Requirement: Super Alpha Cancel

J.Roundhouse \ / S.Strong --> Hadouken --> Any Super

----- [Shin Akuma] -----

Universal Combos

1. C.Strong --> Gou Hadouken

2. Tatsumaki Zankuu Kyaku \ / Gou Shouryuken(juggle)

The trick in this combo is to jump in with your hurricane kick and that should bounce the opponent up and you can go into your Gou Shoryuken as

you land.

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

X-ISM

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

A-ISM

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

V-ISM

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

ISM PLUS Combos

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

----- [Sodom] -----

Universal Combos

1. C.Fierce --> Jigoku Scrape
2. J.Fierce \ / S.Jab --> Daikyo Burning
3. J.Fierce \ / C.Fierce --> Daikyo Burning/Jigoku Scrape
4. J.CU.Short \ / Butsumetsu Buster
The basis of this combo is more like strategy, immediately begin the motion once you have connected with the short.

X-ISM

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

A-ISM

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

1. J.CU.Short \ / Tenchusatsu
Like his other combo, immediately start the motion once you have connected with the short and hopefully the opponent will fall for it.

V-ISM

1. Custom Combo Activation: (JP+SK)
Fierce Jigoku Scrape, C.Fierce \ / J.Fierce \ / C.Fierce \ / J.Fierce, etc.
That's all you have to do, just keep balancing them until your Custom Combo gauge runs out. Basically repeat the fierces.
2. Custom Combo activation: (JP+SK)

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

ISM Plus Combos

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

----- [T.Hawk] -----

Universal Combos

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

X-ISM

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

A-ISM

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

V-ISM

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

ISM Plus Combos

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

----- [Vega] -----

Universal Combos

1. S.Jab --> Rolling Crystal Flash
2. J.Roundhouse \ / C.Forward --> Rolling Crystal Flash

X-ISM

NOTE: I have not found any X-ISM combos that he can't do in any other mode,
and suggestions are welcomed.

A-ISM

1. J.Roundhouse \ / C.Forward --> Scarlet Mirage/Red Impact
2. Rolling Barcelona Attack, S.Fierce(juggle)

V-ISM

1. J.Roundhouse \ / C.Forward --> Scarlet Terror
2. Custom Combo Activation: (JP+SK)
In corner: Rolling Crystal Flash, Rolling Crystal Flash, etc.
That's it, just keep doing this until your Custom Combo guage wears off.

ISM Plus Combos

1. ISM Plus Requirement: Super Alpha Cancel
J.Roundhouse \ / C.Forward --> Rolling Crystal Flash --> Red Impact/Scarlet
Mirage
2. ISM Plus Requirement: Alpha Combo
J.Fierce \ / S.Jab, C.Short, C.Forward --> Rolling Crystal Flash

----- [Yun] -----

Universal Combos

1. J.Fierce \ / S.Jab, S.Short, S.Strong -> Zesshou-Hohou or Super
2. Zenpou Tenshin(SK), Combo #1
3. Zenpou Tenshin(SK), RK, SP -> Special Attack or Super

X-ISM

See Universal.

A-ISM

You can do any combo in the Universal, but you can add supers instead of specials.

V-ISM

1. RK+FP Custom Combo, Kobokushi, J.Jab, Kobokushi, J.Jab, etc.
This is a very tough combo to pull off. Once you're in the corner initiate the combo, then immediately after you do a Kobokushi, jump up with a jab, then when you land quickly walk forward and do another Kobokushi, etc.
2. SK+JP Custom Combo, Senkyutai, J.Short, Senkyutai, J.Short, etc.
Do this in the corner, but be wary of the timing, it's a bit tough. It is possible to do this with the FP+RK Custom Combo, but you can get more hits out of this version.

ISM Plus Combos

1. ISM Plus requirement: Original Combo
S.Jab, S.Short, C.Strong, S.Fierce --> Special or Super
2. ISM Plus requirement: Super Alpha Cancel
J.Fierce \ / S.Jab, S.Short, S.Strong --> Zesshou-Hohou --> any super

----- [Zangief] -----

Universal Combos

1. S.Jab --> Spinning Lariat/Spinning Clothesline
2. J.DN.Forward \ / C.Short --> Spinning Clothesline/Spinning Lariat
3. J.DN.Forward \ / Atomic Suplex
4. J.DN.CU.Fierce \ / Spinning Pile Driver/Atomic Suplex
You must hesistate for the slightest split second, making it un-noticable and then execute it, otherwise your opponent can escape from it.
5. J.DN.CU.Fierce \ / S.Forward --> Atomic Suplex

X-ISM

1. J.DN.CU.Fierce \ / Final Atomic Buster
Again, you must hesistate for the slightest split second, making it un-noticable, if you do it the moment you land you will have wasted your super.

A-ISM

NOTE: I have not found any combos in A-ISM that Zangief cannot do in any other mode and suggestions are always welcomed.

V-ISM

NOTE: I haven't found any true and effective combos for Zangief in V-ISM but he has a MUCH more easier time comboing in his throws, don't worry play him in V-ISM, turn on your Custom Combos and you will see what I mean.

ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo
J.DN.CU.Fierce \ / S.Jab, S.Strong, C.Roundhouse

=====
----- [ISMs] -----
=====

- [A-ISM] -

This mode refers to the original Alpha style mode, you know the basics in Alpha 2, Alpha Counters, Tech hits, 3 levels of supers, characters having at least 2 different supers, taunt, and ground recovery. The damage gauge on this mode is average, and there is also a Guard Meter which will be discussed later on. In this mode there is a Guard Meter underneath the life bar and that meter's length varies upon characters. Also I found it that this mode takes the longest to build the super meter, and I'm not sure why people were so easily confused that X-ISM mode gained your level the slowest. Also there are very few cancellable attacks, basically limited to Jabs, Shorts, and Strongs.

- [X-ISM] -

This mode is referred to classical mode. Thus meaning all characters play exactly like they did in Super Street Fighter 2 Turbo. This also goes the same for characters who were not in Super Street Fighter 2 Turbo. You cannot ground recover in this game, have Alpha cancels, and players are limited to only one level of super. Also you cannot Taunt in this mode with the exception of Dan and you can also air recover and tech hit as well. I don't know why they have a Guard Meter in this mode since Super Street Fighter 2 Turbo never had a Guard Meter, but the Guard Meter in this mode for everyone is very high and thus making it harder to Guard Crush anyone and also the damage done in this mode is significantly higher than in other modes. Also the Supers in this mode look exactly like a level 3 A-ISM super like for example Ken's Shoryu Reppa is three waves instead of two waves like it was in the original Super Street Fighter 2 Turbo. Also the super meter builds significantly more quicker than in A-ISM, but less quicker than in V-ISM. Also you have more cancelable attacks, like Ryu can go from a crouching fierce into a Hadouken unlike him in A-ISM version.

- [V-ISM] -

This mode allows the character to perform custom combos, basically having a character with increase speed (but decreased strength) and allowing him or her to chain in virtually any attacks in any patterns. However, unlike

Alpha 2, you cannot throw out more than 2 projectiles at once. Custom combos last for up to 7 seconds and you can infinitely juggle your opponent but unless you're using a special grab, chances are...your attacks will only do a few pixels to one pixel of damage per attack. In V-ISM however, your defense is higher than that of other modes but your attack power is weaker, also certain moves can only be done in this mode as well.

---- [Bonus Modes] ----

Well these are modes that can be combined with any other ISM modes. There really isn't anything special about these modes except for Classical which will be discussed below. These modes can either hamper or improve your performance.

- [Normal Mode] -

This is the default game mode.

- [Mazi Mode] -

More like a double edged sword, this mode will boost your attack power significantly but your defense takes a deep plunge. Not only that, your guard meter is brought down quicker as well.

- [Saikyou Mode] -

This mode is a little odd. This will decrease your Guard Meter defense power making it easier for opponents to Guard Crush you. So if you were to block attacks it'll probably take a few seconds for the opponent to Guard Crush you! Also this is a weaker version of Mazi mode but is stronger than X-ISM mode alone. Also I found it extremely hard to cancel in this mode and I'm not sure if you can even cancel, so it is questionable whether I was having a bad controller day or something. Also this mode is a bit stronger than X-ISM mode alone meaning that your damage is little lower than than Mazi mode and your defense is higher than X-ISM mode alone, but in X-ISM mode alone your attack power is weaker but your defense is higher, see what I mean? Well to clarify things up here goes the nifty chart I made:

- [Rank(Power)] -

- 1.Mazi+X-ISM
- 2.Saikyou+X-ISM
- 3.Normal+X-ISM

- [Rank(Defense)] -

- 1.Normal+X-ISM
- 2.Saikyou+X-ISM
- 3.Mazi+X-ISM

NOTE: 1 means its the strongest defense or attack power and 3 means its at the bottom. I'm only using this to refer to X-ISM mode though.

- [Classical Mode] -

This was the special mode I was referring to. This mode is more like the Super Street Fighter 2 type of play that was on the SNES and GENESIS if you all remember those good old memories. Sometimes your characters attacks may differ from Alpha mode because it refers back to before the Alpha series

ever came out. In this mode, you are also given no super meter and no guard meter. Your attacks are a bit stronger than from X-ISM mode, but your defense is also weaker.

=====
----- [Game Engine] -----
=====

Blocking: B(while being attacked) Mode: All modes

This is your basic defense strategy. You probably won't win much battles without blocking so just block! Although you are blocking you can still receive minimal damage from special move attacks and Super combos, and no damage from regular attacks. Just be warned throws are unblockable as well as other certain moves. You cannot block overhead hits or jumping attacks by blocking low but you can block these certain attacks by blocking high. Also you cannot block knockdowns or other low attacks, but you can block these attacks by blocking low. Also you will always be in proximity blocking mode which means you can actually move before the projectile hits you, instead of standing in your block stance long before an attack or projectile hits you like in previous SF games(Street Fighter 2, etc.).

Air Blocking: B(while being attacked in the air) Mode: V-ISM and A-ISM

When you jump in you might not always want to attack because of the high priority of your opponent's anti-air attacks. Thus you can jump in while blocking. However you sometimes cannot block anti-air supers for some reasons, I don't know. Also launchers are un-airblockable like Ryu's Crouching Fierce or Chun-Li's Standing Roundhouse.

Alpha Counter: F+P+K(same strength) Mode: V-ISM and A-ISM

When you are blocking an attack you can counter attack while either consuming one level of your Super Meter or 50% of your Custom Combo gauge. This is an extremely quick attack and most likely your opponent will not be able to block it. They should have made it B,DB,D+P or K like in Street Fighter Alpha 2, but I guess they thought that the Alpha counter was done by accident too often. Each character has a certain Alpha counter in each of the two modes, and its up to you to find out when to use each counter.

Taunt: Select Mode: A-ISM, V-ISM, X-ISM(Dan only)

Taunts in the game are by no means meant to give you the upper hand in battle. They're mainly used to tease the opponent. Use it at your own risk. Note that only Dan is able to taunt in X-ISM.

Guard Meter: (under life bar) Mode: All modes

This is new to the Alpha series, and you will see a small gauge under your character's life bar. This is known as the Guard Meter(I actually hate this

idea) and it will slowly decrease as you take a hit while blocking, and the max amount will decrease by one bar if you happen to use an Alpha Counter. If your Guard Meter goes down to 0 your character is then "Guard Crushed" meaning that the opponent is dizzy until his or her Guard Meter gauge refills. Also if you take several hits and then avoid contact with the opponent your Guard Meter gauge will slowly regenerate itself. Also try to stay away from opponents if they are on V-ISM mode because it is known to hack away at that Guard Meter real quickly.

Throw: B or F+2P or 2K

Mode: All modes

You use throws, you must be close to your opponent. Note that all characters have air throws, but if you miss with your throw, your character will be stuck in their "miss" animation for a short while.

Tech Hit: B or F+2P or 2K(after thrown)

Mode: All modes

If an opponent throws you you can cut the damage in half by performing the same motion as a throw to cut damage in half and the character will flip into an upright position and be able to air block or ground block. Grabs like Ken's knee bash the damage can be reduced completely if you anticipate it before it happens. This goes the same for all throws and grabs, you must perform the motion the instant you are thrown or a split second after you are thrown otherwise you will take the full effect of the throw.

Reversal: Special move after knockdown/blocked attack

Mode: All modes

This move can be done by anybody with any move as long as the move is a special attack like a Dragon Punch or a projectile or even a super. For example, when Charlie is knocked down he can still charge for his Somersault Kick, as Charlie gets up he can immediately press U+K and the opponent cannot counter unless the opponent is blocking. Even Ryu can perform his Dragon Punch motion in advance while he is knocked down. Also after you have blocked any one of an opponent's attack you must perform a special attack immediately, this is what I call the "2nd Alpha Counter." Only special moves are quick enough to counter before an opponent even recovers from a Jab. This is a much better use than the normal Alpha Counter because you do not need to consume one level of Super or 50% of your Custom Combo gauge.

Ground Reverse: 2K(after knockdown or before it)

Mode: A-ISM and V-ISM

You can use this whenever you are knocked down or when you can anticipate it. Your character will roll to safety and avoid being attacked when you get up. You can sometimes cross the opponent with this move sometimes and have the upperhand in some battles also you can use this after a throw knocks you down, like Chun-Li's ground throw.

Guard Crush: Continuous blocked attacks

Mode: All modes

Well this being new to the Alpha series, it takes away all the pride and joy

of being a turtler. When you continuously block an attack you take Guard Meter damage, when your Guard Meter empties out you are momentarily stunned for about a second while flashing blue. Afterwards one block of your Guard Meter is permanently down until the next round or battle. However the opponent can only knock down the Guard Meter until he or she has one block left, which makes it hazardous to block attacks. Also when you're in Classical mode you don't have a Guard Meter, so you can block all you want and also when you're fighting against two opponents at the same time like against Juni and Juli.

Guard Crush Advance: Block just prior to attack Mode: All modes

Right before an opponent attacks you block, so that your Guard Meter will not be reduced. But often this proves fatal due to the fact that it's hard to instantaneously block most supers, since supers come out so fast. But I myself have had trouble doing this sometimes because I'll always get hit before I block, so it's better off you try to avoid being attacked instead. If you have done this correctly your character will flash blue.

Damage Escape: Ram buttons and shake control pad Mode: All modes

You can reduce the damage of attacks if you 'go crazy' on the controller. While the damage reduced isn't really too favorable, chances are, it'll save you from defeat once in a while. Your character will flash red if you successfully performed the move.

Counter Hit: Attack before/after opponent attacks Mode: All Modes

Well basically if you hit an opponent before they begin their attack you will receive a message "counter hit." If you counter hit an opponent you will cause twice the damage that move normally would. Also Counter hits happen very often in a game even if you don't intend to do so. Also if you counter hit each other or if you or the opponent performs the counter hit to late you will both suffer twice the damage that move would normally would.

Air Escape: F or B+2P or 2K after being launched Mode: All modes

I still don't know why they have this here either. Once you're knocked into the air you should stay there until the opponent attacks you or if the opponent just lets you go. This is sorta like a Tech Hit, but it is only done in the air, after you have been launched by certain attacks do the throw motion and your character will flip out of his or her stun animation and be ready to perform a counter attack or just block before the opponent can continue to juggle the opponent.

Variation: P+K(of same strength) Mode: V-ISM

Custom combos have really taken a back seat since Alpha 2. Once initiated your character will have a series of shadows follow them(they also count for hits) and depending on the strength of the buttons used...your

character's shadow will delay its attack. You can pretty much juggle your opponent infinitely during this sequence but note that the amount of projectiles you can throw out is limited to just 2-3. Your character cannot block during the custom combo but unlike Alpha 2, he or she can turn around. You can begin to use custom combos at 50%.

Super Combos: Special Motion+P or K

Mode: X-ISM and A-ISM

These attacks drain your super meter (the gauge at the bottom of the screen) and you can vary the amount that is drained as well as the strength of the super depending on the strength of the punch or kick used in the attack. In X-ISM however, your character will only be given one super.

Juggle: Continuous attack

Mode: All modes

Basically a form of a combo, as you attack sometimes you will get your opponent in the air...and assuming they don't pull off an escape, you can attack them again as they come back down. Note however that often at times you are limited to a set amount of consecutive juggle attacks.

Launchers: Normal move anti-air attack

Mode: All modes

Launchers in this game cannot be blocked and can only be done if you attack your opponent of the air. Usually these 'launchers' are the stronger punches and kicks. You can add a juggle combo afterwards.

Projectile strength: Fireball move that travels

Mode: All modes

The strength of your projectiles depends on distance, the closer you are the more damage it will do. Far opponents taking the effects of a projectile won't take much damage, this is probably Capcom's response to the 'keep-away' tactics employed by so many before.

=====
----- [Extra Characters and Extra Modes] -----
=====

**** [Gameboy Advance] ****

Unlock | How

Classic Mode | Win 50 Battle Survival Mode
Mazi Mode | Win 30 Battle Survival Mode
Saikyo Mode | Win 10 Battle Survival Mode
Dramatic Battle | Finish Single Mode once
Final Battle | Win Boss Battle Survival Mode
Survival Mode | Win Dramatic Battle Mode
Eagle | Finish Single Mode with 11 different characters
Evil Ryu | Finish Single Mode with 3 different characters
Guile | Finish Single Mode with 5 different characters
Maki | Finish Single Mode with 7 different characters
Yun | Finish Single Mode with 9 different characters

Shin Akuma | Finish Single Mode with Eagle, Evil Ryu, Guile, Maki, Yun
Final Bison | Finish Single Mode on highest difficulty with Shin Akuma

ISM Pluses | How

Alpha Combo | Clear Final Battle with 1 character
Alpha Cancel | Clear Final Battle with 5 characters
Alpha Counter+ | Clear Final Battle with 8 characters
Air Guard | Clear Final Battle with 7 characters
Auto Guard | Clear Final Battle with 2 characters
Guage Plus | Clear Final Battle with 10 characters
Guard Destroy | Clear Final Battle with 4 characters
Hard Body | Clear Final Battle with 12 characters
Infinite Guard | Clear Final Battle with 9 characters
Limit Off | Clear Final Battle with 3 characters
Super Alpha Cancel | Clear Final Battle with 6 characters
Super Guard | Clear Final Battle with 11 characters

* NOTE: You can sort of unlock two things at once. When you acquire Evil Ryu or Guile early on, and then Maki and others, you can beat the game with Maki, Yun, Guile, etc. When you do, you not only help unlock other characters but you can unlock Shin Akuma at the same time.

*** [Playstation] ****

- [Guile] -

Finish World Tour Mode at level 27, you must defeat Guile on the last stage. You can acquire Guile if your game clock is run past 80 hours.

- [Evil Ryu] -

You must reach level 30 in World Tour Mode after defeating Guile. You can acquire Evil Ryu if your game clock is run past 120 hours.

- [Shin Akuma] -

You must defeat Shin Akuma after defeating Evil Ryu at level 32. You can acquire Shin Akuma if your game clock is run past 180 hours.

- [Classic Balrog] -

Finish World Tour mode or have game clock run past 8 hours.

- [Dramatic Mode] -

Finish the game at level 8 difficulty with any character.

- [Final Battle Mode] -

Finish Dramatic Battle Mode with both Juni and Juli and Ryu and Ken or have game clock run past 60 hours.

- [Dual Battle Mode] -

Finish Dramatic Battle Mode with Juni and Juli and Ryu and Ken or have game clock run past 30 hours.

- [Classical Mode] -

Finish the game at level 4 difficulty or have game clock run past two hours.
To initiate the modes, hit select during character selection screens.

- [Mazi Mode] -

Finish the game at level 4 difficulty or have the game clock run past three hours. To initiate the modes, hit select during the character selection screens.

- [Saikyou Mode] -

Finish the game at level 5 difficulty or have the game clock run past five hours. To initiate the modes, hit select during the character selection screens.

- [Team Battle Mode] -

Defeat double Chun-Li in World Tour Mode in Hong Kong or have your game clock run past 15 hours.

- [Survival Mode] -

Finish Point 48106 in World Tour Mode or have your game clock run past 20 hours.

- [Playstaion Version Introduction] -

Game clock must be past 48 hours.

- [Fight vs. Shin Akuma] -

Hold L1 and L2 during or after selecting your character in Final Battle Mode.

NOTE: There are times when your modes do not load up, even after auto-load. To remedy this problem, go back into World Tour mode and load up your characters and then exit out of World Tour mode. On the main menu, you should see the modes unlocked.

=====
----- [World Tour ISM Pluses] -----
=====

During World Tour Mode you'll fight a series of battles and along the way certain modes and characters becomes unlocked. Also for each character you are given an ISM Plus, these are enhancements that you can use in any mode (ism) you are in. You can only use a maximum of 3 different ISM pluses for your characters. These pluses are used with characters that have been set in Entry Mode.

*** [Green Bar] ***

These ISM pluses consume up one bar.

- [Alpha Counter Plus(Green Bar)] -

This will increase the damage of your alpha counters.

- [Air Guard] -

This will allow an X-ism character to air block.

- [Guage Power Plus] -

This will increase the damage that you do to an opponent's guard meter.

- [Infinite Guard] -

You cannot be guard crushed as you are given unlimited Guard Meter.

- [Hard Body] -

Block damage is reduced and dizzying will take more effort from the opponent.

- [Super Guage Plus] -

Probably the best of all bars, period. This will gradually raise your Super guage, and doing special attacks at the same time will only increase the speed at which you will earn enough for a super.

- [Auto Guard] -

Allows the character to automatically block all upper attacks, lower attacks however still require manual operation.

*** [Red Bar] ***

These ISM pluses consume up two bars.

- [Alpha Combo] -

This will allow a character to chain in combos more easily, and this will allow characters do perform a 'magic' series as well, provided you are close enough to your opponent.

- [Super Alpha Cancel] -

This will allow you to 'EX Cancel' as you can chain in a special attack to a super attack.

- [Alpha Cancel] -

This allows you to cancel all your regular attacks into special attacks or super attacks.

- [Damage Plus] -

All of your character's attacks are given a slight boost in attack power.

- [Super Guard] -

Block damage cannot be incurred on the character.

=====
----- [Character Win Poses] -----
=====

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

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

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

NOTE: Certain characters will require you to be in a certain ISM to have a certain win pose, or it may change certain button selections for that certain win pose or win poses for the entire character.

-- [Adon] --

JP - Stands and gives his opponent a thumbs down.

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

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

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

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

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

-- [Akuma] --

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

SP - Same as above.

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

SK - Same as above.

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

RK - Same as SK and FP

-- [Balrog] --

JP - Stands in a boxing victory pose and laughs

SP - Same as above

FP - Same as above

SK - Same as above

FK - same as above

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

-- [Birdie] --

JP - Holds out his knife while he gives an awkward smile(?).

SP - Holds out a thumbs up then quickly gives a thumbs down while sticking out his tongue. He also exclaims "Hey!...You!"
FP - Stretches out his chains and licks it(?!).
SK - Holds out two fingers and a thumb at the opponent, just like his level 3 The Birdie.
FK - Holds out 3 fingers out and exclaims "I, number one!" (shows you his intellect :P).
RK - Stands in a "ready to dance" pose(?!).

-- [Bison] --

JP - Stands over his opponent and says "Bah, Nuruiwa!"
SP - Same as his JP win pose above.
FP - Same as his JP win pose above.
SK - Same as his JP win pose above.
FK - Same as his JP win pose above.
RK - Same as his JP win pose above.

-- [Blanka] --

JP - Flips around repeatedly while laughing in his own amzonic way.
SP - Same as above.
FP - Same as above.
SK - Same as above.
FK - Same as above.
RK - Same as above.

-- [Blanka vs. Blanka] --

JP - Same as his regular taunt against a different opponent.
SP - Eats a bunch of watermelons really fast and throws the trash at his opponent.
FP - Drinks orange juice from his juice maker(?!).
SK - Celebrates victory while throwing up his arms in the air repeatedly.
FK - Same as above.
RK - Same as SP.

-- [Cammy] --

JP - Swings her arm and gives a neutral look to the front of the screen.
SP - Saluts M.Bison as he floats while laughing and exclaims "Yes Sir."
FP - Stands in silence as M.Bison floats while laughing.
SK - Stands with her back to the screen and gives a silent but quick thumbs up(funny!).
FK - Stands with her back to the screen and turns around and gives a thumbs up while she smiles.
RK - Same as JP.

-- [Charlie] --

JP - Puts on his glasses and goes "Hmph!"
SP - Same as above.
FP - Same as above.
SK - Gives a sorta 2 finger salut and exclaims "Too easy!"(most intimidating of them all!).
FK - Same as above.
RK - Shaves his nails with something(?), whiffs his air with his breath and exclaims "Hmph!"

-- [Chun-Li] --

JP - Stands for a moment and bows a little with her hand out and exclaims
"Gomen ne"

SP - Same as above.

FP - Same as above.

SK - Same as above.

FK - Same as above.

RK - Same as above.

--- [X-ISM] ---

JP - Same as her A-ISM taunt.

SP - Same as above.

FP - Same as above.

SK - Same as above.

FK - Same as above.

RK - Stands for a moment and does a few kicks and stops in the middle of her
kick animation.

--- [V-ISM] ---

JP - Stares and then bows down in memory of her father.

SP - Jumps up and cheers and exclaims "Yatta!"

FP - Same as her X-ISM RK win pose.

SK - Same as her JP win pose.

FK - Same as her SP win pose.

RK - Same as her RK win pose.

-- [Classic Balrog] --

JP - Stands in a boxing victory pose and laughs

SP - Same as above

FP - Same as above

SK - Same as above

FK - same as above

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

-- [Cody] --

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

SP - Same as his JP win pose.

FP - Same as his JP win pose.

SK - Same as his JP win pose.

FK - Same as his JP win pose.

RK - Same as his JP win pose.

-- [Cody vs. Cody] --

JP - Same as his default win pose above.

SP - Same as his default win pose above.

FP - Same as his default win pose above.

SK - Same as his default win pose above.

FK - Same as his default win pose above.

RK - Same as his default win pose above.

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

NOTE: UD means "un-decided" meaning you cannot pick another win pose you

will always have this win pose when you have won the entire match only.

-- [Dan] --

JP - Holds out his hand in a fist animation and exclaims "Bushai!"

SP - His shirt tears a little and goes into the same fist animation as above and exclaims "Hisshou!"

FP - Gives an awkward smile while facing towards the screen and gives a goofy looking thumbs up.

SK - Holds out his hand in the same fist animation like his JP and SP pose and exclaims "Yahoo! I did it!" in Japanese.

FK - Same as his JP win pose.

RK - Same as his JP win pose.

-- [Dee Jay] --

JP - Puts both his hands in his pants and exclaims "Thank you everybody!" afterwards he whistles a tune afterwards with musical notes coming out of his mouth, and also no, you cannot here the tune he is whistling.

SP - Shakes his Morracas and exclaims something.

FP - Shakes his Morracas, but he stops every few times and exclaims "Oh yeah!" and each time he does that he goes into a different pose, my favorite one yet!

SK - Same as his JP win pose.

FK - Shakes his Morracas and exclaims something different than his SP pose.

-- [Dhalsim] --

JP - Floats and exclaims "Yogagaaaaa...." with his hands together and his head tilting downwards.

SP - Holds his hands together and tilts his head down and exclaims "Yoga."

FP - Like his JP win pose except he is sitting in a similar fashion to indian style and his mouth moves along with "Yogagaaaaa...."

SK - Floats like his JP and FP win pose except he exclaims "Namonte."

FK - Stands with his hands together and head tilted down like his SP pose and exclaims "Namon."

RK - Same as his FK win pose.

-- [E.Honda] --

JP - Cheers joyfully with laughter, similar to Balrog's boxing victory pose.

SP - Goes into his Strong Punch animation and exclaims "Dol sai!"

FP - Stands there and thinks and says something(a little help here?), very similiar to Sagat's win pose.

SK - Gives a thumbs up and says something(a little help here?).

FK - Same as his JP win pose.

RK - Same as his JP win pose.

-- [Evil Ryu] --

JP - He stands and turns his back to the screen in silence.

SP - He stands and stares the opposite direction of the opponent.

FP - Same as his JP win pose.

SK - Same as his SP win pose.

FK - Same as his JP win pose.

RK - Same as his SP win pose.

-- [Fei Long] --

JP - Does a few attacks and goes into the classic Bruce Lee win pose while

providing the traditional yell(one of my favorites!).

SP - Same as his JP win pose.

FP - Same as his JP win pose.

SK - Goes into a ready pose while shaking violently, similar to Akuma's win pose.

FK - Same as his SK win pose.

RK - Same as his SK win pose.

-- [Final Bison] --

JP - Stands over his opponent and says "Bah, nuruiwa!"

SP - Same as his JP win pose above.

FP - Same as his JP win pose above.

SK - Same as his JP win pose above.

FK - Same as his JP win pose above.

RK - Same as his JP win pose above.

-- [Gen] --

JP - Puts his hands under his long sleeves and exclaims "You were big fool."
(I love this one! It really rubs in your victory!)

SP - Like the one above, he puts his hands in his sleeves and gives a menacing, but rather funny laugh(well funny to me!).

FP - Same as his JP win pose.

SK - Same as his SP win pose.

FK - Same as his JP win pose.

RK - Same as his SP win pose.

-- [Guile] --

JP - Brings a comb out of his pocket and exclaims "I'm impressed!"

SP - Same as his JP win pose above.

FP - Guile stands, looks towards the screen, and his Dog Tag shines.

SK - Guile flexes his muscle while he smiles at the opponent and exclaims "Hmph!"

FK - Gives a two finger salut while looking at the screen and exclaims "Too easy!"(Ha! The most intimidating of them all, like Charlie's!).

RK - Same as his JP win pose.

-- [Guy] --

JP - Stands there and folds his arms over each other.

SP - Faces the opponent holds out two fingers and says "Waruku Omouna."

FP - Turns his back to the screen puts two fingers over his forehead and says "Kurezo...Bushinryu."

SK - Same as his JP win pose.

FK - Same as his SP win pose.

RK - Same as his FP win pose.

-- [Juli] --

JP - Just like Cammy's win pose she saluts M.Bison while he is floating the only exception is that she does not say "Yes sir."

SP - She stands there in silence as M.Bison floats by laughing.

FP - Turns around with her back to the screen while giving a quick look at her opponent.

SK - Same as her FP win pose.

FK - Same as her JP win pose.

RK - Same as her SP win pose.

-- [Juni] --

- JP - Just like Juli's JP win pose, she saluts M.Bison as he floats by laughing and she does like say "Yes sir" like Cammy does.
- SP - Just like Juli's SP win pose, M.Bison floats by and she stands in silence.
- FP - Just like Juli's FP win pose, she turns her back to the screen while giving a quick look at her opponent.
- SK - Same as her FP win pose.
- FK - Same as her JP win pose.
- RK - Same as her SP win pose.

-- [Juni and Juli] --

- JP - They each do their regular taunt and they both are facing the opposite direction.
- SP - They each do their regular taunt except they are facing each other and they form sorta like a unique diamond shape(its hard to describe).
- FP - Same as her JP win pose.
- SK - Same as her SP win pose.
- FK - Same as her JP win pose.
- RK - Same as her JP win pose.

NOTE: As you can expect these are their win poses when they are in Dramatic Battle mode, I'm not sure who has the authority in determining the win pose here, 2nd player or 1st player, I guess its whoever does their win pose selection first. When you have a CPU controlled Juni or Juli you can select your own win pose.

-- [Karin] --

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

-- [Karin vs. Karin] --

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

-- [Ken] --

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

exclaims "Yasuntai!"

- FP - Like his SP win pose he gives a thumbs up and exclaims "Yatta ze!" the only exception here is that he does not cover his face, he goes directly into his thumbs up pose.
- SK - Same as his SP win pose.
- FK - Same as his SP win pose.
- RK - Same as his FP win pose.

-- [V-ISM] --

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

NOTE: The only exception in V-ISM is Ken's Short Kick taunt, its a different win pose than is default win pose.

-- [R.Mika] --

- JP - She jumps up repeatedly and cheers like she was a small girl.
- SP - Same as her JP win pose above.
- FP - Same as her JP win pose above.
- SK - Same as her JP win pose above.
- FK - Same as her JP win pose above.
- RK - Same as her JP win pose above.

-- [R.Mika vs. R.Mika] --

- JP - Same as her default win pose above.
- SP - Like her SP win pose, the golf car drives by with some mysterious person inside the golf cart, but R.Mika stops cheering after a short while.
- FP - She cheers just like her SP win pose except the person in the golf cart stops in front of her, I still don't know who he is!
- SK - She cheers just like her win poses above, the mysterious person in the golf cart rolls by and drops a giant tire. R.Mika attaches the tire to herself and runs off with it. I think that person must be her trainer!
- FK - Same as her SP win pose above.
- RK - Same as her FK win pose above.

-- [Rolento] --

- JP - Rolento goes into his classic pose exclaiming "Mission Complete!" while at the same time 5 henchmen from above makes repeated stabs against the air while all hanging upside down.
- SP - Rolento laughs as he drops a grenade that rolls towards the opponent and explodes on them! (What a funny guy!)
- FP - Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" while his five henchmen hangs upside down stabbing at the air, except this time the second henchman from the right comes in a little late.
- SK - Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time the second henchman from the right comes in on time and later leaves.
- FK - Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time his henchmen does the so called "Wave" as seen in baseball games by audiences, but Rolento style as they stab against the air.

RK - Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" The only exception is that his henchmen don't come out.

-- [Rose] --

JP - She stands and waves her index finger across sorta like she is saying "don't mess with me again" and says "Mada, mada ne."

SP - Rose stands there and smiles as she holds out her scarf as it flows with Soul Power and she says something(once again I'm still a little puzzled as to what she is saying).

FP - Its just like her JP win pose except this time she forms a mirror image upon both sides of her before she waves her finger.

SK - Rose forms a mirror image of herself, leans against her mirror image and exclaims "Daijoubu?"

FK - Rose takes a giant card which says "The Fool" and she flips it and she is wearing a fancy dress, something women would wear in the 1800's.

RK - She stands as the wind blows and lets a tarrot card drop out of her hand and onto the ground.

-- [Ryu] --

JP - Ryu stands and holds up his hand and smiles at victory, just like Ken's win pose.

SP - He stands there as the wind blows and looks at the other direction while giving a slight smile.

FP - He stands there as the wind blows and looks at the other direction and a small single leaf blows by near his feet.

SK - Same as his JP win pose above.

FK - Same as his JP win pose above.

RK - Same as his FP win pose above.

-- [Sagat] --

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

SP - Crosses his hands over his chest and laughs rather very menacingly.

FP - Crosses his hands and gives a menacing laugh and stares at the other direction.

SK - Same as his JP win pose above.

FK - Same as his SP win pose above.

RK - Same as his FP win pose above.

-- [Sakura] --

JP - She stands with her fist in the air and gives a cheerful laugh.

SP - Does that funky little gliding dance(very cool!).

FP - Does a few attacks and her shoe flies off as she is in her ready stance.

SK - Like her win pose above except this time that her shoe does not fly off.

FK - She stands and rubs her nose and says something(not sure what she says though).

RK - The wind blows as she stands there like Ryu folding her arms(funny actually!).

-- [Shin Akuma] --

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

SP - Same as above.

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

SK - Same as above.

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

RK - Same as SK and FP

-- [Sodom] --

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

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

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

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

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

RK - Just like his JP win pose above.

-- [X-ISM] --

JP - Just like his default JP win pose above.

SP - Just like his default SP win pose above.

FP - Just like his default FP win pose above.

SK - Same as his FP win pose.

FK - Same as his FP win pose.

RK - Same as his default JP win pose above.

-- [T.Hawk] --

JP - He stands and whistles for his eagle and it rests on his hand, the funny
part about this is that the eagle shakes his head, which is pretty
intimidating!

SP - He stands there and exclaims "whmp!"

FP - Just like his SP win pose except this time the same eagle lands on his
shoulder and shakes its head.

SK - Just like his JP win pose above.

FK - Just like his SP win pose above.

RK - Just like his RK win pose above.

-- [Vega]--

JP - Quickly puts his claw down and gives a snickering laugh.

SP - Stands and removes his mask in disgust at his opponent.

FP - Same as his SP win pose above.

SK - He jumps up and gives a menacing snickering laugh to himself.

FK - Same as his JP win pose above.

RK - Same as his JP win pose above.

-- [Zangief] --

JP - Stands and flexes his muscles and says "Bolschoy Tavieda!"

SP - Same as his JP win pose above.

FP - Same as his JP win pose above.

SK - Its just like his JP win pose above except he just laughs this time.

FK - Same as his SK win pose above.

RK - Same as his SK win pose above.

-- [X-ISM] --

JP - Same as his default JP win pose above.

SP - Same as his default JP win pose above.

FP - Same as his default JP win pose above.

SK - Same as his default SK win pose above.

FK - Same as his default SK win pose above.

RK - Same as his default JP win pose above.

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

=====
----- [Character Bios] -----
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NOTE: I'm not sure if it was a translation error, but some of the bios look a bit off. For 7' and 237 lbs, Zangief definitely looks like he's at least 350 lbs instead. However, these are Capcom's official bios and not mines. Also, the bios for Shin Akuma, Evil Ryu, Classic Balrog, and Final Bison are all the same for their equal counterparts.

- [Adon] -

Height: 6'0"
Weight: 161 lbs.
Blood Type: B

- [Akuma] -

Height: 5'8"
Weight: 177 lbs.
Blood Type: ?

- [Balrog] -

Height: 6'5"
Weight: 225 lbs.
Blood Type: A

- [Birdie] -

Height: 7'1"
Weight: 245 lbs.
Blood Type: O

- [Bison] -

Height: 6'1"
Weight: 212 lbs.
Blood Type: O

- [Blanka] -

Height: 6'3"
Weight: 216 lbs.
Blood Type: B

- [Cammy] -

Height: 5'4"
Weight: 102 lbs.
Blood Type: B

- [Charlie] -

Height: 6'1"

Weight: 185 lbs.
Blood Type: O

- [Chun-Li] -

Height: 5'5"
Weight: ?
Blood Type: A

- [Cody] -

Height: 6'1"
Weight: 177 lbs.
Blood Type: O

- [Dan] -

Height: 5'8"
Weight: 163 lbs.
Blood Type: O

- [Dee Jay] -

Height: 6'0"
Weight: 203 lbs.
Blood Type: AB

- [Dhalsim] -

Height: 5'8"
Weight: 106 lbs.
Blood Type: O

- [Eagle]

Height: 6'0"
Weight: 160 lbs.
Blood Type: AB

- [E.Honda] -

Height: 6'1"
Weight: 302 lbs.
Blood Type: A

- [Fei Long] -

Height: 5'6"
Weight: 132 lbs.
Blood Type: O

- [Gen] -

Height: 5'4"
Weight: 135 lbs.
Blood Type: O

- [Guile] -

Height: 6'1"

Weight: 190 lbs.
Blood Type: O

- [Guy] -

Height: 5'9"
Weight: 159 lbs.
Blood Type: O

- [Juli] -

Height: 5'4"
Weight: 108 lbs.
Blood Type: B

- [Juni] -

Height: 5'3"
Weight: 101 lbs.
Blood Type: AB

- [Karin] -

Height: 5'3"
Weight: 106 lbs.
Blood Type: B

- [Ken] -

Height: 5'7"
Weight: 159 lbs.
Blood Type: B

- [Maki] -

Height: 5'5"
Weight: 115 lbs.
Blood Type: B

- [R.Mika] -

Height: 5'5"
Weight: 137 lbs.
Blood Type: O

- [Rolento] -

Height: 5'9"
Weight: 179 lbs.
Blood Type: O

- [Rose] -

Height: 5'8"
Weight: 119 lbs.
Blood Type: ?

- [Ryu] -

Height: 5'7"

Weight: 143 lbs.
Blood Type: O

- [Sagat] -

Height: 7'4"
Weight: 240 lbs.
Blood Type: B

- [Sakura] -

Height: 5'2"
Weight: 92 lbs.
Blood Type: A

- [Sodom]-

Height: 6'8"
Weight: 238 lbs.
Blood Type: A

- [T.Hawk] -

Height: 7'5"
Weight: 358 lbs.
Blood Type: O

- [Vega] -

Height: 6'1"
Weight: 159 lbs.
Blood Type: O

- [Yun] -

Height: 5'6"
Weight: 137 lbs.
Blood Type: B

- [Zangief] -

Height: 7'0"
Weight: 237 lbs.
Blood Type: A

=====
----- [Miscellaneous] -----
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In this section below are just small tidbits of info in Street Fighter Alpha 3 that I've picked up myself as well as various sources that have spread by the mouth.

- Acquiring Shin Bison can be done by using the Gameshark, the code can be found at the highly resourceful www.cmgsgccc.com - Shin Bison is enhanced with a stronger fierce attack and his 'super' Psycho Crusher attack.
- There are 'Shadowloo-ism' type characters in the game, but you cannot use them unless you have a Gameshark 2.4 or above. These characters are mainly the boss characters like Sagat or Vega and can use pretty much any super

they wish in 'X-ism' mode, doing more damage than they normally do as well as taking less damage from attacks.

- 'Evil' Sakura is not in the game.
- Shin Akuma's ending is exactly the same as Akuma's, as is his storyline.
- The manual in the U.S. version(Street Fighter Alpha 3) has mistakenly put Bison's official move names with Juni's movelist. Her Cannon Spike is placed as "Psycho Shot" and her Spiral Arrow is placed as "Psycho Crusher."
- I think Chun-Li is the only character in the game with two alternate fight screen pictures. What I'm talking about is that in the top left and right corners of the screen during every battle is a small portrait of the character. Chun-Li's X-ISM picture is different than her A-ISM and V-ISM portrait.
- The characters T.Hawk and Dee Jay carry their old Street Fighter moves list names. You can see their bios in arcade mode, instead of the Mexican Typhoon T.Hawk's name for that is the Storm Hammer, exactly like it was in Super Street Fighter 2. That goes the same for Dee Jay, so instead of Machine Gun Uppercut its called a Hyper Fist in his bio. Intentional or not, that's for Capcom to decide.
- What really are the official names for the characters' move lists in the game? I mean I saw the bio for R.Mika and it said Daydream Slam instead of Daydream Headlock along with other different moves other than listed in the manual.
- I wonder, is it just me or is it that if Cammy is supposedly a clone, wouldn't she have the same blood type as Bison? I mean I'm no geneticist, but I think if you were to clone somebody they would have the same blood type. I could be wrong though.
- The US box has a screenshot of Street Fighter Zero 3 on the back, the one where Dee Jay is shown attacking Sodom. The "Z-ISM" is a clear indication of that.
- In the GBA version, when Maki performs her special throws, you can hear Sagat like grunts that goes along with her throws. It's probably just a minor error.

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----- [Credits] -----
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--+ Capcom(www.capcom.com)
For making the best fighting game of all time.

--+ Kao Megura(www.gamefaqs.com/features/recognition/85.html)
For his info on Vega(Balrog)'s claw...as well as Dan's official taunt names. His guide is definitely the best...check his guide out first.

--+ Brady Games(www.bradygames.com)
Thanks for their moves name list from their superb guide.

--+ CJayC(www.gamefaqs.com)
For posting this guide and his dedication.

--+ Jerrold NG(jiyau@yahoo.com)

For providing some of the World Tour Mode stuff, mainly the ISM Pluses.

--+ Ed Derus (Cderus@worldnet.att.net)
For the Birdie Bull Horn stuff.

--+ Dallas (dallastm.cjb.net)
For being one of the best authors on the net, a good friend online,
and an inspiration to many.

--+ Dingo Jellybean (www.geocities.com/dingojellybean2)
Finally me for typing up this FAQ.

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