

# Street Fighter Alpha 3 M.Bison Character FAQ

by ICEOUT0002

Updated to v2.1 on Dec 17, 2001

This walkthrough was originally written for Street Fighter Alpha 3 on the PSX, but the walkthrough is still applicable to the DC version of the game.

Street Fighter Alpha 3 (PSX One)  
Balrog Guide version 2.1 - 12/17/2001  
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01) UPDATES  
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2.1 (12/17/2001) Revamped the guide, redid the combos.  
                  Now uses the same format as my Cap vs.SNK guides.

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02) LEGEND  
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UB U UF 1 2 3 jab strong fierce = P/PP  
B \* F 4 5 6 short forward roundhouse = K/KK C= hold  
DB D DF                            a/v/x = that ISM only

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03) SECRET CODES  
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TURN PUNCH COUNTER

- \* To have a counter appear whenever Balrog charges a turn punch (0-9 then F for final) hold Short+Fierce until the round begins.
- \* This has to be done every round.

ORIGINAL BALROG

- \* To play as Original or Arcade Balrog, clear the 19th location in World Tour Mode. (This will be the last stage if you don't reach experience level 27).
- \* Hold L2 (the default 3K button) while selecting Balrog.
- \* With the exception of the crouch 6 (Fist Sweep), all of his basic kicks are identical to his punches. Also, the Buffalo is a recovery-only move in both A-ISM and V-ISM and all of his jumping up attacks are the same angled versions.

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04) MOVELIST  
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Basics

Air Recovery : PP when knocked in air  
av Recovery Roll : KK when knocked down  
av Taunt : Select  
av Alpha Counter : F+same P+K  
Throw Recovery : B or F+PP/KK

## Special Moves

Turn Punch : C all P/K, release  
Dash Straight : CB,F+P  
av Dash Ground Straight : CB,DF+P  
Dash Upper : CB,F+K  
av Dash Ground Upper : CB,DF+K (knocks down)  
v Buffalo Head : CD,U+P  
a Buffalo Head : CD,U+P when knocked down

## Throws

Headbutt Hold : B or F+PP (also in air)

## Supers

x Crazy Buffalo : CB,F,B,F+P/K (P/K = alternate punch)  
a Crazy Buffalo : CB,F,B,F+P (K = uppercuts)  
a Gigaton Blow : CB,F,B,F+K (level 3)

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## 05) COMBOS

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v (2) crouch 3 - Dash Straight / Upper  
v (3) crouch 1 - (1) - Buffalo Head  
x (3) (corner) Dash Straight 3 - 1 - Dash Straight / Upper  
(5) jump 5 - crouch 1,1 - 1 - Dash Straight / Upper  
x (7) (corner) Crazy Buffalo - 1 - Dash Straight / Upper

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## 06) ISM DIFFERENCES

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### X-ISM

Here, Balrog has one long super bar like he did in SSF2T. Basic and special moves do a little more damage than in A or V-ISM. He can't use his 2 low dashing attacks in X-ISM, and he can't do his Buffalo Head move at all. WEIRD! His X-ISM super, the Crazy Buffalo, does more damage than even his level 3 A-ISM supers. However, he cannot air block, recovery roll, taunt, or use an Alpha Counter in this mode. Also, his Fierce Dashing Straight will knock down.

### A-ISM

His Crazy Buffalo can be done at 3 levels. He also has a level 3 only super, the Gigaton Blow, which does great damage. The Buffalo Head can only be done as a recovery move.

### V-ISM

No super moves in this mode. Instead the bar is for "variable combos" which are like the custom combos from SFA2 except you can move freely and your shadows mirror your moves. Moves do the least amount of damage here so watch out. He also gets different basic moves with B+2/3/5/6, and the Buffalo Head is a standard move. Variable combos take a lot of skill and timing pull off and land, so only use this ISM if you are really good. A fully charged variable combo will last about 6 seconds or until you get hit, the punch/kick pressed determines the interval in which your shadows attack.

## CLASSIC

Same moves as X-ISM, no super bar. Also, you can't be juggled, and can't use air recovery. CLASSIC opens up after 3 hours or beating the game on difficulty 4-8.

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07) STRATEGY  
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Using the Gigaton Blow

The best time to use this is if you're really low on health and need a comeback move. If they block it, grab them with the Headbutt Hold.

Vs. SHIN M. BISON (Final Boss)

He uses his own custom ISM (A-ISM moves and supers with an X-ISM bar). Stay on the ground at all times, because his Psycho Crusher super takes off over 75% of a lifebar, and can't be air-blocked. Watch out for his Skull Diver mix-ups as well. Wear him down with frequent Dash Ground Punches and Fierces.

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08) CREDITS  
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Kao Megura's SFA3 PSX FAQ: All ISM differences

Secret code

Original Balrog differences

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