



STREET FIGHTER ALPHA 3
SEGA DREAMCAST™

20 PTS.

STREET FIGHTER ALPHA 3
SEGA DREAMCAST™

20 PTS.

TAKE IT TO THE EDGE. CAPCOM EDGE.

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES, PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR. DON'T FIGHT IT! JOIN TODAY!

MEMBERSHIP DETAILS INSIDE.
CHECK OUT: WWW.CAPCOM.COM

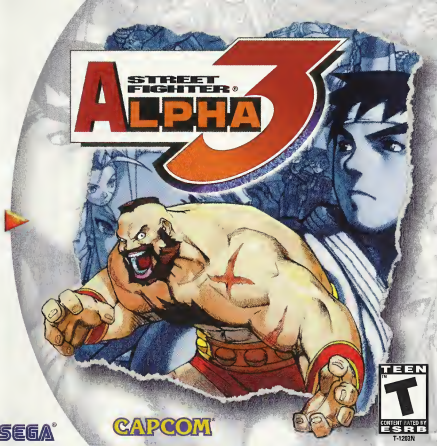
Capcom Entertainment, Inc.
475 Siskiyout Parkway
Sunnyvale, CA 94089

© CAPCOM CO., LTD. 2004 © CAPCOM U.S.A., INC. 2004. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER ALPHA 3 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Symbol, are trademarks of SEGA. Sega of America, P.O. Box 7030, San Francisco, CA 94109. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNINGS: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,490,374, 5,325,778, 5,872,280, 5,656,733, 4,942,038, 4,754,094, 4,942,076, the 3D,3D+ Japanese Patent No. 2578038, (Systems pending in U.S. and other countries), Canada Patent No. 1,363,076. The Dreamcast logo is a trademark of the Interactive Digital Software Association.



CAPCOM
www.capcom.com



STREET FIGHTER® ALPHA 3

SEGA®

SEGA®

CAPCOM®



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER ALPHA 3™ for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library. CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. Sega, Dreamcast, and the Sega Dreamcast logos are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for help or to find out what's new at CAPCOM!

CONTENTS

- 2 SEGA DREAMCAST™
- 2 STARTING A GAME
- 3 CONTROLS (DEFAULT)
- 4 MOVES
- 5 RULES
- 6 GAME SCREEN
- 7 GAME MODE MENU
- 8 PLAYER SELECT
- 9 ARCADE MODE
- 9 VS MODE
- 9 TRAINING MODE
- 10 WORLD TOUR
- 12 ENTRY MODE
- 12 MEMORY CARD
- 12 OPTION MODE
- 14 SUPER COMBO
- 14 CUSTOM COMBO
- 15 BASIC MOVES
- 16 STREET FIGHTERS
- 16 KEY TO FIGHTER CONTROLS
- 28 SFA3 INTERNET INSTRUCTIONS

SEGA DREAMCAST™



CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

STREET FIGHTER ALPHA 3

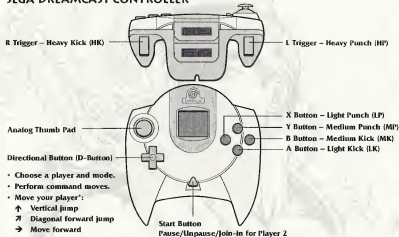
is a 1-to-3 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

STARTING A GAME

1. Press the Start Button at the title screen.
2. Press the Analog Thumb Pad, Directional Button or Joystick \uparrow/\downarrow to select a game mode and press the A Button. (See page 7.)
3. Press the Analog Thumb Pad, Directional Button or Joystick in any direction to select a player and press any button. (See page 8.)

CONTROLS (DEFAULT)

SEGA DREAMCAST CONTROLLER



- Choose a player and mode.
- Perform command moves.
- Move your player's:
 - \uparrow Vertical jump
 - \nearrow Diagonal forward jump
 - \rightarrow Move forward
 - \searrow Crouch
 - \downarrow Crouch
 - \swarrow Crouching block
 - \leftarrow Move backward/standing block
 - \nwarrow Diagonal backward jump
- When your player is facing right. If your player is facing left, reverse the left/right controls.

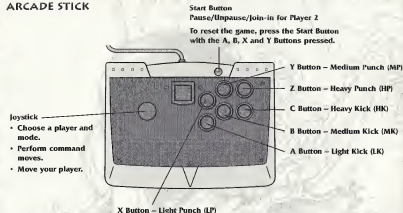
To reset the game, press the Start Button with the A, B, X and Y Buttons pressed.

Notes:

1. You can change the default control settings in Option mode. See page 13.
2. **STREET FIGHTER ALPHA 3** is compatible with the optional Vibration Pack. To use, insert into SLOT 2 of the Sega Dreamcast controller. Do not insert a Vibration Pack into Slot 1.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



Notes:

1. You can change the default control settings in Option mode. See page 13.
2. You cannot use a Vibration Pack with the Arcade Stick.

MOVES

NORMAL MOVE - Moves using a Punch or Kick button. Moves vary depending on the player's posture.

BLOCK - Block an opponent's attack by pressing the Analog Thumb Pad, D-Button or Joystick away from the opponent.

THROW - When near an opponent, press the Analog Thumb Pad, D-Button or Joystick toward the opponent and any two Punch or Kick buttons simultaneously.

DIZZY/RECOVERY - If an opponent's attack makes you dizzy, recover more quickly by pressing the Analog Thumb Pad, D-Button or Joystick while punching or kicking rapidly.

SPECIAL MOVE - Perform a special move by combining an Analog Thumb Pad, D-Button or Joystick direction with Punch and Kick buttons. Each player has unique special moves (see pages 17 - 27).

SUPER COMBO - When the Super Combo Gauge is full, you can perform a super powerful move by combining an Analog Thumb Pad, D-Button or Joystick direction with Punch or Kick buttons (see pages 17 - 27.)

RULES

TIME - The time for each round is 99 counts. You can change the round time in Option mode (see page 12). In certain game modes, the round time cannot be changed.

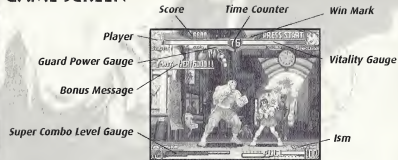
WINNING - The first player who makes the opponent's vitality deplete to zero wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.

WIN MARK - When a player wins a round, a Win Mark appears above the player's Vitality Gauge.

MATCH - The first player to win two out of three rounds wins the match. You can change the number of winning rounds in Option mode (see page 12). In certain game modes, the number of rounds cannot be changed.

DRAW GAME - A draw game occurs when both players' Vitality Gauges drain out at the same time (a double K.O.), or both players have the same amount of vitality when time runs out.

GAME SCREEN



PLAYER – The player's name and portrait.

SCORE – Player's current score.

TIME COUNTER – Time left in the round.

WIN MARK – Appears when a player wins a round.

VITALITY GAUGE – The player's remaining vitality.

BONUS MESSAGE – Various messages appear during combat.

SUPER COMBO LEVEL GAUGE – When this gauge fills to a certain point, the character attains higher levels and can perform Super Combos, Alpha Counters and Custom Combos. See page 14.

GUARD POWER GAUGE – When this gauge runs out, the player's block can be broken.

ISM – The player's Ism; X, A or V. See page 8.

GAME MODE MENU

On the Mode Menu, select one of these modes to start your game. Highlight your choice and press the A Button.



ARCADE MODE – A story mode from the original arcade version of the game. See page 9.

VS MODE – Two player competition mode. See page 9.

TRAINING MODE – Practice your moves and combos. See page 9.

WORLD TOUR – Train your player's powers while taking a world tour of street fighting. See page 10.

ENTRY MODE – Register a player you created in World Tour mode so you can import that player into other game modes.

TEAM BATTLE – Team competition mode.

SURVIVAL MODE – Defeat as many opponents as possible, with limited vitality.

DRAMATIC BATTLE – Two player co-op mode against the computer.

VS DRAMATIC BATTLE – Three players fight in a two-on-one match.

FINAL BATTLE – Fight the final boss character.

OPTION MODE – Adjust various game settings. See page 12.

SCORE RANKING – Review the best scores in each game mode.

MEMORY CARD – Save or load your game data. This requires an optional Visual Memory Unit (VMU). See page 12.

PLAYER SELECT

1. After you choose a game mode, you'll see the Player Select menu. Highlight your choice and confirm by pressing any button.
2. Select a mode. (You may bypass this depending on your selections in Option mode. See page 13.)
3. Select the character's Ism:
X-Ism – Simple fighting style with one powerful Super Combo.
A-Ism – Standard fighting style with several Super Combos.
V-Ism – Variable fighting style including a Custom Combo.
4. Choose a game speed: Normal (standard) or Turbo (fast). (You can toggle Speed Select ON/OFF in Option mode. See page 13.)



ARCADE MODE

One or two players. Defeat 10 computer-controlled players to win. Each character has a different victory ending.

VS MODE

Two players only. Two player head-to-head competition, lasting for one match. Select characters and adjust handicaps before starting. You must have two controllers connected to play this mode.

TRAINING MODE

One player. Practice your moves and combos. Select your player and opponent and adjust your settings before starting practice. Press the Start Button during practice to view the Training Mode Menu. Most of the options are self-explanatory. Choose the DUMMY option to adjust the opponent's settings.



ACTION – Adjust the opponent's stance:

Stand, Crouch or Jump.

GUARD – Adjust the opponent's block: Auto Guard or No Guard.

BREAKFALLS – Select the opponent's manner of defensive fall after being punched up in the air: Off (none), Front, Neutral or Back.

GP GAUGE – Adjust the opponent's Guard Power Gauge:

Max(imum), Normal, or Min(imum).

	X-Ism	A-Ism	V-Ism
# of Super Combos	1	2 or more	0
Super Combo Levels	1	3	2 (Custom Combo)
Custom Combo	No	No	Yes
Air Block	No	Yes	Yes
Power	High	Standard	Low
Defense	Low	Standard	Standard
Alpha Counter	No	Yes	Yes

WORLD TOUR

Train and increase your player's powers while taking a world tour of street fighting arenas and stages.

1. Choose a game:

LOAD GAME – Resume a previously saved game and player from a Visual Memory Unit (VMU).

NEW GAME – Choose a player and start a new World Tour from the beginning.

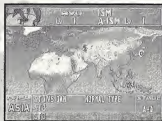
2. Choose a country from the World Map. A menu will appear with these options:

BATTLE – Start the contest.

SETUP – Display the Setup screen. To use it, see page 11.

SAVE – Save the game to a VMU. (13 free blocks are required to save game data.)

3. Each country has 1 to 3 stages. Complete them all and you'll return to the World Map, where new countries appear. Choose another country to continue the tour. (You can choose a country you've already competed in, but your player's experience points won't increase. See page 11.)



WORLD TOUR STAGES

Normal – Defeat one opponent to win.

Survival Stage – Defeat several opponents to win.

Team Battle Stage – Fight against an opponent team of 2 or 3 characters.

MORE ABOUT WORLD TOUR

LEVEL UP: Your player will gain experience points by defeating opponents. At set point increments, your character's level and abilities increase. You must compete in untried countries in order to increase your player's experience points.

ISM PLUS: As you complete each stage, you may gain an Ism Plus, which will give your player a special ability. You cannot remove any Ism Pluses you gain.

ISM LEVEL UP: Each Ism you player has also gains experience points and increases in abilities.

THE ISM SETUP SCREEN

Player Name & Level *

Total Experience Points

Ism Levels



To customize your player, highlight an Ism and press the A Button. Then select a game speed. (You can set Speed Select ON/OFF in Option mode. See page 12.)

* The maximum Player Level is 32. The Player Grade will appear if you register the player in Entry Mode. See page 12.

ENTRY MODE

Register your World Tour players in order to use them in other game modes. Load the player data, previously saved onto a VMU, and choose ENTRY to register it. You can register up to six characters. Once registered, your characters will be displayed on the Player Select screen in other game modes.

Note: You cannot select registered characters when starting a new World Tour.

MEMORY CARD

Save and load your game data, scores and Option settings. You must be using an optional Visual Memory Unit (VMU) to save and load.

OPTION MODE

Use Option Mode to adjust game settings. Using the Analog Thumb Pad, D-Button or Joystick, press \uparrow/\downarrow to choose a setting and press \rightarrow/\leftarrow to make adjustments.

DIFFICULTY – Adjust the skill level: higher numbers are more difficult.

TIME – Set the round time.

ROUNDS – Set the number of rounds for each match.

DAMAGE – Adjust the damage of moves.



SC DAMAGE – Set the damage of Super Combos.

SPEED – Set the game speed.

GAUGE – Set the base number on the Super Combo Level Gauge.

MODE SELECT – Choose ON to select a mode in Arcade Mode.

SHORTCUT – Choose ON to shorten loading time.

AUTO SAVE – Choose ON to save game data automatically to a VMU.

MUSIC VOL – Adjust the volume of background music. The higher numbers are louder volume.

SOUND – Choose either Stereo or Monaural, depending on the number of speakers connected to your television.

BUTTON CONFIG – Reassign the button controls on any player's controller.

SET SPECIAL COMMAND – Set a special command to a button.

THREE BUTTONS – PPP or KKK. Press three Punch or Kick buttons simultaneously. This is useful for Special Moves or Throw moves.

P AND K OF THE SAME STRENGTH – Use this to perform Custom Combos.

COMMAND – Adjust command input time. ARCADE is a short time. LONG gives you more time to input commands.

DISPLAY ADJUST

DISPLAY ADJUST: Center the game screen on your TV or monitor.

SCREEN SIZE: Adjust the range of player display.



SUPER COMBO

The Super Combo Level Gauge builds up as you perform moves. When it reaches a certain length, its level increases, allowing you to perform Super Combos, Alpha Counters and Custom Combos.

X-ISM – You can perform a Super Combo only when the Super Combo Level Gauge is full. Super Combos use the entire gauge.

A-ISM – Your three levels of Super Combos correspond to the three levels of punches/kicks (light, medium and heavy). The higher the gauge level is when you start, the more powerful your Super Combo will be. The Punch or Kick button you press determines the power of the Super Combo, and uses a similar amount of the gauge. (Light – Level 1, Medium – Level 2, Heavy – Level 3)

V-ISM – See page 14.

CUSTOM COMBO

Custom Combos are available with V-ISM characters only.

When a V-ISM character's Super Combo Level Gauge builds up to 50% or more, you can perform a Custom Combo by pressing Punch and Kick buttons of the same strength simultaneously.

- During a Custom Combo, shadow images follow your character and attack in the same way.
- You can continue a Custom Combo until the Super Combo Level Gauge runs out.
- You cannot block during a Custom Combo.
- If you take damage, the Custom Combo ends.

On Capcom's website, Capcom may use "cookies" to enhance your experience at our Web site. Cookies are pieces of information that we may place on your computer to help "personalize" your visit to the site. For example, a cookie will allow us to remember certain things about you, such as your screen name or where you log on to a game. The cookie only tells us that you have visited the site and may contain certain information that will help us make your visit more enjoyable but does not give us your personally identifiable information. Capcom's Web sites may contain links to other sites for your convenience. Because Capcom does not operate these other sites, we cannot guarantee that they will observe the same privacy policy. We encourage parents to monitor their children's online use, and to help us protect their privacy by notifying them to never provide personally identifiable information, such as names and addresses, on this site or any other site without permission if you are a parent or guardian, and our intention in knowing more about Capcom's policy regarding the online collection of information from children, we recommend reviewing the Children's Privacy Policy.

Parent/Guardian of under 13 years old

I have read and understand Capcom's Privacy Policy and hereby consent to Capcom's website and use of the information described on this site.

Name: _____

Relationship to Child: _____

Address: _____

Signature: _____

Capcom Privacy Policy
Capcom is very concerned about the protection of privacy for all Capcom customers. Capcom respects your privacy and your choice not to have your personally identifiable information shared with other people. Capcom collects personally identifiable data, such as names, addresses, e-mail addresses, and the like, only when voluntarily submitted through Capcom's registration process by a customer or a Web site visitor. All information gathered in the registration process will be used only by Capcom, Inc. to improve Capcom's products, services and Web site and to inform you of Capcom's new products, new releases and promotional programs. Capcom will not share any personally identifiable information you provide with any other company without your permission. By signing up to receive a free subscription to *Damned Magazine* under our *Rights Edge Program*, you permit Capcom to share your information on your eep-up card with *Damned Magazine*. Capcom may in the future request information from you that they be shared with others. In these situations, you will be told of this fact, and given an opportunity to say no.

To protect the information you've given to Capcom, we use commercially reasonable measures to prevent others from accessing your information. Once you register with Capcom, we will send you a notice via postal or e-mail, confirming the accuracy of the information we have for your registration. If you find any information incorrect, you may correct information by reaching us the information via postal mail or e-mail and we will implement such correction. If at any time you want to update your contact information, or you do not want to receive new product information from us, let us know by contacting us at registration@capcom.com. Please be sure to include in your message the name of the site at which you registered and the e-mail address you used to register.

Germany Registration
Capcom Europe
478 Damned Project, Inc.
Sunnyvale, CA 94088

TO REGISTER PLEASE SEND THIS CARD IN AN ENVELOPE AND MAIL TO:

BASIC MOVES

STANDING BLOCK

Press \rightarrow or \leftarrow away from opponent

AIR BLOCK

Press \rightarrow or \leftarrow away from opponent (A and V Isms only)

CROUCHING BLOCK

Press \downarrow or \uparrow away from opponent

Block an opponent's attack by pressing the Analog Thumb Pad, D-Button or Joystick away from it. Use a standing, air or crouching block according to the attack. (Air blocks are not available with X Ism).



DEFENSIVE FALL

When knocked up in air, press 2 Punch buttons simultaneously (not available with X Ism)

Use a defensive fall to avoid an opponent's additional attacks.

DEFENSIVE ROLL

When knocked up in the air, press 2 Kick buttons simultaneously (not available with X Ism)

Use a defensive roll to avoid an opponent's additional attacks.

THROW, ESCAPE

\rightarrow or \leftarrow + 2 Punch or Kick buttons simultaneously

This move works as a throw when you are attacking, or as an escape when an opponent grabs your character.

ALPHA COUNTER

When blocking an attack, press \rightarrow or \leftarrow (toward opponent) + Punch and Kick buttons of the same strength (not available with X-ism)

This counterattack move uses one Super Combo level and shortens the Guard Power Gauge.

DAMAGE REDUCTION

Press the Analog Thumb Pad, D-Button or Joystick + Punch or Kick buttons rapidly.
This move reduces damage when you're under attack or blocking.

GUARD CRUSH

Your Guard Power Gauge shortens while you're blocking. When your Guard Power gauge runs out, your blocking is broken. If you refrain from blocking, the gauge will gradually recover. If your Guard Power Gauge drains out, it shortens.

TAUNT

Press Light Punch button + Start button simultaneously
This is the default control, which you can change in Option Mode (see page 13).

STREET FIGHTERS

KEY TO FIGHTER CONTROLS ON PAGES 17-27

↕↘↙↗↔↔	Analog Thumb Pad, D-Button or Joystick direction (arrows shown are for characters facing right; reverse left/right arrows for characters facing left).
P	Punch button (of any strength).
K	Kick button (of any strength).
LK, MK, HK	Light Kick, Medium Kick, Heavy Kick.
LP, MP, HP	Light Punch, Medium Punch, Heavy Punch.
KKK	3 Kicks rapidly (press your 3-Kick button if set in Option mode; see page 13).
PPP	3 Punches rapidly (press your 3-Punch button if set in Option mode; see page 13).
Hold	Press the Analog Thumb Pad, D-Button or Joystick for about 2 seconds.
[X], [A], [V]	X-ism, A-ism or V-ism move only.
Level 3	Requires a level 3 Super Combo Gauge.
Reversal	Input an Analog Thumb Pad, D-Button or Joystick command when character is getting up.

RYU

SPECIAL MOVES	Fireball	↘↘↘ + P
	Shakunetsu Hadoken	←↙↘↘ + P
	Dragon Punch	→↘↘ + P
	Hurricane Kick	↘↙← + K (also usable in air)
SUPER COMBOS	Shinku Hadoken	↘↘↘↘↘ + P [X][A]
	Shinku Tatsumaki Senpukyaku	↘↙←↘↙← + K [A]
	Metsu Shoryuken	↘↘↘↘↘ + K (Level 3) [A]



M. BISON

SPECIAL MOVES	Psycho Shot	← (hold) → + P [A][V]
	Psycho Crusher	← (hold) → + P [X]
	Double Knee Press	← (hold) → + K
	Head Press	↘ (hold) ↑ + K
	Somersault Skull Diver	↘ (hold) ↑ + P then P
	Bison Warp	→↘↘ + PPP or KKK [A][V] ←↙↙ + PPP or KKK
SUPER COMBOS	Knee Press Nightmare	← (hold) →↔↔ + K [X][A]
	Psycho Crusher	← (hold) →↔↔ + P [A]



CHARLIE

SPECIAL MOVES	Sonic Boom	← (hold) → + P
	Somersault Kick	↘ (hold) ↑ + K
	Knee Bazooka	→ + K [A][V]
SUPER COMBOS	Somersault Justice	↙ (hold) ↘↙↘ + K [X][A]
	Sonic Break	← (hold) →↔↔ + P [A]
	Crossfire Blitz	← (hold) →↔↔ + K [A]



SAKURA

SPECIAL MOVES

Hadoken	↓↘↘ + P
Shouoken	→↓↘ + P
Shunpukyaku	↓↙↘ + K (also usable in air)
Sakura Otoshi	→↓↘ + K then P [A][V]

SUPER COMBOS

Midare Zakura	↓↘↘↘ + K [X][A]
Shinku Hadoken	↓↘↘↘↘ + P [A]
Haru Ichiban	↓↙↘↙↘ + K [A]



BIRDIE

SPECIAL MOVES

Bull Head	← (hold) → + P
Bull Horn	PP or KK (hold for awhile, then release)
Murderer Chain	360° turn + P
Bandit Chain	360° turn + K

SUPER COMBOS

The Birdie	← (hold) →↔ + P [X][A]
Bull Revenger	↓↘↘↘ + P or K [A]



AKUMA

SPECIAL MOVES

Gou Hadoken	↓↘↘ + P (also usable in air)
Gou Shoryuken	→↓↘ + P
Tatsumaki Zankukyaku	↓↙↘ + K (also usable in air)
Hyakkishu	↓↘↘↘ + P then (in air) P or K [A][V]
Ashura Senku	→↓↘ + PPP or KKK ←↙↘ + PPP or KKK

SUPER COMBOS

Shungokusatsu	LP, LP, →, LK, HP [X][A]
Messatsu Gou Hado	→↘↙↘↘↘↘↘ + P [A]
Tenma Gou Zanku	↓↘↘↘↘ + P (in air) [A]
Messatsu Gou Shoryu	↓↘↘↘↘ + P [A]



ROLETO

SPECIAL MOVES

Patriot Circle	↓↘↘ + P (up to 3 times)
Stinger	→↓↘ + K then P or K
Mekong Delta Attack	PPP then P when landing
Mekong Delta Air-Raid	↓↙↘ + P then P
Mekong Delta Escape	↓↙↘ + K then P or K

SUPER COMBOS

Take No Prisoners	↓↘↘↘↘ + P [X][A]
Minesweeper	↓↙↘↙↘ + P [A]
Steel Rain	↓↘↘↘↘ + K [A]



DAN

SPECIAL MOVES

Gadoken	↓↘↘ + P
Koryuken	→↓↘ + P
Dankukyaku	↓↙↘ + K ([A][V] also usable in air)
Saikyo Defense	(while blocking) → + PPP [V]

SUPER COMBOS

Hisho Buraiken	↓↙↘↙↘ + K [X][A]
Shinku Gadoken	↓↘↘↘↘ + P [A]
Koryu Reppa	↓↘↘↘↘ + K [A]



BLANKA

SPECIAL MOVES

Electric Thunder	P (rapidly)
Rolling Attack	← (hold) → + P
Vertical Rolling	↓ (hold) ↑ + K
Backstep Rolling	← (hold) → + K

SUPER COMBOS

Ground Shave Rolling	← (hold) →↔ + P [X][A]
Tropical Hazard	↙ (hold) ↘↘↘ + K [A]



DHALSIM

SPECIAL MOVES

Yoga Fire	↓↘→ + P
Yoga Flame	→↓↘↙← + P [A][V] ←↙↘→ + P [X]
Yoga Blast	→↓↘↙← + K [A][V] ←↙↘→ + K [X]
Yoga Teleport	→↓↘ + PPP or KKK ←↙↘ + PPP or KKK
Yoga Tempest	←↙↘→↙↘↘→ + P [X]
Yoga Inferno	↓↘→↘→ + P [A]
Yoga Strike	↓↘→↘→ + K [A]
Yoga Stream	↓↙←↙←← + P [A]

SUPER COMBOS

Yoga Tempest	←↙↘→↙↘↘→ + P [X]
Yoga Inferno	↓↘→↘→ + P [A]
Yoga Strike	↓↘→↘→ + K [A]
Yoga Stream	↓↙←↙←← + P [A]



GEN

STYLE CHANGE

Note: Style changes are not available with [X].

So-Style	PPP
Ki-Style	KKK

SPECIAL MOVES

Hyakurenko (So-Style)	P (rapidly)
Gekirou (So-Style)	→↓↘ + K then K (rapidly)
Jasen (Ki-Style)	← (hold) → + P
Oga (Ki-Style)	↓ (hold) ↑ + K [A][V]

SUPER COMBOS

Zanei (So-Style)	↓↘→↘→ + P [X][A]
Shitenshu (So-Style)	↓↙←↙←← + P [A]
Jakoha (Ki-Style)	↓↘→↘→ + K [A]
Koga (Ki-Style)	↓↙←↙←← + K (in air) [A]



ADON

SPECIAL MOVES

Jaguar Kick	←↙↘ + K [A][V]
Jaguar Tooth	→↓↘↙← + K
Rising Jaguar	→↓↘ + K

SUPER COMBOS

Jaguar Varied Assault	↓↘→↘→ + P [X][A]
Jaguar Revolver	↓↘→↘→ + K [A]



CODY

SPECIAL MOVES

Criminal Uppercut	↓↙← + P
Ruffian Kick	↓↘→ + K
Bad Stone	↓↘→ + P
Knife Pickup	↓ + PPP

SUPER COMBOS

Final Destruction	↓↘→↘→ + P [X][A]
Dead End Irony	↓↘→↘→ + K [A]



CAMMY

SPECIAL MOVES

Spiral Arrow	↓↘→ + K
Cannon Spike	→↓↘ + K
Spin Knuckle	→↓↘↙← + P [X][A]
Hooligan Combination	←↙↘→↘→ + P then P or K
Cannon Strike	(while jumping forward) ↓↙← + K [V]
Cannon Revenge	↓↙← + P [V]

SUPER COMBOS

Spin Drive Smasher	↓↘→↘→ + K [X][A]
Reverse Shaft Breaker	↓↙←↙←← + K [A]
Killerbee Assault	← (hold) ↓↘→↘→ + K (level 3) [A]



ZANGIEF

SPECIAL MOVES

SUPER COMBOS

Double Lariat	PPP
Quick Double Lariat	KKK
Banishing Flat	→↓↘ + P [A][V] →↓↘ + P [X]
Screw Pile Driver	360° turn + P
Atomic Suplex	360° turn + K (near opponent)
Flying Power Bomb	360° turn + K (far from opponent)
Final Atomic Buster	360° turn x 2 + P [X][A]
Aerial Russian Slam	↓↘→↓↘ + K [A]



T. HAWK

SPECIAL MOVES

SUPER COMBOS

Mexican Typhoon	360° turn + P
Tomahawk Buster	→↓↘ + P
Condor Dive	(while jumping) PPP
Condor Spire	←↓↘ + P [A][V]
Raging Typhoon	360° turn x 2 + P [X][A]
Canyon Splitter	↓↘→↓↘ + P [A]



ROSE

SPECIAL MOVES

SUPER COMBOS

Soul Spark	←↘↓↘→ + P
Soul Throw	→↓↘ + P
Soul Reflect	↓↘← + P
Soul Spiral	↓↘→ + K
Aura Soul Throw	↓↘→↓↘ + P [X][A]
Aura Soul Spark	↓↘←↘← + P [A]
Soul Illusion	↓↘→↓↘ + K [A]



GUY

SPECIAL MOVES

SUPER COMBOS

Hozanto	↓↘← + P
Bushin Senpukyaku	↓↘← + K
Bushin Izuna Drop	↓↘→ + P then P
Hayagake (Dash)	↓↘→ + LK then K
Kage Sukui	↓↘→ + MK then K
Kubikari	↓↘→ + HK then K
Bushin Musourenka	→↓↘←↘↘↓↘← + P (Level 3) [X][A]
Bushin Hassoken	↓↘→↓↘ + P [A]
Bushin Goraikyaku	↓↘→↓↘ + K [A]



E. HONDA

SPECIAL MOVES

SUPER COMBOS

Hundred Hand Slap	P (rapidly)
Sumo Head Butt	← (hold) → + P
Sumo Smash	↓ (hold) ↑ + K
Oicho Throw	360° turn + P
Oni Muso	← (hold) →↘↘ + P [X][A]
Fuji Drop	← (hold) →↘↘ + K [A]
Orochi Crush	360° turn x 2 + P (Level 3) [A]



JUNI

SPECIAL MOVES

SUPER COMBOS

Psycho Shot	↓ (hold) ↑ + K
Psycho Crusher	← (hold) → + K
Hooligan Combination	↓↘→↘ + P then P or K
Mach Slide	↓↘→ + K
Earth Direct	360° turn + P
Psycho Streak	← (hold) →↘↘ + P [X][A]
Spin Drive Smasher	↘ (hold) ↓↘↘ + K [A]



KEN

SPECIAL MOVES	Fireball	↓↘→ + P
	Dragon Punch	→↓↘ + P
	Hurricane Kick	↓↙← + K (also usable in air)
SUPER COMBOS	Shoryu Reppa	↓↘→↓↘ + P [X][A]
	Shinryuken	↓↘→↓↘ + K [A]
	Shippu Jinraikyaku	↓↙←↓↙← + K (Level 3) [A]



FEI-LONG

SPECIAL MOVES	Rekkaken	↓↘→ + P (up to 3 times)
	Shienkyaku	←↓↙ + K
	Rekkukyaku	←↙↓↘→↘ + K [X][V]
SUPER COMBOS	Rekka Shinken	↓↘→↓↘→ + P [X][A]
	Shien Renkyaku	↓↙←↓↙← + K [A]



DEE JAY

SPECIAL MOVES	Air Slasher	← (hold) → + P
	Double Rolling Sobat	← (hold) → + K
	Machine Gun Uppercut	↓ (hold) ↑ + P (rapidly)
	Jackknife Maximum	↓ (hold) ↑ + K [X][V]
SUPER COMBOS	Sobat Carnival	← (hold) →↔ + K
	Sunrise Theme	↙ (hold) ↘↙↘ + K
	Climax Beat	↙ (hold) ↘↙↘ + P



KARIN

SPECIAL MOVES	Gurenken	↓↘→ + P then P or K
	Mujinkyaku	→↓↘ + K
	Hosho	→↓↘ + P
	Ressenha	↓↘→ + K
	Yasha Counter	↓↙← + P (upper) ↓↙← + K (lower)
	Arakuma Inashi	360° turn + K
SUPER COMBOS	Shinpi Kaihyaku	↓↘→↓↘→ + P [X][A]
	Kouoken	↓↘→↓↘→ + K [A]



R. MIKA

SPECIAL MOVES	Flying Peach	↓↙← + P
	Shooting Peach	↓↙← + K
	Daydream Headlock	360° turn + K (rapidly)
	Paradise Hold	360° turn + P
	Wingless Airplane	(in air) →↘↓↙← + K
SUPER COMBOS	Rainbow Hip Rush	↓↘→↓↘→ + P [A]
	Heavenly Dynamite	360° turn x 2 + P (rapidly) [A]
	Beach Special (B.S.)	↓↘→↓↘ + K [X][A]
	Moonsault Press	(after B.S.) P then P
	Missile Kick	(after B.S.) P then K



JULI

SPECIAL MOVES	Cannon Spike	→↓↘ + K
	Sniping Arrow	↓↘→ + K
	Spin Knuckle	→↘↓↙← + P
SUPER COMBOS	Reverse Shaft Breaker	↓↙←↓↙← + K [X][A]
	Spin Drive Smasher	↓↘→↓↘ + K [A]



Dash Straight	← (hold) → + P
Dash Ground Straight	← (hold) ↘ + P [A][V]
Dash Uppercut	← (hold) → + K
Dash Ground Uppercut	← (hold) ↘ + K [A][V]
Turn Punch	PPP or KKK (hold for awhile, then release)
Buffalo Head	↓ (hold) ↑ + P (reversal only) [A][V]
Crazy Buffalo	← (hold) → ← → + P [X][A]
Gigaton Blow	← (hold) → ← → + K [A]



SODOM

Jigoku Scrape	↓ ↘ → + P
Shiraha Catch	→ ↓ ↘ + K
Butsumetsu Buster	360° turn + P
Daikyo Burning	360° turn + K
Yagura Reverse	← ↓ ↘ + K
Meido no Miyage	↓ ↘ → ↓ ↘ → + P [X][A]
Tenchusatsu	360° turn x 2 + P [A]



SAGAT

Tiger Shot	↓ ↘ → + P
Ground Tiger Shot	↓ ↘ → + K
Tiger Blow	→ ↓ ↘ + P [A][V]
Tiger Uppercut	→ ↓ ↘ + P [X]
Tiger Crush	→ ↓ ↘ + K [A][V]
	↓ ↘ → ↗ + K [X]

Tiger Genocide	↓ ↘ → ↓ ↘ + K [X][A]
Tiger Cannon	↓ ↘ → ↓ ↘ → + P [A]
Tiger Raid	↓ ← ← ↓ ← ← + K [A]



CHUN-LI

Kikoken	← ← ↓ ↘ → + P [A][V]
Tenshokyaku	↓ (hold) ↑ + K ([X] - reversal only)
Hyakuretsukyaku	K (rapidly)
Senenshu	→ ↘ ↓ ← ← + K [A][V]
Whirlwind Kick	← (hold) → + K (also usable in air) [X]
Sohakkei	← (hold) → + P [X]
Senretsukyaku	← (hold) → ← → + K [X][A]
Hazan Tenshokyaku	← (hold) ↘ ↗ ↗ + K [A]
Kikoshō	↓ ↘ → ↓ ↘ → + P [A]



VEGA

Flying Barcelona Attack	↓ (hold) ↑ + K then P
Izuna Drop	↓ (hold) ↑ + K then ← or → + P (near opponent)
Rolling Crystal Flash	← (hold) → + P
Sky High Claw	↓ (hold) ↑ + P
Scarlet Terror	← (hold) → + K [V]

Rolling Izuna Drop	← (hold) ↘ ↗ ↗ + K then ← or → + P (near opponent) [X][A]
Scarlet Mirage	← (hold) → ← → + K [A]
Red Impact	← (hold) → ← → + P (Level 3) [A]



SFA3 INTERNET INSTRUCTIONS

Once you have created a character in World Tour mode (page 10), you can go to the Internet to download a series of Master characters to compete against your character. To download Master characters, follow these instructions:

1. First, save your World Tour Mode character to your Visual Memory Unit (VMU).
2. Exit to the Game Mode Menu and select ENTRY MODE. Select your saved character, load in your saved character data from the VMU and then exit back to the Game Mode Menu.
3. Select NETWORK MODE. There are two options: Saikyō Dojo and the SFA3 site. Select the STREET FIGHTER ALPHA 3 site, exit out of the Memory Card Utility screen and click CONNECT TO THE INTERNET.
4. To download the Master Character file, click the character face icon (these will vary as characters change every week). Choose YES to download the file and then select the VMU where you want to save the data.

Before you can compete against the Masters, you must first register your character in the Saikyō Dojo and defeat three students. To do that, use the L Trigger to display the menu and select EXIT TO GAME. At the Game Mode Menu, choose NETWORK MODE and select SAIKYO DOJO. Select JOIN and add your World Tour Character.

Now you are ready to fight against the Masters. Select GR MATCH and load your data. Good luck!

CREDITS

Manual Design: Harshaw Ink & Logo; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Donville and Marlon Gifford; Package Design: Michi Monta and Jamie Gibson; Translation: Masayuki Fukumoto; PB: Melinda Mongelluzzo, Matt Atwood and Carrie Wegerthy; Special Thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey, Nate McIwain, Williams, Neal Robeson, Kathy Schoback, Kathy Lange and Mark Galbreath.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GO-ROM ("GO-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GO-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GO-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GO-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period by:

CAPCOM
Consumer Service Department
475 Dolan Road Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the GO-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.

If the GO-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GO-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GO-ROM certified mail. CAPCOM will replace the GO-ROM, subject to the conditions above. If replacement GO-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

STREET FIGHTER ALPHA 3

20 PTS.



STREET FIGHTER ALPHA 3

20 PTS.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,466,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,185,276. The ratings icon is a trademark of the Interactive Digital Software Association.

