Dreamcast street fighter alpha 3 manual

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Street Fighter Alpha 3 Sega Dreamcast, by Capcom (2000) FAQ v1.0 Last Updated on June 29 2001 By Ryouga () This guide is dedicated to my sister, Kelly, who graduated the week this was completed _____ _____ [Legal Disclaimer] This document is Copyright 2001, Ryouga () and may not be reproduced in any form without permission. In addition, this document cannot be modified, edited or sold without permission. Appropriate legal action will be taken if these conditions are violated. Webmasters: If you want to use this document on your website, email me and ask. I'm always happy to let people use my work, as long as they get permission. Any site that is found to be using this document without consent will be asked to remove it or suffer legal consequences. This document is unofficial and in no case linked to any company. (I) (B) (Index) (I) (II) (Rules) (IV) (Rules) (IV) (B) (Symbols) (B) (B) (FA) (FA) (Confessions) - The most powerful fighters once take the challenge. Each warrior brings a ferocious fighting spirit and pyrotechnic special moves to the battle arena. Let the battle begin! (I) (II) LP: Light Punch (X Button) LK: Light Kick (Button) MP: Medium Kick (Y button) MK: Medium kick (B button) HP: Heavy kick (L button) HK: Heavy kick (R button) 2P: Tap any two buttons simultaneously Punch 2K: Tap any two strokes 3P: Push all three Punch buttons simultaneously 3K: Tap all three Kick buttons at the same time D: Down-Forward U: Up DB: Down-Back F: Forward UF: Up-Forward B: Back UB: Up-Back qF: Quarter Circle Forward Motion Control Panel. (Down, down forward, forward) HCF: Semi-circle forward motion control panel. (Back, Down-Back, Down, Down-Forward, Forward) KKB: Moving control panel Fourth Circle Forward. (Down, down and back, back) HCB: Half-Circle Forward Control Panel Movement. (Forward, down-forward, down, down-back, back) CB: Charge back by holding for two seconds. CD: Charge down, holding down for two seconds. CDB: Charge down-back, holding down-back for two seconds. 360o Movement: Turn the control panel in full circle, starting from any direction. 720o Movement: Turn the control panel in two full circles, starting from any direction. (Ism Selection) - After selecting a character, you have to choose Ism to fight in. - Super Combo 1 cm 2 to 2 inches 0 th Levels Super combo (en) 1 cm 3 cm. 2 cm. Custom Combo (ru) No No Yes, I'm not saying Air Block (en) No yes, yes. Yes, I'm not saying Power High Medium (medium) Low Level Defense (en) Low Level Average (medium) Medium No Yes, yes. Yes, I'm not saying Alpha Counter No Yes, yes. Yes, yes. In V-Ism, characters can only make their close attacks by holding and pressing the appropriate attack button. (Mode Selection) - After choosing Ism, you have the option of choosing a mode that can further affect the way your character plays. NORMAL: No special bonuses or drawbacks. MASI: Makes your character do more harm, but also take more harm. Also, no matter how many rounds is set to win, losing one round will lose you a match. SAIKYO: Named after Dan's fighting style, which means the strongest, this mode is far from the strongest. It offers no bonuses, but these handicaps: --Attacks do less damage -Can't link attacks with special Moves/Super Combos -Easier to be dizzied -Very short Guard Power Gauge CLASSICAL: The Forces of Your Character, to use X-Ism, and makes them play as if they were in the original Street Fighter 2, losing the following features: -Air Blocking -Alpha Counter -Defensive Roll /Defensive Roll -Guard Power Gauge -Super Combos/Super Combo Meter -Taunt It, however, offers the following bonuses: -Not able to be combo in - Unable to be a crushed guard - Block - - block low attacks. - In A-Ism or V-Ism, you're back while in the air to block. - Blocking special attacks will cause minimal damage to the blocker. - Throws can't be blocked, but can be run. - Throw - - - Press (F/B) (2P/2K) to capture or throw near the enemy. - Throws and grips vary from character to character. - Some grips can cause additional damage by quickly clicking on the control area left and right during the attack. They are marked by a star .). - Some characters have aerial throws that can be performed in the air by clicking in any direction except Up/Down (2P/2K). - Throw Escape - - Escape the throw by immediately clicking (F/B) (2P/2K) when the opponent grabs your character. - Dizzy / Recovery - - - If the character is hit multiple times without hurting themselves, they run the risk of getting dizzy. In this state they are defenseless and can not move. - Recovering from vertigo by clicking the Punch and Kick buttons quickly. - Special Move - Special moves are unique to each character and are performed by the movement of the control panel at the touch of a button. - Special transaction moves a minimum amount of damage when locked. - Some characters can only use some of their special moves while in some -ISMs. - Defensive Fall - - - When knocked into the air, press 2P before hitting the ground to turn your character to his feet and avoid getting into further attacks. - In X-Ism, it is impossible to perform a defensive drop. - Defensive roll - - - When knocked into the air, press 2K before hitting the ground to roll to the other side of the screen when hitting the ground and then immediately get up. - In X-Ism, you can't perform a defensive roll. - Alpha Counter - - By blocking an enemy attack, press the F-Punch and Kick buttons of the same force. - Performing an alpha counter requires one level of Super Combo gauge, and reduces your Power Gauge Guard. - You can't perform alpha counter in X-Ism. - Reduce damage - - - During an attack or during a lock, press any Punch or Kick buttons quickly and click on the control panel in either direction quickly to reduce the damage your character is taking. - Guard Crush - - - As the nature of the guards from the attacks, their Guard Power Gauge will decrease. If it runs out completely, the character's guard will be broken and they will be stunned for a moment. - Once the character suffers guard crush, their Guard Power Gauge will be reduced. - If the character refrains from blocking, his Power Gauge guard will slowly recharge. - Taunt -- - Taunt opponent by holding the LP and clicking Start. - The taunt leaves the character defenseless for a moment. - With the exception of Dan, characters can only tease once per match. - Super Combo - - - When Super Combo Gauge is full, you Make a super powerful move by moving the control panel at the touch of a button. - Each character has three different X-Ism, A-Ism and V-Ism. Each style reflects how Super Combo Gauge can be used. X-Ism: You can perform one Super Combo when Super Combo Gauge is full, which uses the entire Gauge. A-Ism: You can perform three Super Combos levels depending on what kind of attack button force is used for Super Combo. Easy Attack: Level 1 Average Attack: Level 2 Heavy Attack: Level 3 V-Ism: You can start a custom combo when your Super Combo Gauge is at 50% or more by pressing the Punch and Kick buttons of the same force. -During the custom combo, shadow images of your character will follow them and attack in the same way. -Custom Combo lasts until Gauge runs out. -You can't block during a custom combo. -If you get hit, the custom Combo ends. (I) (III) - Time for each round - time for 99 counts. You can change the round time in Option mode. In some game modes, the round time cannot be changed. - Victory - - - The first player who makes the viability of the opponent depleted to zero wins the round. If time runs out before any player wins, the fighter with the most vital left is the winner. - Win Mark - - When a player wins a round, Win Mark appears above the player's life factor. Win Marks vary depending on how the match was won. - Match - - - First player to win two of the three rounds wins the match. You can change the number of winning rounds in Option mode. In some modes of the game, the number of rounds cannot be changed. - Draw game - - a draw game occurs when the viability of both Gauges players drain at the same time (double K.O.), or both players have the same amount of vitality when time runs out. (I) (IV) - Arcade mode - story mode from the original arcade version of the game. Each character has a special dialogue with the 5th and 9th characters they fight, as well as a dialogue with their final boss (which is basically always M.Bison) - VS mode - two-player competition mode. - Training mode - Practice your moves and combos. During the gameplay, click Start changing training options. - World Tour - Train your player's strength during a world tour of street fighting. It takes 13 blocks of VMU space to save World Tour data. - Entry mode - Register a player created in World Tour mode for use in other game modes. - Team battle - team competition mode. - Survival mode - Defeat as many enemies as possible with limited vitality. - Dramatic Battle - Two-headed cooperative mode against the computer. - VS Dramatic Battle - Three players fight in a two-on-one match. - Final Battle - Fight Against The Final character from Arcade Mode. - Option Mode - Difficulty: Adjust the skill level. The higher, the harder it is. Time: Set a round time. Rounds: Set the number of rounds for each match. Damage: Adjust the damage from attacks. SC Damage: Install damage to super Combos. Speed: Set the gameplay speed. Gauge: Set the base number of Super Combo Gauge. Mode Select: Choose to select arcade modes. Shortcut: Choose to shorten download times. Automatic Save: Select to save game data automatically VMU. Music Vol: Adjust the background music. Sound: Choose between stereo or Monaural. Config button: Reassign buttons on each controller. Adjust the display: Center or change the game screen. - Rating Rating - View the highest scores in each game mode. - Memory Card - Save or download game data using visual Memory Unit. These Saving Street Fighter Alpha 3 systems require 24 blocks of VMU space. - Network - Once you've created a character in World Tour mode, you can go online to download a series of master characters to compete with your character. Use these instructions: 1. Save your World Tour character in VMU. 2. Go back to the main menu and use the login mode to download to your character from VMU. 3. Return to the main menu and log on to the network. Choose Street Fighter Alpha 3, then exit the VMU screen and choose internet connection. 4. To download the Master Character file, click the character's face icon (which changes every week). Choose Yes to download the file, then, which is VMU to save it, and you did. (I) (I) (V) ---------- ---------- He Adon, self-proclaimed God of Weight: 161 pounds Muay Thai. After beating Sagat, his master, blood type: B one thing was on his mind. Can Muay Thai bust: 3.7ft stand against the power of the Raging Demon? Vaist: 2.7 feet hip: 2.8 feet. From: Thailand Stand Attacks (Crouch Attacks) Air Attacks Elbow Jab: LP Downward Jab: LP Downward Jab: MP Elbow Smash: MP Downward Straight: MP Straight: HP Lunge Punch: HP Straight Punch: HP Low Kick: LK Short Kick: LK Knee Smash: MK Front Kick: MK Front Kick: MK Side Kick: MK RoundHouse Kick: MK Round: HK Kick: 2P Kick: 2K Kick: 2K Kick: 2K Kick: 2K Kick: HK Kick: HK Kick: HK Kick: MK Round Kick: MK Round : 2K Alpha Counters A-Ism: HK Rising Jaguar V-Ism: Jaguar Varied Assault Flurry Punch Misc. Jaguar Crunch: F-MP (X A V) - Adon completes and then slides forward with two elbow hits. (Special Movements) Kick: B,D, DB-Kick (A V) -Adon flips forward and slash down with foot. The stronger the Kick button is, the higher and smaller the Adon will flip. Jaguar Tooth: HCB-Kick (X A V) -Adon flips backwards into the corner of the screen, then pushes him away and drops with a quick punch. The harder the Kick button is used, the further Adon will kick after pressing from the corner of the screen. Ascendant Jaguar: F,D,DF-Kick X A V - Adon will jump forward into the air with a double knee blow that can hit twice close. The stronger the Kick button is used, the higher Adon's jump will be and the longer the delay in the second blow to the knee. (Super Combo) Jaguar Varied Assault: KCF, D, DF-Punch X A -Adon will rush forward with a series of elbow blows, finished with a jump elbow smash. At level 3, pressing the Punch button quickly during the attack will make Adon finish with a quick flurry kick instead of jumping elbow smash. Duing a flurry of punch, push punch buttons quickly to score more hits. Level 1: 4 Hits Level 2: 6 Hits Level 3: 6 to 13 Hits Jaguar Revolver: KF, KCF Kick A - More Powerful Version of Jaguar Kick, Adon Flips Forward Several Times, and Cut Down With Foot. At levels 1 and 2, Adon flips twice, while it flips three times at level 3. Level 1: 3 Hits Level 2: 4 Hits Level 3: 6 Hits (Notes) -In X-Ism, Adon can perform Jaguar Kick by pressing any Kick button while in the air. -At Level 3, jaguar Variable Assault will have more damage using a flurry of punch over the bouncing elbow. (Winning Pose) LP: Gives thumbs down and laughs. MP: Backflips and removes his headband, saying: Yes!. HP: Crosses his arms and laughs. LC: Face to back and bends, then turns his head and the tooth sparkles. MK: Puts his hands behind his head and nods, then gets on his knees and looks up. HK: Puts his hands behind his head and nods all the time. ---------- Supreme Master of the Fist. Weight: 177 pounds This lone warrior wanderer, shrouded in blood type: ? evil intent... He's looking for a challenger bust: 3.9 feet with enough potential to kill. Waist: 2.8 ft. Hips: 2.8 ft. From:? (Standing attacks) (Crouch attacks) (Air attacks) Jab: LP Jab: LP Down Jab: LP Straight: MP Straight: MP Down Straight: MP Lunge Punch: HP Uppercut: HP Downward Punch: HP Short Kick: LK Punt Kick (Up): LK Low Traction: MK Long Kick: MK Knee Drop (Side): LK High Round: HK Roll: HK High Kick: HK High Kick: HK : HP Leg Roll: 2K Knee Smash: MK Rolling Leg Throw (Air): 2K Axe Kick: HK (Alpha Counters) A-Ism: HP Go Shorenyuk V-Ism: Crouching HK Misc. Techniques zugai Gasatsu: F.MP (X A V) -Akuma holds his hand behind his head and then brings it down for a two-hit smash kick. Senpu Chiaku: FKK X V -Akuma jumps forward and spins with Mid-level kick. Tenma Kudjin Chiaku: (jumping forward) D'MK X A V - Akuma quickly dives almost straight down with a punch. This attack can only be performed while jumping forward, and a combination of buttons must be pressed at the peak of Akuma's jump. (Special Movements) Go Hadoken: X X V - Akuma throws a blue fireball that travels horizontally across the screen. The stronger the Punch button is used, the faster the fireball moves. Sanku Adoken (air): X-punch X A V - Akuma throws a blue fireball at a downward angle while jumping. The stronger the Punch button is used, the faster the fireball moves to the ground. Shakunetsu Hadoken: HCB-Punch (X A V) -Akuma throws a red fireball similar to Hadoken, except that it burns the enemy when it hits them and knocks them down. The stronger the Punch button is used, the faster the fireball moves and the more hits it makes, up to a maximum of three hits. Go Shoreken: F,D,DF-Punch (X A V) -Akuma will rise into the air with an uppercut that can hit up to three times close. The stronger the Punch button is used, the higher the Akuma rises into the air. Tatsumaki zakukiaku: KKBK Kik-Strike (air) X A V -Akuma will rotate forward with a blow. If you performed on the ground, Akuma can score an extra kick as he jumps into the air, hitting his knee. If performed in the air, the impact will arc up or down depending on the time it takes during the jump. The stronger the Kick button is used, the more times Akuma will rotate and beat. Ashura Senku: F,D, DF or B,D, DB (3P or 3K) X A V -Akuma will be teleported forward or backward, which corresponds if (F,D, DF) or (B,D, DB) is used. Use (3K) will teleport Akuma halfway through the screen, while (3P) travels across. Akuma cannot be attacked while he teleports. Hjakishhu: KFC, UV-Punch (A V) -Akuma turns forward into the air. The stronger the Punch button is used, the farther and faster akuma jumps. It can perform several different attacks while flipping: No button click: Sliding Kick any kick button: Fall Palm Smash any kick button: Backdrop F'Punch (over the enemy's head): Flipping Ground Smash Super Combo Messatsu Go Hadou: HCB, HCB-Punch -More powerful version of Hadouken, Akuma throws a multifunctional fireball. At level 3, a fireball will burn opponents. This can be used to remove the oncoming projectile, removing one impact from the total number. Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits Tenma Gu zaku (air): KKF, D, DF-Punch -More powerful version of zakku Hadouken, Akuma will throw a fireball at a downward angle while jumping, which will push will be up and back into the air. Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits Messatsu Go Shore: KCF, D, DF-Punch -More Powerful Version Akuma will perform several uppercuts in a row. At levels 1 and 2, it will uppercut twice, while at level level he will uppercut three times. Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits Shun Goku Satsu: LP, LP, F, LK, HP (X A(LV3) -Akuma will teleport over most of the screen and try to capture his opponent. The background will flash the symbol of TEN Akuma. Level 3: 15 Hits (Notes) -For almost guaranteed connection with Shun Goku Satsu, trip the enemy and then perform Shun Goku Satsu just as they enter. -In World Tour mode, Shun Goku Satsu is considered a throw, for matches where opponents can only be damaged by throws. -And Hadoken will shoot down the enemy if Akum's hands touch them during the attack, otherwise he will just knock them back. (Winning Pose) LP: Gets into a settled position and bends. MP: Stomps in a cross-border position and makes the ground shake. HP: Turns back and flashes the TEN symbol on it. LK: Turns back and flashes the TEN symbol on it and then says: Shushi. MK: Gets into a sedentary position and bends. HK: Turns his back and flashes the TEN symbol on it. ---------- Balrog former boxing heavyweight champion: 225 pounds champion. This head of Shadaloo worked his blood type: way up from the lower ranks. Armed with a bust: 3.9 feet of the strongest punches in the world, his waist ambition: 2.8 feet continues. Hips: 2.3 feet from: US Stand Attacks (Air Attacks) Jab: LP High Jab: LP Downward Jab (up): LP Uppercut: MP High Straight: MP Weak Hook: LP Power Straight: HP Uppercut: HP Uppercut: HP Shove (up): MP Elbow Jab: LK Low Jab: LK Low Punch (side): MP Body Blow : HK Punch : MK Short Straight: HP Headbutt: 2P Downward Smash: HK Power Body Blow: HK Headbutt Smash (air): 2P Alpha Counters A-Ism: HP Buffalo Headbutt V-Ism: Crouching HK (Special Movements) Dash Straight: The stronger the Punch button is used, the further the Balrog will dash before punching. Dash Uppercut: CB, F-Kick X A V -Balrog will dash forward and uppercut on his opponent's head. The stronger the Kick button is used, the further the Balrog will dash before punching. Dash Ground Straight: CB,DF-Punch (A V) - Balrog will dash forward and kick into his opponent's feet. The stronger the Punch button is used, the further the Balrog will dash before punching. Dash Ground Uppercut: CB,DF-Kick (A V) - Balrog will dash forward and then quickly sit down and uppercut. The stronger the Kick button is, Further Balrog will dash before punching. Unlike the dash dash Though, it will knock the standing opponents down. Turn Punch: Charge 3P or 3K, release X A V -Balrog accumulates power for this impact until all three of the same type of attack buttons are held. At any point on the ground, release the buttons and the Balrog will turn around and then dash forward with a direct hit. The force of the impact and the distance of the dash depend on how long the buttons are charged. Final Hit: Charge 3P or 3K for 60 seconds, release X A V -Balrog fully charged Turn Punch for 60 seconds or more, this attack will cause a lot of damage. Buffalo Headbutt: CD, U-Punch V -Balrog quickly sit down, and leap a little forward into the air with a headbutt. This attack will go through the projectiles if the time is correct, and the stronger the Punch button is used, the higher the Balrog will jump into the air. (Super Combo) Crazy Buffalo: CB, F,B, F-Punch (Press Punch or Kick) X A - A more powerful variation of Dash Straight and Uppercut, Balrog will kick many times in quick succession. The default strikes are all straight, but holding the kick button during the attack will turn them all into Uppercuts. In X-Ism, this attack can be performed using the Kick button as well. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits Gigaton Blow: CB, F, B, F'Kick (A(LV3) - A much more powerful version of Turn Punch, which hits multiple times with a single hit. (Victory Pose) PV: Looks forward and bends, laughing. MP: Looks forward and bends, laughing. HP: Looks forward and bends, laughing. LC: Looks forward and bends, laughing. MK: Looks forward and bends, laughing. HK: Looks forward and rips off his shirt and then flexes his muscles. ---------- ---------- Birdie is a member of Shadal. But as the weight: 245 pounds is just a henchman, his daily life has become a very type of blood: O boring. And so he gathered information for the bust: the 5.1 feet toppling of M. Bison. He soon found Waist: a 3.4 foot keyword... Psycho Drive..... Hips: 3.5 feet. From: England Stand Attacks (Attack Crouch) (Air Attacks) Jab: LP Jab: LP Downward Jab: LP Straight: MP Downward Punch: MP Overhead Smash: HP Mohawk Uppercut: HP Overhead Smash: HP Ankle Kick: LP ShortLK Short Kick: LK Downward Kick: LK High Kick: MK Front Kick: MK Front Kick : HP Headbutt: 2P Overhead Throw: 2K ChainEd Helmet (Air): 2P Alpha Counters A-Ism : HP Bull Head V-Ism: Bull Drop (Misc. Techniques) Body Crash (Air): D'HP (X A V) -Birdie stretches and falls on the stomach. Bull Drop: F'HK X A V - hit that only hits hits as Birdie brings his foot down. Bad Hammer (close): HP, U (X) - During a close HP Birdie up smash, hold up after the first hit, and he will jump and smash them to the ground. (Special moves) Bull's head: CB, F-Punch (X A V) - Birdie will dash forward and smash upside down. The stronger the Punch button is used, the further the Birdie will dash before headbutting. Bull Horn: Charge 2P or 2K, release X A V -Birdie accumulates power for this impact until two of the same type of attack buttons are held. At any moment on the ground, release the buttons and Bridie will turn around and then dash forward with a headbutt. The power of the headbutt and the distance of the dash depends on how long the buttons are charged. Killer Chain (throw): 360o-Punch X A V -Birds grabs his opponent and throws them into the air with a chain around them and then yanks them to the ground. Then he does the same thing on the other side. Bandit chain (throw): 360o-Kick (X A V) - Birdie wraps the chain around the opponent's neck, then lifts them over his head and slams them into the ground several times. After slams, he throws the opponent over his head. The stronger the strike button is used, the more times Birdie will slam his opponent. (Super Combo) Bird: CB,F,B, F-Punch (X A) - A more powerful version of Bull Head, Birdie will dash forward and headbutt several times. At level 3, if the first head kick hits the opponent to the ground, Birdie will headbutt several times, stop the jibe as his opponent gets dizzy and then headbutt them twice as much. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits Bull Revenger: KKF, D, DF-Punch or Kick (A) - A more powerful version of The Killer Chain and Bandit Chain, Birdie will jump forward and try to grab his opponent and wrap his chain around his neck and then lift them over his head and slam them into the ground repeatedly. After the slams, he will put them in the air and yank them back to the ground. Using the Punch button will make the Birdie jump a short distance before grabbing, while the Kick button will make it jump over the screen. Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits Notes -Birdie has two different taunts, one where he pulls out a switchblade and spins it, and the other where he gives a thumbs up and says: Hey!. (Winning Pose) LP: Pulls out the switch and rotates it. MP: Gives the thumb up, then his mohawk disintegrates and he gives the thumbs down. HP: Licks his chain and says: I'm number one. LC: Holds two fingers and says: To heaven. MK: Holds three fingers and says: I'm number one. HK: Gives the opponent a finger. ---------- ---------- Blanca lived as he Deep in Weight: 216 pounds of Amazon jungle. Once, he had a type of blood: B unwittingly hitched a ride on a poacher's bust: a 6.5-foot car. Curious and and Blanca is now Waist: 3.9 feet of businesses into the outside world. Hips: 5.6 feet. From: Brazil Stand Attacks (Crouch Attacks) Air Attacks Chop: LP Low Scratch: LP Scratch: LP Strong Chop: MP High Scratch: MP Down Scratch: MP Scratch: MP Scoop Scratch: HP Achievement Uppercut: HP Fierce Scratch (up): HP Short Strike: LK Short Kick: LK Under scratch (HP): HP Front Kick: MK Side Kick Down Pull: MK Close Attacks Throws Slap: LP Grab Bite: 2P Knee Strike: LK Kick Off (Air): 2K Double Knee: MK Alpha Counters A-Ism: HK Vertical Rolling V-Ism: Crouching HK Misc. Technique Rock Crush (close): F/B Amazon River Run: DF-HP X A V -Blanka lies on his back and slides forward a short distance. It can travel under most shells. Surprise Forward: F-3K X A V -Blanca rushes forward. He can still be injured during this move and he can go through opponents if done close enough. Surprise back: B-3K X A V -Blanka bugs eyes and dash back a step back. He can't be injured in this step. (Special Motions) Electric Thunder: Strike fast X A V -Blanka will hump down and create an explosion of electricity around itself. The blank will keep the electricity throbbing as long as the Punch button is being pressed quickly. Rolling Attack: CB, F-Punch X A V -Blanka will roll the ball and fly forward. The stronger the Punch button is, the farther and faster the Blanca rolls. Vertical rolling: CD,U'Kick X A V -Blanka rolls into a ball and flips into the air, where it flips out of the ball and falls down. The stronger the Kick button is, the higher and faster the Blanca rolls. Back Pitch Rolling: CB, F-Kick X A V -Blanka will flip and then flips itself forward into the ball in the air and arc down. The stronger the Kick button is used, the faster the Blanca rolls and goes. (Super Combo) Ground Shave Rolling: CB,F,B, F-Punch (X A) -Blanka rolls into the ball and spins forward on the ground to hit his opponent several times. Holding Punch will make Blanca spin in place and he will roll forward when the button is released or after a couple of seconds has passed. Each level makes Blanca roll further and faster. Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits Tropical Danger: CDB, DF, DB, UF-Kick (A) -Blanka jumps and grabs the top of the screen and then shakes it causing various fruits to fall. Click the Punch buttons and press control pad left and right as Blanca hangs to shake more fruit to hit the enemy. When all the fruits have fallen, Blanca will shoulder the ram directly to his opponent. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits (Notes) - Watermelons that lie on the ground after a tropical hazard can be struck by any character, causing damage to another character if they hit a melon. The stronger the attack that the melons hit they fly into the air. -Blanca is by far the best missed animation capture in the game. His jaw drops and his eyes go to a non-human size. (Winning Pose) LP: Grunts and flips repeatedly. Deputy: Raises his hands and roars three times. HP: Puts the blender cord in your mouth and zaps it and then drinks out of it. LC: Raises his hands repeatedly. MK: Raises his hands repeatedly. HK: Eats fruit and throws kernels/peels/peels at your opponent. ---------- Advanced Biotechnology, Cammy is a weight: 102 pounds killer Shadaloo. It was made to be a type of blood: B perfect soldier and kill ... However, bust: 2.8 feet. Shadaloo has not perfected her waist control: 1.9 feet above her mind ... She has no idea what the fate of the hip: 2.9 feet ahead of her ... From:? (Standing attacks) (Crouch attacks) (Air attacks) Jab: LP Jab: LP Downward Chop: LP Straight: MP Straight: MP Strong Chop: MP Backfist: HP Uppercut: HP Downward Punch: HP High Kick: LK Short Kick: LK Thrust Kick: LK Back Kick: MK Thrust Kick: MK Splits Kick: MK Handstand Roundhouse: HK Leg Kick: HK Roundhouse K Double Arm Smash: HP Shoulder Toss (Air): 2P Knee Strike: LK Air Frankenteiner (Air): 2K Face Kick: MK Handstand Kick: HK (Alpha Counters) A-Ism: Permanent HP V-Ism: HK Cannon Spike (Special Moves) Spiral Arrow: The stronger the Kick button is used, the faster and further the Cammy spins. This attack can be used to pass under some missile attacks. Using HK will hit twice close. Cannon Spike: F,D,DF-Kick X A V -Cammy performs a high uplifting blow into the air. The stronger the Kick button is used, the higher and further Cammy kicks. Bully Combination: DB,D,DF, F, UF-Punch (X A V) -Cammy will roll the ball and jump forward. This can be undone by pressing any Kick button, or followed in one of these attacks: -Fatal Leg Twister: (in either direction but up) Kick (near the enemy's head) - Cammy performs Frankenstein to throw the attack. Click on the button when Cammy is next to your opponent's head. -Cross Scissors Pressure: (in either direction but up) Kick (next to the enemy's body) -Cammy will grab her opponent and spin them into the air and then land them with a stomp. Click on the button when Cammy is next to his opponent's body. -Razor Edge Slicer: Neutral-Cammy will perform a sliding kick when hitting the ground if nothing is done during the hooligan combined roll. Axel Spinning Knuckle: HCB-Punch (X A) -Cammy will spin forward and perform a double backfit kick. Spin before attack is able to dodge oncoming If the time is right. The more Punch is used, the further Cammy will rotate. Cannon Strike (jumping forward): KKBK Kick (V) -Cammy Dive Dives straight down with the blow. The stronger the Kick button is, the faster Cammy will dive. Cannon Revenge: KKK Punch (V) - Cammy raises his hand as if to block as he says: Come on!. If she came under high attack while in that position, she would automatically counterattack with Spike's gun. If she is not hit, she will pull her arm back and be unable to move for a moment. The harder the Punch button is used, the longer it stays in the counter-attacking position, but the longer it will be stunned after as well. (Super Combo) Spin Drive Smasher: KCF, D, DF-Kick X A - A more powerful version of Spiral Arrow and Cannon Spike, Cammy will perform a few Spiral Arrow beats and then a few cannon spike punches. Level 1: 6 Hits Level 2: 7 Hits Level 3: 9 Hits Reverse Shaft Breaker: KKB, KKBK Kick (A) -More powerful variation of Spiral Arrow, Cammy will rotate straight up leg-first. Click on the control panel left and right, and all the buttons are fast during the spin for more hits. Level 1: 12 Hits Level 2: 14 Hits Level 3: 18 Hits Killerbee Assault: CDB, DF, DB, UF-Kick (A(LV3) -Cammy will jump up at the top of the screen and then push

it away and kick at her opponent. : 5 Hits (Notes) - If a cannon spike or cannon strike is blocked, Cammy will bounce back into the air and be open to counterattack. (Victory of Poza) LP: Raises his hand, puts his hands on his side. MP: Salutes and says: Yes sir! as M. Bison appears and swims. HP: Stands still as M.Bison appears and swims. LK: Faces background and gives thumbs up. MK: Face to the background, turns his head and gives a thumbs up. HK: Raises his hand, puts his hands on the sides. ---------- Charlie is the first lieutenant of weight: 185 pounds of american Air Force. His requests for a blood type drug: AB activity are all pointed back to Shadaloo. Bust: 4.0 feet. He gathered his comrades to form a strike group. Vaist: 2.7 feet. His goal: to put an end to corruption in the army, and hips: 2.9 feet to punish the person responsible! From: USA Stand Attacks (Crouch Attacks) (Air Attacks) Jab: LP Downward Jab: LP Downward Jab: LP Straight: MP Upward Punch: MP Spinning Backfist: HP Uppercut: HP Fierce Chop: HP Short Kick: LK Short Kick: LK High Kick (Up): LK Sobat Kick: MK Knee Strike Close Strike : MK Backbreaker (air): 2P Roundhouse: HK Somerso (air): 2K (Alpha Counters) A-Ism: Permanent HP V-Ism: Crouching HK Misc. Technique Jumping Sobat: F/B but it can move a little bit or backwards when kicked if the direction is carried out. Step Kick: F/BHC X A V -Charlie is a standard HK, but it will move a little forward while kicking if either direction takes place. Forward Dash: F,F (A V) -Charlie rushes forward a couple of steps. Knee Bazooka: F/BLK X-Charlie jumps forward with a quick knee kick. (Special Movements) Sonic Boom: CB,F-Punch X A V - Charlie throws a winding wave of energy horizontally across the screen. The stronger the Punch button is used, the faster the projectile moves. Somersault Strike: CD,U'Kick X A V -Charlie jumps into the air and flips backwards while kicking, cutting his leg. The stronger the Kick button is used, the higher Charlie will kick. Using HK will hit twice close. Knee Bazooka: F,F'Kick (A V) -Charlie jumps forward with a quick knee kick. If the Kick button is not pressed before the dust clouds rise from Charlie's dragging from the back foot, he will only perform Forward Dash. (Super Combo) Somerso Justice: CDB, DF, DF, UF-Kick X A - More powerful version of Somerso Kick, Charlie kicked several times in a row. At level 3, Charlie makes three Somerso Kicks. Level 1: 6 Hits Level 2: 8 Hits Level 3: 10 Hits Sonic Break: CB,F, B, F-Punch -More powerful version of Sonic Boom, Charlie will throw a few shells as long as any Punch button is being pressed quickly. Each level increases the number of sound booms that are thrown. Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits Crossfire Blitz: CB, F, B, F-Kick (A) -Charlie rushes forward with a flurry of punches. At levels 2 and 3, Charlie adds a few strokes at the end. Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits (Notes) - When playing as Charlie, try charging DB whenever possible to perform Sonic Boom, Somerso Kick, or Super Combo at any time. (Winning Pose) PV: Takes out points and puts them on. MP: Takes out his glasses and puts them on. HP: Takes out his glasses and puts them on. LC: Faces background, fireworks and says: Too easy! MK: Faces background, fireworks and says: Too easy! HK: Sets up the vest, then looks at the opponent and mocks. ---------- Chung-Lee is a special detective ICPO Weight: ? pounds assigned to Shadal. With blood type control: corruption, she was powerless and bust: 2.8 feet official. So, she works in collaboration with Waist: 1.9 ft. Charlie to defeat Shadal. Now they take a hip: 2.9 feet of separate paths as they try to find M.Bison. From: China Stand Attacks (Crouch Attacks) Air Attacks: LP Jab: LP Jab: LP Spear Hand: MP Straight: MP Upward Punch: MP Straight Punch: HP Downward Punch: HP Thrust Kick: LK Short Kick: LK High (вверх): LK High Kick: MK Side Kick: MK Side Kick (сторона) (сторона) (Close attacks) (Broschi) Backflip Kick (up): HK Body Shove: HP Ground Slam: 2P Double Kick (side): HK Punt Kick: MK Ground Slam (air): 2P Head Kick: HK (Alpha Counters) A-Ism: HP Kikoken V-Ism: Crouching MK (Misc). Triangle Jump (Air): Up in the opposite direction X A V -Chun-Li can perform a second jump in the air, pushing the side of the screen if it is close enough to it. Kaku Kyaku Raku: DF-HK (X A V) - Chun-Lee flips forward, turning in the air and landing in the knee. Yosou Kyaku (air): DM (X A V) -Chung-Lee stomps below her heel. This can be repeated several times. Kohu Kiten Chiaku: DF-MK (X A V) - Chun-Lee hits forward and then does somersaults. (Special Movements) Kikoken: HCF-Punch (A V) -Chung-Lee throws a blue energy bubble across the screen. The stronger the Punch button is used, the faster the projectile moves, but the faster it dissipiates. Tenshokyaku: CD,U'Kick X A V - Chung-Lee will jump into the air with spinning high kicks. The stronger the Kick button is used, the higher Chung-Lee will jump and the more times it will spin and kick. Hyakuretsukyaku: Strike fast X A v-Chung-Lee will kick fast in front of her, covering a wide radius. Chung-Lee will continue the attack until the click of the button stops. Senensch: HCB-Kick (G) -Chung-Lee flips forward on his hands and then brings his foot down with a cut kick. The stronger the Kick button is used, the further Chung-Lee will flip and kick. Spinning Bird Punch: CB, F-Kick (Air) X-Chung-Lee will flip upside down and spin forward with her legs separated from each other. The stronger the Kick button is used, the further Chung-Lee will rotate. If performed in the air, the kick will arc up or down to match its jump. Souhakkei: CB,F-Punch (X) -Chun-Li slides a little forward with a double palm stroke. The stronger the Punch button is, the further Chung-Lee slides before the attack. (Super Combo) Senretsukyaku: CB,F,B, F-Kick (X A) - A more powerful variation of Hyakuretsukyaku, Chung-Li will dash forward with a series of normal strokes, ending with Hyakuretsukyaku. Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits Hazan Tenshokyaku: CDB, DF, DB, UF-Kick (A) -More powerful version of Tenshokyaku, Chung-Lee will perform a rising punch while spinning fast and hitting several times. Level 1: 7 Hits Level 2: 8 Hits Level 3: 9 Hits Kikoshou: KCF, KKKF Punch -More powerful version of Kikoken, Chung-Li blasts a small sphere of energy in front of it. At level 3, the sphere sends a wave of energy that increases its range. Level 1: 5 Hits Level 2: 7 Hits Level 3: 10 Hits (Notes) -In X-Ism, Chung-Lee wears her outfit from Street Fighter 2. (Victory of Pose) L.P.: Face forward, crosses arms and bows his head. Deputy: Jumps and laughs, then waves his hand and says: I am that!. HP: Beats three times fast and then stands with one foot in LC: Face forward, crosses arms and bows his head. MK: Jumping and and then waves and says: I'm the one!. HK: Strikes three times fast and then stands with one foot in the air. ---------- Cody was once a hero known for keeping a weight: 177 pounds Metro City. Bored with a peaceful life, blood type: O he kept figting, day and night... While he busted: 4.6 feet was jailed. One day he managed to escape from White: 2.8 feet of prison. Wandering outside, he now looks for hips: 3.2 feet is something that will satisfy him. From: USA Stand Attacks (Crouch Attacks) (Air Attacks) Jab: LP Jab: LP Jab: LP Uppercut: MP Body Blow: MP Overhead Punch: MP Backfist: HP Uppercut: HP Swipe Punch: HP Short Kick: LK Punt Punt Kick: LK Front Kick: MK Slide High Kick: MK Side Kick: MK Side Kick: HK Kick: 2P Stomp Down: 2K Air Stomp (Air): 2K Alpha Counters A-Ism: Smash Punch V-Ism : Crouching HK Misc. Techniques Knife Pickup: D'2P (X A V) -Cody picks up the knife and then flips it in his hand. If Cody is hit, throws his opponent, or does finally destroy Super Combo, he will drop the knife. Holding the knife, his blows become a slash knife, inflicts more damage and small damage to the block. Cody can also throw a knife (see below). Knife throw (with knife): X A V -Cody throws a knife directly at the screen. It can be picked up again after that. Fake stone: KFHte (A V) - Cody the ducks down, as if to pick up and stone, and then quickly gets up and laughs. Sakeru: DB or B V -Cody automatically dodges projectiles when blocking v-Ism. The projectiles will pass right through it as it blocks as well as other attacks. (Special Movements) Criminal Uppercut: KBZ-Punch X A V - Cody uppercuts and makes a whirlwind in front of him, which can hit several times. A whirlwind can stop onciming projectiles. Ruffian Kick: X X A B-Cody slides forward, kicking. Using LK will kick low, MK will hit mid-level, and HK will kick high. Bad stone: KF-Punch (charging kick) X A V - Cody ducks down and pick up a stone and then throws it that arcs down to the ground. Holding the Punch button will make Cody throw it in his hand up to three times before throwing it, which cause the stone to cause more damage. The stronger the Punch button is used, the further Cody throws the stone. Bad Spray: B,DB,D'Punch (when getting up) X A V - Cody guesses down and throws a wave of dust a short distance away from him. (Super Combo) Final Destruction: KCF, KCF-Punch (X A) - (in X-ISM) This changes Cody's control at the fact that they were in the final fight. Each attack button has the same function and can be chained when on the ground. Jab - Gut Punch - 'gt; Uppercut Cody can also hit during squats, or hit Jumping time. When you press D'Attack during Gut Punch, Cody will throw the opponent. Enemy. remains in this style of control until the shadows of himself stop after him. - (in A-ISM) Cody will take a putt forward. If he connects, he will beat his opponent with various strokes finished with an uppercut. Level 1: 8 Hits Level 2: 13 Hits Level 3: 18 Hits Dead End Irony: KCF, KKFK Kick X A V - A more powerful version of Ruffian Kick, Cody will dash forward and kick several times. At level 3, he will jump into the air and perform a few spinning kicks. Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits (Notes) - Cody has it very well in V-Ism. His Sakeru block misses most attacks through him, allowing him to break the rule of not being able to block air attacks when squatting. -Performing Bad Stone right next to the enemy will throw a stone right through them. (Victory Pose) LP: Shrugs and says: Wu!. MP: Shrugs and says: Wu!. HP: Shrugs and says: Wu!. LC: Shrugs and says: Wu!. MK: Yelps and runs away, then Edie E. runs and fires a gun and then follows Cody. HK: Yelps and runs away, then Edie E. runs and shoots the gun and then follows Cody. Cody runs back to the screen, kicks Edie away, shrugs and says: Whoo! ---------- Dan finally defeated the man who killed his weight: 163 pounds father ... He made his own style of fighting Blood Type: O called Saikyo: The Strongest. But his bust: The 3.7ft ambition won't rest until he reaches waist: 2.7 feet of perfection... Hips: 2.9 feet. From: Hong Kong Stand Attacks (Crouch Attacks) Air Attacks Backfist: LP Jab: LP Body Blow: MP Straight: MP Downward Punch: MP Overhead Smash: HP Overhead Smash: HP Overhead Crack: HP Knee Jab: LK Weak Kick : LK Front Kick: MK Strong Kick: MK Side Kick: MK Roundhouse Kick : 2P Shoulder Toss (air): 2P Alpha Counters A-Ism: Standing Taunt V-Ism: Crouching HK (Undamaged) Misc. Technique zenten Chouhatsu: HFS Taunt X A V - Dan rolls forward and then gets up and jeers. Kuten Chuhatsu: KKBSHT X A V - Dan rolls back, then gets up and taunts. Saikyo Defense: (while blocking) F-3P (V) -Dan pushes forward when blocking to reduce the damage it takes. (Special Movements) Gadoken: X-Strike (X A V) -Dan throws in front of him a small fireball, which quickly saturates. The stronger the Punch button is used, the further the fireball goes. Koryuken: F,D,DF-Punch (X A V) -Dan will rise into the air with an uppercut. The stronger the Punch button is used, the higher Dan will kick. Dankukiaku: KBK Kik X A V - Dan jumps forward with a meandering The stronger the Kick button is used, the more times Dan will kick. Bunch dankykyaku (air): KKBK Kick (A V) - In the air, Dankukyaku will give Dan an extra push into the air while kicking. Once again, the stronger the The button is used, the more times Dan will kick. (Super Combo) Hiisho Buraiken: KB, KKB-X-Dan will enter into a frenzy of punches and kicks, finished with the growth of the uppercut. Level 1: 5 Hits Level 2: 7 Hits Level 3: 11 Hits Shinku Gadoken: KCF, KFFK Punch -More powerful version of Gadoken, Dan throws a small reusable fireball in front of him, which dissipiates a little later than the usual Gadoken. Each level increases the distance of the projectile. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits Koryu Rekka: KCF, D, DF-Kick (A) - a more powerful version of Koryuken, Dan will rotate in place with an uppercut and then jump into the air with a second uppercut. Each level will make Dan slide further up to the first uppercut. Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits Chouhatsu Densetsu: KCF, KFFK Taunt -More powerful version of zenten Chouhatsu, Deng rolls forward five times, each time stopping and performing a jibe. Sixth roll, he will jump forward and tease and then land with his special Yayutsi! Taunt. Chouhatsu Shinwa: KKB, KKBHSTAZ (LV3) - the ultimate jibe. Each attack button will become a mockery for a limited time. Performing a jibe with Start-LP will make Dan make his special Yayutsi! Taunt. Dan will sparkle and perform his Yayutsi! The jibe when this Super Combo runs out. (Notes) - Dan is the only character who can scoff endlessly during a match. He can taunt, standing, squatting or jumping. It also has two special rolling jibes, and two Super Combo taunts. -Dan stands and squat taunts can actually hit opponents who are in the air, but the case is hardly any damage. (Victory of Pose) LP: Bends his arm and says: Jiaa! Deputy: Bends his arm and says: Racha! HP: Smiles and gives trembling fingers up and says: Yayutsi! LK: Bends his arm and cries, saying: Yatsus... Oshaj! MK: Bends his arm and says: Osh! HK: Bends his arm and says: Oshaa! - ----------D Jay is a young kickboxer known as Weight: 203 pounds of southern comet. This cheerful fighter Blood Type: AB quickly rose to become world champion. Bust: 4.3 feet. In high spirits, he is now looking for a world waist: 2.9 feet for a good fight. Hips: 3.1 feet. From: Jamaica Stand Attacks (Attack Crouch) (Air Attacks) Jab: LP Jab: LP Jab: LP Uppercut: MP Low Elbow Drop: MP Elbow Drop: MP Long Uppercut: MP Long Elbow Drop: HP High Elbow Drop: HP Downward Punch: HP Short Kick: LK High Kick: LK High Kick: MK Kick: MK Kick: MK Kick: MK MK Air Flip Toss (воздух): 2K Колено топор: HK Альфа счетчики A-Ism: MK Jackknife Максимальный V-Ism: Крадущийся MK Misc. Техника Колено Shot (воздух): D'LK (X V) Это Это Be done while jumping straight up, just forward or backward. (Special Movements) Air slasher: CB,F-Punch X A V -Dee Jay uppercuts and throws a subtle wave of energy across the screen. The stronger the Punch button is used, the faster the projectile goes. Machine Gun Uppercut: CD,U'Punch (Punch fast) X A V - Dee Jay punches many times at extreme speed, then uppercuts. Pushing the Punch button quickly while D.J. punching will score more hits. Double Rolling Sobat: CB, F'Kick X A V -Dee Jay jumps forward and kicks and then turns and kicks with another foot. Using LK will only kick, and the stronger the Kick button is used, the faster and further D.J. will kick. Jackknife Maximum: CD,U'Kick (V) -Dee Jay jumps into the air while spinning and kicking. The stronger the Kick button is used, the higher D.J. will jump and the more times he will kick. (Super Combo) Sobat Carnival: CB,F,B, F-Kick (X A) - A more powerful version of Double Rolling Sobat, Dee Jay jumps forward, spinning and kicking several times. Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits Sunrise Theme: CDB, DF, DB, UF-Kick (A) - A more powerful version of Jackknife Maximum, D.J. jumps into the air while spinning and kicking fast. Level 1: 5 Hits Level 2: 7 Hits Level 3: 9 Hits Climax Beat: CDB, DF, DB, UF-Punch -More powerful version of the Uppercut machine gun, D.J. will uppercut his opponent high in the air and hit them with an Uppercut machine gun as they fall. The uppercut must shoot the enemy into the air for the Uppercut machine gun to follow. Level 1: 7 Hits Level 2: 10 Hits Level 3: 13 Hits (Notes) - When playing as D.J., try charging DB whenever possible to perform Air Slasher, Double Rolling Sobat, or Super Combo at any time. (Victory Of Pose) PV: Sticks his hands to his pants and says: Thank you all!, and then begins to hang. MP: Shakes the maracas left and right and says: It will be ... HP: Shakes maracas, punching and talking OK every fourth time. LK: Sticks his hands to his pants and laughs. MK: Shakes the maracas and says: Too short!. HK: Sticks his hands to his pants and says: Thank you all!, and then starts whistling. ---------- Yoga Master, Dhalsim, is fighting for his weight: 106 pounds of family and for the poor. More and more type of blood: O evil energy makes it decide.... What a bust: 3.5 feet one day he will give up the root of his waist: 1.5 feet of power, hips: 2.1 feet. From: India Stand Attacks (Crouch Attacks) Air Attacks Vertical Chop: LP Stretch Punch: LP Stretch Down Jab: LP Horizental Chop: F'LP Chop: DB-LP Downward Jab: B'LP Stretch MP Stretch Punch: MP Stretch Straight: MP Uppercut Chop: DB-MP Straight: B'MP Stretch Double Punch: HP Stretch Punch : ДБЗХД ДБЗХД Punch: BH HP Stretch Low Kick: LK Short Slide: LK Stretch Pull Kick: LK Low Kick: BHLK Short Kick: DB'LK Pulling Kick: BSLK Stretch High Kick: MK Medium Slide: MK Stretch Thrust Kick: MK High Kick: MK High Kick: MK High Kick: MK High Kick: DB'MK Pulling Strike: B'MK Stretch Roundhouse: HK : DB-HK Roundhouse Kick: BHC Close Attacks (Throws) None Yoga Noogie: 2P Yoga Throw: 2K Yoga Air Throw (Air) : 2K (Alpha Counters) A-Ism: Permanent BSMP V-Ism: Crouching HK 'Misc. Unlike spear yoga, there is no way to choose the angle of attack. Yoga Spear (Air): D'Kik (X A V) -Dhalsim rotates to the ground feet first. Using LK will dive almost directly across the screen, MK will dive at a slight angle, and HK will dive almost straight down. Yoga Escape: (when knocked down) B,DB, D'Kick (A V) -Dhalsim will teleport before hitting the ground and reappear standing on the ground. Yoga Shock: BLP (Charge LP) A - Dhalsim completes the chops and attacks when the LP is released. With full charge, Dhalsim says: Yoga! And chops for more damage than a regular chop. (Special Movements) Yoga Fire: X-strike - Dhalsim exhales a tiny fireball across the screen. In A-Ism and V-Ism, the fireball will dissipiate as it travels, and the stronger the Punch button is used, the faster the fireball will go, but the sooner it will dissipiate. In X-Ism, the fireball will not dissipiate. Flame Yoga: HCB-Punch (A V) -Dhalsim exhales a large fire in front of him. The stronger the Punch button is used, the longer Dhalsim holds the fire in front of it. Note that A-Ism and V-Ism Yoga Flame have a different control movement than the X-Ism. Flame Yoga: HCF-Punch (X) -Dhalsim exhales a large fire in front of him. The stronger the Punch button is used, the longer Dhalsim holds the fire in front of it. Note that the X-Ism Yoga Flame has a different control movement than the A-Ism and V-Ism Yoga Blast: HCB-Kick (A V) -Dhalsim exhales a large fire at an upward angle. The stronger the Kick button is used, the longer Dhalsim keeps the fire in the air. Note that A-Ism and V-Ism Yoga Blast have a different control motion than the X-Ism. Explosion of yoga: HCF-Kick (X) -Dhalsim exhales a large fire at an angle up. The stronger the Kick button is used, the longer Dhalsim keeps the fire in the air. Note that the X-Ism Yoga Blast has a different control movement than the A-Ism and V-Ism. Teleport Yoga: F,D, DF or B,D, DB (3P or 3K) (air) X A V -Dhalsim teleport either forward or backward, depending on whether (F,D,DF) or (B,D,DB). Use (3P) will teleport Dhalsim halfway across the screen, while (3K) travels across. Dhalsim cannot be attacked until he is teleporting. In A-Ism and V-Ism, Dhalsim can teleport while in the air, but not in X-Ism Super Combo Yoga Storm: HCF, HCF-Punch -More powerful version of Yoga Flame, Dhalsim exhales a large multi-noticeable fire in front of it X-Ism: 5 Hits Yoga Inferno: KCF, KFFK Punch -A more powerful version of the yoga flame, Dhalsim exhales a winding spray of fire in front of it Level 1: 3 Hits Level 2: 8 Hits Level 3: 13 Hits,D,DF-Kick (A) -Dhalsim jumps up and flips in the air. If he touches his opponent while in the air, he will grab them and slap them in the ground with his feet. It will only attack opponents in the air and nothing will do with them on the ground. Level 1: 1 Hit Level 2: 2 Hits Level 3: 3 Hits Yoga Flow: KB, KKB Punch A - Dhalsim exhales spray fire along the ground. This attack should be blocked by a low level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits (Notes) -In X-Ism, Dhalsim's limbs will automatically adjust their length as far away as the enemy. -Oddly enough, Dhalsim speaks yoga Inferno during a yoga storm. - His wife will appear in the background on the Dhalsim stage. She would clap if Dhalsim hits her opponent, and shake her head if Dhalsim is hit. If he loses, she'll fall to her knees and cover her face with her hands. (Winning Pose) LP: Floats in a meditation stance, saying: Yogayogayoga ... MP: Hands off, bows his head and says: yoga. HP: Floats in a meditation position with your hands on the sides and then moves his jaw up and down, saying: Yogayogayoga ... LK: Swims in a meditative position, speaking Samada. M.K.: Hands up, bows his head and says: Samada. HK: Sugaya hands, bows his head and says: Samada. ----------Edmond Honda is the strongest sumo weight: 302 pounds grandmaster, or Rikishi. He's so much blood type: powerful that no other Rikishi can compete bust: 7.0 feet with him. I'll find worthy opponents and waist: 6.0 feet show them the power of sumo!. Hoping for a hip: 6.9 feet to find stronger opponents, he starts out: Japan journey. (Standing attacks) (Crouch attacks) (Air attacks) Slap: LP Slap: LP Slap: LP Long Slap: MP Long Slap: MP Overhead Chop: MP Overhead Chop: HP Tripping Hook: HP Arm Swipe: HP Low Kick: LK Short Kick: LK Bum Drop: LK Bum Kick: MK Side Kick: MK Sumo Press: MK High Kick: HK Kick: HK Side Kick: HK Side Kick: HK Close : 2K Air Cast (Air) 2P (Alpha Counters) A-Ism : Permanent HP V-Ism: Crouching HK (Misc. Techniques) Hiza Geru: F-MK (X A V) - knee kick from close range. Harai Gehry: FKK X A V -Far low blow Sumo Press (air): D'MK (X) -E.Honda stretches and falls down on the stomach. (Special Movements) Hyakuretsu Harite: Hit Fast X A V-E. Honda slap furiously in front of him with his hands as a blur. Pressing the LP quickly will continue to slam until the button is neutral, while the MP or HP will quickly make the E. E. dash forward quickly with one quick flurry of slaps. Super Zutsuki: CB, F-Punch X A V -E.Honda will shoot itself on the screen with a quick head kick. The stronger the Punch button is, the faster and farther the E.Honda will be headbutt. Close, using HP will hit twice. Super Hyakkan Otosi: CD,U'Kick (X A V) -E.Honda jumps into the air with a Sumo Press attack and then falls straight down will Bum Drop. The stronger the Kick button is used, the higher and faster E.Honda jumps into the air. Close, using LK or MK will hit twice, but HK will hit only once. Ooichou Nage (throw): 360o MovementPunch X A V-E.Honda will slam his opponent into the ground with one hand and then flip into the air and land on them with his. This meta-attack must be made right next to the enemy. (Super Combo) Oni Musou: CB,F,B, F-Punch (X A) - A more powerful version of Super Zutsuki, E.Honda will perform two head blows in a row. At level 3, he will execute two headbutts finished with Hyakuretsu Harit slapping the attack. Level 1: 2 Hits Level 2: 2 Hits Level 3: 8 Hits Fuji Drop: CB,F,B, F-Kick (A)-E.Honda does a little climbing Super zutsuki forward and then scoops up with both hands. If the scooping blow knocks the opponent into the air, he will follow and hit them with Super Hyakkan Otoshi. Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits Orochi Kudaki: 720o Movement Punch (A(LV3) - a much more powerful version of Ooichou Nage, E. Honda will push his opponent into the ground twice and then jump high into the air and go down with a powerful drop. , try charging DB whenever possible to perform Super zutsuki, Super Hyakkan Otoshi, or Super Combo at any time. (Winning Pose) PV: Raises his hands and laughs. DEPUTY: Slaps forward and rotates head saying: Dosukoi!. HP: Puts his hand on his chin and nods, saying: Sekai wa chiri yo!. LC: Gives a thumbs up and says: Donna mon jay!. MK: Raises his hands and laughs. HK: Raises his hands and laughs. ---------- There is an evil energy that causes weight: 143 pounds of absolute destruction... Ryu is tormented, blood type: Oh, knowing that he can not control his power. Bust: 3.6 feet. Will he still become a master, or will his Waist: 2.7-foot journey end in ruin? Hips: 2.8 feet. From: Japan Stand Attacks (Crouch Attacks) (Air Attacks) Jab: LP Jab: LP Downward Jab: LP Straight: Straight MP Straight: MP Uppercut: MP Strong Jab: HP Downward Punch: HP Downward Punch: LK Short Kick: LK Punt Kick (up): LK High Kick: Long Kick: MK Knee Knee (сторона): LK Roundhouse Kick : MK «Закрыть атаки» (Броски) Раундхаус (вверх): HK Elbow Jab: LP плечо бросить: 2P Thrust Kick (сторона): HK Body Blow: MP Leg Roll: 2K 2K HP Air Toss (Air): 2P Axe Kick: HK (Alpha Counters) A-Ism: HP Shoryuken V-Ism: Crouching HK (Misc. Techniques) Sakotsu Vari: F'MP (X A V) -Ryu completes and punches down for two hits. Senpukiaku: F.MK B-Ryu jumps forward and spins a mid-level kick. Seichu Nidan Tsuki: FHR X V -Ryu slides forward with an elbow kick with two strokes. (Special Movements) Hadoken: X A V -Ryu throws a blue fireball that moves horizontally across the screen. The stronger the Punch button is used, the faster the projectile goes. Shakunetsu Hadouken: HCF-Punch (X A V) -Ryu throws a red fireball similar to Hadoken, except that he burns the enemy when he hits them. The stronger the Punch button is used, the faster the projectile goes. Shuruken: F,D,DF-Punch (X A V) -Ryu will rise into the air with an uppercut. The stronger the Punch button is used, the higher and faster Ryu will beat. Tatsumakei Senpukuku: KKBKik (air) X A V - Ryu will rotate forward with a blow. If performed in the air, the impact will arc up or down depending on the time it takes during the jump. The stronger the Kick button is used, the more times Ryu will rotate and beat. Ashura Senku: F,D, DF or B,D, DB (3P or 3K) X A V -Ryu will be teleported either forward or backward, which corresponds if (F, D, DF) or (B,D, DB) is used. Use (3K) will teleport Ryu halfway through the screen, while (3P) travels all the way. Ryu can't be attacked while he's teleporting. (Super Comb) Shinku Hadoken: KKF, KFFK Punch -More powerful version of Hadoken, Ryu throws a few fireball punches across the screen. This can be used to remove the oncoming projectile, removing one impact from the total number. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits Messatsu Ou Shoryuken: KCF, D, DF-Punch -More powerful version of Shouryuken, Ryu will perform several uppercuts in a row. Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits Shinku Tatsumaki Senpukyaku: KKB, KKBK Kick (A) - A more powerful version of Tatsumaki Senpukyaku, Ryu will do a spinning kick on the spot that can hit opponents quickly or juggle them in the air. Level 1: 5 Hits Level 2: 9 Hits Level 3: 13 Hits Shun Goku Satsu: LP,LP,LP, LK, HP (X A) - Ryu will teleport over most of the screen and try to capture his opponent. If Ryu comes into contact with them, the screen will turn black and he will perform a 15-hit Combo. This extremely powerful attack cannot be blocked, and can almost defeat any opponent by itself. If Ryu defeats the enemy with this attack, the background will flash the TEN symbol. Level 3: 15 Hits (Notes) - Unlike the street fighter Alpha 2, Evil Ryu's Shoryuken will hit only once up close. -For an almost guaranteed connection with Shun Goku Satsu, trip the enemy and then perform Shun Goku Satsu just as they get up. World Tour mode, Shun Goku Satsu is considered a throw, for matches where opponents can only be damaged -Hadoken will shoot down the enemy if Ryu's hands touch them during the attack, otherwise he will just knock them back. (Victory Of Poza) PV: Turns his back and looks at the opponent. MP: Crosses his arms like his belt and headband blowing in the wind. HP: Turns his back and looks at his opponent. LC: Crosses his arms like his belt and headband blow in the wind. MK: Turns his back and looks at the opponent. HK: Crosses his hands like his belt and headband kick in the wind. ---------- Fei-Long is a young, talented action weight: 132 pounds star from Hong Kong. He is a master of blood type: O his own unique kung fu style. On the bust: 2.5 feet down the street, he's looking for a good fight to sharpen waist: 2.6 feet of his skills. Hips: 2.6 feet. From: Hong Kong Stand Attacks (Crouch Attacks) Air Attacks Backfist: LP Elbow Jab: LP Jab (up): LP Chop: MP Chop: MP Chop (side): LP Strong Punch: HP Dual Palm: HP Jab (up): MP Low Kick: LK Short Kick: LK Hook (side): MP High Kick: MK Low Shots: MK Low Kick: 2P Axe Kick (side): MK Backfist: MP Flip Toss: 2K Split Kick (up): HK Uppercut: HP Air Flip (Air): 2K Splits Spin (side): HK Knee Jab: LK Face Kick: MK Roundhouse Kick: HK (Alpha Counters) Chocca Rakutay Technique : F/B'MK X Using Back will make Faye Long kick in place, while the forward will make it jump forward. Engekisha: FKK X A V -Fei-Long jumps forward with a double kick. (Special Movements) Rekkaken: KFC-Punch (repeat 3x) X A V -Fei-Long slides forward with a quick kick. Repeating movement after the kick ends will produce a second body kick, and a third time for the backfit. The stronger the Punch button is, the farther and faster Fei-Long will slide during attacks. Rekkukyaku: HCF, UF-Kick (X V) -Fei-Long jumps forward with an acrobatic split kick that can hit up to three times on its way down. The stronger the Kick button is, the higher and further Fay-Long's punches. Shienkyaku: B,D,DB-Kick (X A V) -Fei-Long jumps forward with a rotating ascending blow with a flaming foot. The stronger the Kick button is used, the higher the Fay-Long kick will be. If MK or HK are used, it will hit twice up close. (Super Combo) Rekka Shinken: KF, KFC-Punch (X A) is a more powerful version of Rekkaken, Fei-Long glides forward a short distance, three strokes Rekkaken. Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits Shien Renkyaku: KKB, KKBK Kick (A) -More powerful version of Shienkyaku, Fei-Long spins straight up while spinning and kicking with Foot. Clicking on the control bar left and right when you press the Kick buttons may increase number of hits in attacking trades. Level 1: 9 Hits Level 2: 10 Hits Level 3: 12 Hits Ryu Hassai: KKB, KKB-Punch (A(LV3) -Fei Long makes a blazing backfist. If it hits an opponent, it will epert them in the air and then jump up and jumpkick them across the screen. (Winning Pose) LP: Makes three combo strokes, raises his hands and screams. Deputy: Makes three strokes combo, raises his hands and screams. HP: Makes three combo strokes, raises his hands and screams. LK: Standing with his hands on the sides, shaking during the scream. MK: Standing with his hands on the sides, shaking during the scream. HK: Standing with a gun on the sides, shaking while screaming. ---------- Bison is the leader of the secret weight: 212 pounds organization Shadaloo. His inner strength is blood type: A is about to exceed what his body can hold. Bust: The 4.4ft Psycho Power needs a host who can catch his waist: 3.0 feet of demonic force. New body that only hips: 3.0 feet of strongest warriors possess ... From:? (Standing attacks) (Crouch attacks) (Air attacks) Jab: LP Jap: LP Jab: LP Psycho Straight: MP Psycho Straight: MP Psycho Straight (up): MP Psycho Wave Uppercut: HP Psycho Wave Uppercut: HP Psycho Clap (side): MP Knee Jab: LK Short Kick: LK Psycho Wave Smash: HP Front Kick: MK Strong Kick: MK Strong Kick: MK Jab Knee: LK High Kick: HK High Kick: HK : MP Psycho Toss (Air): 2P Psycho Uppercut: HP (Alpha Counters) No Special Walk Psycho Shot: CB,F-Punch-M.Bison throws the sphere of psycho-energy on the screen. The stronger the Punch button is used, the faster the projectile goes. Double knee press: CB, F-Kick-M.Bison flips forward and hits twice as he brings his feet down. The stronger the Kick button is used, the further backflips are. Head Press: CD,U'Kick (Punch) -M. Bison will jump and stomp on the enemy's head and then jump off them. After stomping, use left and right to control the descent of the Bison and press any Punch button to fall off the Somerso Skull Diver kick. Somerso Skull Diver: CD, U-Punch -M.Bison will jump over his opponent's head. Click any Punch button during the jump and he will dive down the weapon first charged with Psycho Energy. Bison Warp: F,D, DF or B,D, DB (3P or 3K) -M.Bison will be teleported forward or backward, depending on whether (F,D,DF) or (B,D,DB). Use (3P) will teleport Dhalsim halfway across the screen, while (3K) travels across. Dhalsim cannot be attacked until he is teleporting. Combo) Knee Press Nightmare: CB,F,B, BPC -More powerful version of Double Knee Press, M. Bison flips forward twice and ends with with Blow. Level MAX: 8 Hits Psycho Crusher: CB,F,B, F-Punch-M.Bison will float back from the screen and then torpedo itself through the screen head-first, his body charged with Psycho Energy that spreads across the screen. MAX Level: 9 Notes Hits -To unlock Final Bison, perform Arcade mode at level 8 difficulty with the character that completed the World Tour mode. Then scroll to M.Bison on the character selection screen, hold Start and press any button. -The ultimate bison does not choose and cannot choose any Ism. -Final Bison is basically an insanely powerful version of M.Bison in X-Ism mode, but it has two super combos. It is also the final battle of most of the characters in Arcade mode. (Winning Pose) PV: Makes a cutting hand gesture across the throat. MP: Crosses hands with cape in the wind, he says: Narui wa!. HP: Strain to float over the enemy and then laughs. LC: Makes a cutting hand gesture across the throat. MP: Crosses hands with cape in the wind, he says: Narui wa!. HK: Warp swim over the enemy and then laughs. ---------- Gen is a cunning assassin who uses legendary weight: 135 pounds of combat techniques. He continues to struggle with blood type: O bloody fights, even if he is sick. What a bust: The 3.5ft he desires now is bigger than anything waist: 2.5 feet death match... And so he's looking for a hip: a 2.6ft worthy enemy... 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