

# Street Fighter Alpha 3 Fei-Long FAQ

by Omega Cosmo

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Fei-Long FAQ V Final

For Street Fighter Alpha 3 for the SEGA Dreamcast.

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(If you like my way of writing, then you will love my website to death...

check it out why doncha?)

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=====  
1. General Info / Controls  
=====

Hello, Omega Cosmo here again.  
This will be my 3.rd FAQ, the two other ones are Roy Bromwell for Project Justice (Dreamcast) and Magus for Chrono Trigger (SNES, Playstation).  
So, why do I write a FAQ for this happy guy?  
Well, I love writing FAQ's for characters that doesn't have FAQ's yet. (That's why I'm planning a series of Project Justice FAQ's)  
And also, the guy is a good character, although he is ugly and lacking moves, he is a good character.  
That's my worthless motivation :D  
Ok then, let's look at the strengths and weaknesses of Fei-Long...

- Pro's :
- + He is fast.
  - + He has very good attack strength for a fast character.
  - + His Shienkyaku is one of the better anti-air in the game.

Con's :

- He only has 3 moves, 2 of which can be used in A-ISM.
  - His voice is annoying.
  - Not very comboable.
- Although he has speed, he lacks moves.

When reading this FAQ, I assume you know what the basics of SFA 3 are.  
(SC's, ISM's, Combo's...)

Just so I won't get mail explaining "What's an ISM?" "What's a Combo?"  
Etc...

If you want to learn how to play the game, there are full FAQ's for that  
purpose.

With that said, on to the controls:

LP: Light Punch	(X Button)	LK: Light Kick	(A Button)
MP: Medium Punch	(Y Button)	MK: Medium Kick	(B Button)
HP: Heavy Punch	(L Button)	HK: Heavy Kick	(R Button)

2P: Press any two Punch buttons simultaneously  
2K: Press any two Kick buttons simultaneously  
3P: Press all three Punch buttons simultaneously  
3K: Press all three Kick buttons simultaneously

D: Down	DF: Down-Forward
U: Up	DB: Down-Back
F: Forward	UF: Up-Forward
B: Back	UB: Up-Back

No questions here right? ;)

=====  
2. Fei-Long Bio  
=====

Height:	5.6 ft.
Weight:	132 lbs
Blood Type:	O
Bust:	2.5 ft.
Waist:	2.6 ft.
Hips:	2.6 ft.
From:	Hong Kong

Fei-Long is a youthful, talented action star from Hong Kong. He is the  
master of  
his own unique style of Kung Fu. On the street, he seeks a good fight to  
sharpen his skills.

=====  
3. Move List  
=====

=Alpha Counters=

A-Ism	HP Rekkukyaku
V-Ism	Crouching HK

=Misc. Techniques=

=====

Chokka Rakutei

F/B + MK

Fei-Long jumps up "Kung-Fu style" and does a kick forward the moment after jumping in the air.

Hits: 1

Modes: X A V

---

---

[X A V]

Engekishu

F + HK

The classic Kung-Fu / Karate double kick.

Hits: 2

Modes: X A V

---

---

=Special Attacks=

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Rekkaken [Perform up to 3 times]

D,DF,F + P

Fei-Long does 3 fast punches in continuation.

When the first punch lands, quickly insert the D,DF,F + P combination two more times for a maximum of 3 hits.

Hits: LP: 1-3 [Fast, Weak]

MP: 1-3 [Medium, Medium]

HP: 1-3 [Slow, Strong]

Modes: X A V

---

---

Rekkukyaku

B,DB,D,DF,F,UF + K

Fei-Long jumps up and does some weird looking kick, damaging his enemy.

[Note: This was his jumping HK in Super Street Fighter 2, SNES]

Hits: LK: 3 [Short Distance]

MK: 2 [Medium Distance]

HK: 2 [Far Distance]

Modes: X V

---

---

Shienkyaku

B,D,DB + K

Fei-Long's effective anti-air, he jumps up in the air with flames on his legs, hitting the enemy.

Hits: LK: 1 [Short Jump]  
MK: 2 [Medium Jump]  
HK: 2 [High Jump]  
Modes: X A V

---

=Super Combos=

---

Rekka Shinken  
D,DF,F,D,DF,F + P

Fei-Long does a series of Rekkaken punches on the enemy. Comes out fast, and does fair damage.

Hits: LP: 3  
MP: 4  
HP: 5  
Modes: X A

---

Shien Renkyaku  
D,DB,B,D,DB,B + K

A super version of Shienkyaku, hitting more times and damages even more. (Duh...)

Hits: LK: 8  
MK: 9  
HK: 10  
Modes: A

---

Ryu Hassai [Level 3]  
D,DB,B,D,DB,B + P

Now this is a new one.  
Fei-Long's Level 3 SC is surprisingly cool and effective. Although it doesn't damage as much as the other two SC's do at Level 3, it may still be useful, partly because it's easy to connect with, and partly because it's very satisfying.

Hits: 3  
Modes: A

---

=====  
4. Colors  
=====

A section where I shall cover all the colors of Fei-Long for no particular reason :D.

X =  
Dark skin, red pants.

Y =  
Light skin, blue pants.

L =  
Light skin, green pants.

A =  
Dark skin, blue pants.

B =  
Light skin, white pants.

R =  
Light skin, yellow pants.

=====  
5. Character Strategies  
=====

A section where I shall give as detailed strategies on all enemies as I possibly can.

This may vary however, difficulty and well... other stuff :D.

In alphabetical order.

=====  
Adon  
=====

Although his balanced stats and irritating kick moves may be a pain in the ass,  
all you really need to do to beat this guy is to wait out his moves and then punish him  
with either an SC or Rekkaken.

=====  
Akuma  
=====

Guh, I hate this guy.  
His constant fireballing AI pisses me off.  
Jump in and punish him with combos and punish him with all you got!  
Just watch out for his damn Uppercuts...

=====  
Balrog  
=====

Heh, he's easy.  
All he can do when it comes to special moves is to punch you.  
Block and Rekkaken his sorry ass!

=====  
Birdie  
=====

Another slow but yet tricky one.  
Shienkyaku is useful when he attempts to does his grab SC, in other cases,  
block, and combo away!

=====  
Blanka  
=====

Another easy one, use the same tactics as Balrog on him.

=====  
Cammy  
=====

Can be a real pain in the ass.  
If she misses with any of his moves, you have a free shot which you better  
not miss.  
Always remember to block low when facing her.

=====  
Charlie  
=====

Charlie: "Sonic Boom, Somersault, Sonic Boom, Somersault".  
Fei-Long: "Block and Rekkaken, Shienkyaku, Block and Rekkaken, Shienkyaku".  
You get the picture :D.

=====  
Chun-Li  
=====

Miss Li is another annoying one.  
Her anti-air moves is perhaps annoying, but her other moves is pretty much  
useless as long as she doesn't get close.  
Shienkyaku and Rekkaken is as usual the hottest tips.

=====  
Cody  
=====

He doesn't have much to put up for himself.  
Bad Stone may hit weirdish at times, and his Criminal Uppercut and Ruffian  
Kick (HK) are also  
quite annoying.  
But Fei-Long has moves to counter this.  
Abusing SC's and Rekkaken is as usual a hot tip, just stay calm.

=====  
Dan  
=====

The Saikyo master may look like no terror at all,  
but next thing you know, he has you in his grip.  
Stay wary of his Gadokens, the AI often uses them for a bigger purpose.  
(You'll see for yourself...)  
Get close, Rekkaken or SC, as usual, stay wary of the irritating uppercuts.

=====  
Dee Jay  
=====

Much like a poor mans Charlie / Guile.  
Use a similar technique.

=====  
Dhalsim  
=====

He has range on his side, and a busload of SC's.  
But still, he is slow, and if your close, he's history.

=====  
E. Honda  
=====

Another slow one, he has some surprising moves, and he tends to abuse  
his 360 grab and 720 SC.  
Just stay wary.  
Shienkyaku is a hot counter if you are good at timing.

=====  
Evil Ryu  
=====

See Akuma.

=====  
Fei-Long  
=====

Guh, when facing yourself, I usually play the block and Shienkyaku / SC  
method.  
If you do so too, you should be fine.

=====  
Gen  
=====

The old man is a slow one, you should be able to use any kind of method  
really.  
I've never had problems with beating him.  
His SC's are kind of easy to avoid and also kinda weak.

=====  
Guile  
=====

See Charlie.

=====  
Guy  
=====

Plays much like a shoto, but without the projectiles.  
Block and combo away.  
There should ne no bigger problems while facing him.



====

Juni

====

See Cammy / Juli.

(Their practically identical)

====

Juli

====

See Cammy / Juni.

(Their practically identical)

=====

Karin

=====

Has some fast attacks, but she is suffering strength.

Just be wary of some of her IMO cheap anti-air, and you'll be fine.

The Shien Renkyaku seems to be particularly useful.

===

Ken

===

See Akuma / Ryu.

(Note:

What the heck is Ken doing when he does all three versions of his normal uppercut on a row?

AI bug?)

=====

M. Bison

=====

A cheap one.

He can teleport and has balanced stats.

But if you block and use your SC's in an economical way, you should suffer no bigger problems.

(Shin Bison Note:)

His Shin Pshyco Presser is a real nightmare if it connects, always be wary of the screen suddenly

freezing and him teleporting out of it!

=====

R. Mika

=====

Think Zangief, add some speed, remove some strength, add a damn irritating voice.

She is not that hard to take down really, it's mostly the annoyance factor.

Gah, just block and beat her sorry ass!

(HATE!!!)

Still, be wary of her grabs, which is unblockable. (Duh)

=====

Rolento

=====

A fast one with decent attack strength.

Always be ready to jump if he uses his Take No Prisoners SC.

However, since he jumps around alot, it gives you lots of chances to hit him with a Shienkyaku.

====

Rose

====

She is not that very annoying.

Although her moves and SC's are varying, she just can't seem to find balance in her gameplay.

Her projectile can be tricky tho, and that SC when she copies herself can be very mean!

===

Ryu

===

See Akuma / Ken.

(Note: Damn projectile AI...)

=====

Sagat

=====

Plays much like a shoto, but even cheaper because he has more attacks to choose from.

He really pisses me off at times.

Always be wary on where to block.

=====

Sakura

=====

Plays much like Ryu actually, but with more moves besides the projectile ones.

Use a similar strategy, and be wary of that spinning on the ground SC.

=====

Sodom

=====

The kabuki fighter is surprisingly easy to beat.

Sure, his 360 and 720 grabs may damage a lot, but I always manage to escape them.

Other than that, he mostly uses his other SC and the

D,DF,F + P motion.

Just combo away.

=====

T. Hawk

=====

\*Laughs\*

Sooooooooo easy!!!

But really, it's sad.

T. Hawk is easily the worst character in the game.

His 360 and 720 grabs are cool and strong, but how easy are they to connect with?

His other moves are pitiful and lacks priority.  
His other SC... \*Laughs\*.  
It's sad, really.

====  
Vega  
====

El jumbo returns!  
Wee!!!  
Anyhow, his fast and damaging, and his Red Claw racks up some damage...  
Other than that, he is not so tough to beat, he doesn't seem to be able  
to handle too much damage...

=====  
Zangief  
=====

GAH!  
Don't EVER let him come close!  
All his grabs have priority and are damaging!  
Keep him on a distance!  
Semi-Far distanced Rekkakens is a must.  
His Banishing Flat 'deletes' projectiles aswell.  
(Not really a problem since your playing Fei-Long but wtf :D.

=====  
6. Thanks / Credits  
=====

Myself  
- Because I wrote this.  
(EGO...)

Barb  
- My star on the online heaven.  
Rock on girl \*L\*.

Kula^Diamond  
- Just because she is cool.  
Peace out :D.

Evil\_Shingo  
- Because I would be beaten if I didn't include him.

Batsu\_Power  
- Same as Evil\_Shingo.  
Kinda =P.

KD0084  
- What can I say, everyone who are there are trustworthy.  
You all rock.

Capcom (www.capcom.com)  
- For making Street Fighter Alpha 3 and loads of other good games.

GameFAQ's (www.gamefaqs.com)  
- It's the ultimate FAQ place. Period.

BIGGEST THANKS TO THE FOLLOWING WHICH MADE THIS FAQ POSSIBLE:

Ryouga

- For the controls, bio and parts of the movelist.

=====

## 7. Revision History

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Version Final (28th October 2001)

- Added Character Strategies.

This will be the Final Version.

I decided not to add combos, partly because the ones I found were pathetic, and I didn't want to take all combos from other FAQ's.

If you want Fei-Long combos, there are other FAQ's for that.

Version 1.00 (27th October 2001)

- The basic stuff, expect V-Ism combos and other extras in the future.

End of FAQ

/ Omega Cosmo 2001

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