

Street Fighter Alpha 3 FAQ/Move List

by TBO

Updated to v0.6 on Dec 16, 2000

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                    Capcom's
                Street Fighter Alpha 3
                For The Sony PlayStation (USA)
                Written By TBO a.k.a. Gamer 12
                FAQ/Movelist Version 0.6
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10/18 - vERSION 0.0: Started my very first FAQ and Street Fighter FAQ. A few regular moves & throws are missing for the characters that have them. As well as my own strategies for each character.

10/24 - vERSION 0.1: Updated movelist and added character Guile to "Console Originals" group. Also removed Cammy from the very confusing Cammy, Juli, and Juni group; and put her in the "New Challengers" group. I included a websites section and added one more thing in the miscellaneous section.

11/07 - vERSION 0.1a: Updated movelist and added some more info for a few characters.

11/07 - vERSION 0.3: Updated movelist and added more info for some characters. Also put a comparison for Ryu and Ken.

12/27 - vERSION 0.4: Updated the miscellaneous section and spell check some words. Still trying to make this FAQ complete as soon as possible.

01/07 - vERSION 0.5: Added some new moves for some characters and also finally added common combos for them ALL as well.

01/20 - vERSION 0.5a: Changed some things here and there. Removed American known names for Ryu and Ken movelist.

06/26 - vERSION 0.6: Changed some moves and added a few more.

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Welcome to the world of the Street Fighter & the Street Fighter Alpha Series. This is the third installment, called Street Fighter Alpha 3, or SFA 3 for short. This game is made by Capcom and is considered to be one of the best fighting games in all of Capcom, Street Fighter, and the Gaming General's history.

In this FAQ you will find move lists, my own personal strategies, methods, and other things to do while playing and enjoying SFA3 on the U.S. PlayStation. Enough with the talk, let's get started!

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_/B A S I C S - C O N T R O L_/_/
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\\\\\\\\\\\\\\||\\\\\\\\\\\\\\\\ Note: 3P is known as PPP in the configuration and 3K is known as KKK as well. Not to be mistaken with that other thing, E E D them... Also I assume that you would know that pressing U+F would be UF.

([Direction Pad Controls])

U- Up
D- Down
F- Forward
B- Backward

QCF- Quarter Circle Forward (D,DF,F)
QCB- Quarter Circle Back (D,DB,B)
HCF- Half Circle Forward (B,DB,D,DF,F)
HCB- Half Circle Back (F,DF,D,DB,B)
360- Rotate D-Pad in a circle (any direction)
720- Rotate D-Pad in a circle twice (2 times)
CH- Charge/Hold for 2 seconds or more

([Button Controls])

LP- Light Punch LK- Light Kick
MP- Medium Punch MK- Medium Kick
HP- Hard Punch HK- Hard Kick

P- Punch K- Kick
PP- Double Punch KK- Double Kick
3P- Three Punches 3K- Three Kicks
PK- Punch and Kick

Start- Start/Pause Select- Select/Taunt (Taunt only in A,V-ISM)

([Personal Configuration])

This is how both my 1-Player and 2-Player controls are setup
You don't necessarily have to use it, but it's a lot EASIER!

Square- HP X- HK
Triangle- MP O- MK
L1- LP R1- LK
L2- 3P R2- 3K

Vibration: On
Command: Arcade

([Abbreviations])
/ - or + - At the same time
& - and , - Motion to
_ - While moving in this direction
x2 - Repeat Twice
x3 - Repeat 3 Times
l1 - Only On Level 1 Super Bar
l2 - Only on Level 2 Super Bar
l3 - Only on Level 3 Super Bar
wait - Wait less than a second
opp. - Opponent

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This is what should appear on your Main Menu after having certain acquirments.
Their descriptions are exactly from the game excluding *()*

ARCADE MODE	TEAM BATTLE
VERSUS MODE	SURVIVAL
TRAINING MODE	DRAMATIC BATTLE
WORLD TOUR	FINAL BOSS
ENTRY MODE	OPTIONS MODE

PocketStation*

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----*---*---*--Descriptions--*---*---*-----  
====/=/\===|====|===\=\=====  
Arcade Mode: Experience all the action of the arcade hit!  
(Play SFA3 as if your in a real arcade)
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Versus Mode: Fight a friend in this exciting head-to-head mode.
(Console-style-fighting at your own convenience)
(Also good for real training when versing the computer [COM])

Training Mode: Practice your combos and attacks in this mode.
(Only good for combos, but not fighting a certain character you choose)

World Tour: Build up your character's power in this adventure mode.
(The best mode, similar to Pok^龍on's style of fighting/raising and Tobal's
Adventure mode)

Entry Mode: Register your character to make them available in other modes.
(Have your World Tour Mode character in other modes)

Team Battle: Choose your team and then battle with your friend.
(King Of Fighters style fighting)

Survival: Beat as many opponents as possible in this mode.

(Fight as long as you can)

Dramatic Battle: Fight with your friend against the computer!

(Fight with two people on your party!)

Final Battle: Challenge the final boss; of the game!

(Fight M.Bison or Shin Akuma [Hold L2] Directly [Ryu for M.Bison])

Options Mode: Adjust game settings here

PocketStation: (Hidden on the US version at the moment, but accessible with a Game Shark (Pro). If you know how to access it without one, please let me know!)

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Here are the descriptions of the three(3) ISMs in the game.

X-ISM

X-ISM is better known for being the original way of performing Supers in Street Fighter. This mode is exactly the same as in Super Street Fighter 2 Turbo where your character had only one Super move and had to fill up the superbar below to perform it. In SFA 3 it's almost entirely different. It's a little easier to fill up on the superbar and some characters have more than one super move (M.Bison and Sagat). But only the computer can perform those. Also in X-ISM you can't air block at all, but you can give more damage than any other ISM.

A-ISM

In this ISM, you can perform over two supers with your character. Also you have the ability to block in the air. All your special moves, super moves, and regular moves are average in the damage department.

V-ISM

This is known as the Original Combo Mode or better known as Custom Combo mode. Here your character does not have super moves at all. The only thing to it is you can create fast shadowed combos, which will be considered supers if used to finish your opponent.

Each character's regular moves have either been altered or have had new ones added to them. These are the moves that have been added in general:

- | | |
|----------|-----------------------|
| F + LK-? | B + LK- High Knee |
| F + LP-? | B + LP- Better Jab |
| F + MK-? | B + MK-? |
| F + MP-? | B + MP-? |
| F + HK-? | F + HK- High Kick |
| F + HP-? | F + HP- Hardest Punch |

(Hurricane Kick)
Hyakkishu [A][V] QCF,UF + P (then P/K)
Ashura Senku (Teleport) F,D,DF + 3P/3K &
B,D,DB + 3P/3K

Super Moves

Shungokusatsu [X][A] (13) LP,LP,F,LK,HP
Messatsu Gou Hado [A] (A) QCFx2 + P
Tenma Gou Zanku [A] HCBx2 + P
Messatsu Gou Shoryu [A] QCFx2 + P

Differences

The only difference between these two is that Shin Akuma is faster and slightly more powerful than Akuma. Shin Akuma can also perform two (2) air fireballs in a 50+ Degree angle while Akuma can only do one in a 45 Degree angle.

Ryu / Evil Ryu (E.R. means ONLY Evil Ryu, R means Ryu)

Regular Moves & Throws

Spin Kick F + MK
Hook Shot [X][V] F + HP
Downward Punch [A][V] F + MP,HP
Elbow Combo [X] F + P (then P if it connects)
Air Combo Start (A) P,P/K (Try to combo when landing)

Special Moves

Hadoken (Fireball) QCF + P
Shakunetsu Hadoken (Red Fireball) HCF + P
Fake Fireball QCF + Select
Shoryuken F,D,DF + P
Tatsumaki Senpukyaku (a) QCB + K
Ashura Senku (Teleport) (E.R.) F,D,DF + 3P/3K &
B,D,DB + 3P/3K

Super Moves

Shinku Hadoken [A] QCFx2 + P
Shinku Tatsumaki Senpukyaku [A] QCBx2 + K
Metsu Shoryuken (R 13) [A] QCFx2 + K
Shin Shoryuken (R 13) [A] QCFx2 + K (Only if elbow tip connects)
Shungokusatsu (E.R. 13) [A] LP,LP,F,LK,HP
Messatsu Gou Shoryu (E.R.) [A] QCFx2 + K

Differences

There obviously a major difference between these two. One is that Evil Ryu is well... EVIL! Anyway, Evil Ryu can Teleport, Perform the Shungokusatsu & Messatsu Gou Shoryu, and throws a complete red fireball. The only thing Evil Ryu can not do is perform the Metsu/Shin Shoryuken (since the Messatsu Gou Shoryu has the same motion). In my opinion, the better of the two is Ryu. He's just more original and better than Evil Ryu will ever be. Don't get me wrong though, it's fun playing as someone's evil counterpart.

Notes

I've found out the best possible way to perform the Shin Shoryuken with Ryu. First you need to goto Training Mode. Then Choose Ryu as you player, and someone else as you "sparring" partner/opponent. Then corner your opponent. Walk toward the opponent until you an't advance any further. Then careful watch yourself as you move backwards. ONLY take two full steps so that the space in-between you two is the same of another character and a fourth. Now practice doing the "Metsu Shoryuken" until you do the "Shin Shoryuken."

Juli & Juni (J.J. is Juli & Juni only, J1 is Juli, and Jn is Juni)

Regular Moves & Throws

Windmill F + HK
Psycho Alpha Charge 3P

Special Moves

Psycho Crusher (Jn) B(CH), F + K
Mach Slide (Jn) F, D, DF + K
Sniping Arrow (J1) QCF + K
Cannon Spike (J1) F, D, DF + K
Psycho Shot (Jn) D(CH), U + K
Spin Knuckle (J.J.) HCB + P
Hooligan Combo (Jn) DB, QCF, UF + P (then P/K)
Earth Direct (Jn) 360 + P
Cannon Thrust (Jn) UF (then) QCF + K
Psycho Block (Jn) (Blocking) F + 3P

Super Moves

Reverse Shaft Breaker [X][A](J1) QCBx2 + K (wait, then K rapidly)
Psycho Streak [X][A](Jn) B(CH), F, B, F + P
Spin Drive Smasher [A](J1) QCFx2 + K
(Jn) DB(CH), DF, DB, UF + K
Psycho Intentions [A](J.J.) QCFx2 + P (Dramatic Battle only)
Shadowloo Servitude [A](J.J.) LP, LP, F, LK, HP (Dramatic Battle only)

Differences

The main difference between Juli & Juni (besides the names) is that Juni has more moves, but has to charge to do most of them. But the two together are almost equal. BTW, Juli is my favorite of the two ^_^.

Comparison: Ryu & Ken: The Ultimate Team

Comparison of Regular Moves & Throws

Taunt Select

* When performed by Ryu, he quickly adjusts his gloves for the fight he is in, kind of showing of his determination to win. When performed by Ken, he gives you and the opponent a Thumbs-up sign, as if it's all a piece of cake.

Shoulder Throw (a) B/F + 2P

* When performed Ryu/Ken will throw through their opponents over their shoulder. Exactly the same.

Back Throw (a w/ Ken ONLY) B/F + 2K

* When performed by Ryu, he will grab the opponent and quickly fall down on his back releasing the opponent to the chosen side. When performed by Ken he will start the same motion, but start rolling three times and then release the opponent to a falling disaster.

Comparison of Special Moves

Hadoken (Fireball) QCF + P

* Ken doesn't worry too much on fireballs, so because of that he still has the same fireball he has had since Street Fighter 2. Ryu on the other hand depends on this Ki Blast move and so has a stronger, larger version of the fireball. Also with a better animation (IMHO)

Shakunetsu Hadoken (Red Fireball) HCF + P

* Since Ryu has the fireball as one of his well known signature moves, the Red Fireball is his "Special" special move. When performed, the same type of fireball

(as the regular fireball) will appear. Except it will be a more powerful, and Red, ball of fire. When connected, it will knock down your opponent depending on where and when it is thrown. Also Ken cannot perform this move.

Shoryuken (Dragon Punch) F,D,DF + P

* This is Ken "Special" special move. He has "perfected" it so much that when he begins the punch's motion, flames begin to appear on his fist. Ryu on the other hand has just made it another one of his short slow, but powerful moves.

Tatsumaki Senpukyaku (a) QCB + K

(Hurricane Kick)

* When you perform this move with Ken, he does it very fast and not so hard so he can get even more hits out of it. But with Ryu, he does less, but more powerful hits immediately knocking your opponent down if connected.

Roll QCB + P

* Only Ken can perform this move

Fake Fireball QCF + Select

* Only Ryu can perform this move

Fake Roll QCF + Select

* Only Ken Can perform this move

Comparison of Super Moves

Shinku Hadoken [A] QCFx2 + P

Shinku Tatsumaki Senpukyaku [A] QCBx2 + K

Metsu Shoryuken (13) [A] QCFx2 + K

Shin Shoryuken (13) [A] QCFx2 + K (If elbow tip connects barely)

* Above is All Ryu Only *

Shoryu Reppa QCFx2 + P

Shinryuken QCFx2 + K (then K rapidly)

Shippu Jinraikyaku (13) QCBx2 + K

* Above is All Ken Only *

Differences

Basically, Ken has the upper advantage in combos than Ryu in SFA3. On the other hand though, Ryu has the more powerful moves which make up in his lack of speed at times. Which, therefore, brings me to the obviously conclusion that these two fighters, buddies, companions, comrades, opponents, rivals, and friends are EQUAL! There's no other way to say it, but they're just equal. Choose whoever you want to choose. Even though Ryu has a cool Grey/Blue outfit and Ken has that Sweet Super "Shinryuken."

* The Final Fight Crew *

Guy

Regular Moves & Throws

2-Step Backflip DF + HK

"Ninja" Slide D + HK

Elbow F + LP

Special Moves

Hozanto QCB + P

Bushin Senpukyaku QCB + K

Bushin Izuna Drop QCF + P (then P)

(close for body suplex)
Hayagake (Dash) QCF + LK (LK to cancel)
Hayagake Kage Sukui (Slide) QCF + MK (MK again for attack)
Hayagake Kubikari (Jumping Heel) QCF + HK (HK again for attack)

Super Moves

Bushin Musourenka [X][A] (13) HCBx2 + P
Bushin Hassoken [A] QCFx2 + P
Bushin Goraikyaku [A] QCFx2 + K

Cody (Talk about hard to use)

Regular Moves & Throws

Special Moves

Criminal Uppercut QCB + P
Ruffian Kick QCF + K
Bad Stone QCF + P
Knife Pickup D + 3P

Super Moves

Final Destruction [X][A] QCFx2 + P
Dead End Irony [A] QCFx2 + K

Rolento

Regular Moves & Throws

Special Moves

Patriot Circle QCF + P (x3)
Stinger F, D, DF + K (then P/K)
Mekong Delta Attack 3P (then P when landing)
Mekong Delta Air-Raid QCB + P (then P)
Mekong Delta Escape QCB + K (then P/K)

Super Moves

Take No Prisoners [X][A] QCFx2 + P
Minesweeper [A] QCBx2 + P
Steel Rain [A] QCFx2 + K

Sodom (Definite "King of Counters" (K. Megura))

Regular Moves & Throws

Special Moves

Jigoku Scrape QCF + P
Shiraha Catch F, D, DF + K
Butsumetsu Buster 360 + P
Daiyako Burning 360 + K
Yagura Reverse B, D, DB + K

Super Moves

Meido no Miyage [X][A] QCFx2 + P
Tenchusatsu [A] 720 + P

* The Alpha Gang *

Dan Hibiki (Oyate!)

Regular Moves & Throws

Taunt	Select
Rolling Forward Taunt	QCF + Select
Rolling Backward Taunt	QCB + Select
Jumping Taunt	UB\U\UF + Select
Crouching Taunt	D + Select

Special Moves

Gadoken (VERY short fireball)	QCF + P
Koryuken	F, D, DF + P
Dankukyaku [A][V] (a)	QCB + K
Saikyo Defense [V]	F + 3P

Super Moves

Hissho Buraiken [X][A]	QCBx2 + K
Shinku Gadoken [A]	QCFx2 + P
Koryu Reppa [A]	QCFx2 + K

Sakura

Regular Moves & Throws

Special Moves

Hadoken	QCF + P
Shouoken	F, D, DF + P
Shunpukyayku (a)	QCB + K
Sakura Otoshi	F, D, DF + K

Super Moves

Midare Zakura [X][A]	QCFx2 + K
Shinku Hadoken [A]	QCFx2 + P
Haru Ichiban [A]	QCBx2 + K

Birdie

Regular Moves & Throws

Special Moves

Bull Head	B(CH), F + P
Bull Horn	(CH)PP/KK (then release)
Murderer Chain	360 + P
Bandit Chain	360 + K

Super Moves

The Birdie [X][A]	B(CH), F, B, F P
Bull Revenger[A]	QCFx2 + P/K

Charlie

Regular Moves & Throws

Knee Bazooka	F + MK
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Dash [A][V]

Fx2

Special Moves

Sonic Boom

B(CH), F + P

Summersault Kick

D(CH), U + K

Super Moves

Somersault Justice [X][A]

DB(CH), DF, DB, UF + K

Sonic Break [A]

B(CH), F, B, F + P

Crossfire Blitz [A]

B(CH), F, B, F + K

Adon

Regular Moves & Throws

Special Moves

Jaguar Kick [A][V]

B, D, DB + K

Jaguar Tooth

HCB + K

Rising Jaguar

F, D, DF + K

Jaguar Crunch

F + MP

Jutting Kick [A][V]

DF + MK

Super Moves

Jaguar Varied Assault [X][A]

QCFx2 + P

_Jaguar Thousand

Tap P Rapidly

_Jaguar Assassin

Tap K Rapidly

Jaguar Revolver [A]

QCFx2 + K

Rose (Her name suits her...)

Regular Moves & Throws

Special Moves

Soul Spark

HCF + P

Soul Throw

F, D, DF + P

Soul Reflect

QCB + P

Soul Spiral

QCF + K

Super Moves

Aura Soul Throw [X][A]

QCFx2 + P

Aura Soul Spark [A]

QCBx2 + P

Soul Illusion [A]

QCFx2 + K

Gen (So is for So-Style & Ki is for Ki-Style)

Regular Moves & Throws

So-Style Change [A][V]

3P

Ki-Style Change [A][V]

3K

Special Moves

Hyakurenko (So)

P (Rapidly)

Gekirou (So)

F, D, DF + K (then K rapidly)

Jasen (Ki)

B(CH), F + P

Oga (Ki) [A][V]

D(CH), U + K

Super Moves

Zanei (So) [X] [A]	QCFx2 + P
Shitenshu (So) [A]	QCBx2 + P
Jakoha (Ki) [A]	QCFx2 + K
Koga (Ki) [A] (A)	QCBx2 + K

Karin

Regular Moves & Throws

Special Moves

Gurenken	QCF + P (then P/K)
Mujinkyaku	F, D, DF + K
Hosho	F, D, DF + P
Ressenha	QCF + K
Yasha Counter (upper)	QCB + P
(lower)	QCB + K
Arakuma Inashi	360 + K

Super Moves

Shinpi Kaibyaku [X] [A]	QCFx2 + P
Kouoken [A]	QCFx2 + K

Rainbow Mika (What a costume!)

Regular Moves & Throws

Special Moves

Flying Peach	QCB + P
Shooting Peach	QCB + K
Daydream Headlock	360 + K (rapidly)
Paradise Hold	360 + P
Wingless Airplane (A)	HCB + K

Super Moves

Rainbow Hip Rush [A]	QCFx2 + P
Heavenly Dynamite [A]	720 + P (rapidly)
Beach Special [X] [A]	QCFx2 + K
-Moonsault Press	P then P
-Missile Kick	P then K

* Console Originals *

Ken Masters (Yataze!)

Regular Moves & Throws

2-Hit High Kick	MK (Close)
Inazuma Kakato Wari	F + MK
Ushiro Mawashi-geri	F + HK
Knee Bash	HK (Close)

Special Moves

Hadoken (Fireball)	QCF + P
Shoryuken (Dragon Punch)	F, D, DF + P
Tatsumaki Senpukyaku (a)	QCB + K
Roll	QCB + P
Fake Roll	QCF + Select

Super Moves

Shoryu-Reppa QCFx2 + P
Shinryuken QCFx2 + K (then K rapidly)
Shippu Jinraikyaku (13) QCBx2 + K

Chun-Li

Regular Moves & Throws

Overhead Kneebash DF + HK
2-Hit Backflip DF + MK
Split Kick HK (close)

Special Moves

Kikoken (Fireball) [A][V] HCF + P
Tenshokyaku [X] D(CH),U + K (reversal only)
Hyakuretsukyaku K (rapidly)
Senenshu [A][V] HCB + K
Spinning Bird Kick [X] (a) B(CH),F + K
Sohakkei [X] B(CH),F + P

Super Moves

Senretsukyaku [X][A] B(CH),F,B,F + K
Hazan Tenshokyaku [A] DB(CH),DF,DB,UF + K
Kikoshu [A] QCFx2 + P

Blanka

Regular Moves & Throws

Forward Slide DF + HP
Fool's Trip D + HK

Special Moves

Electric Thunder P (rapidly)
Rolling Attack B(CH),F + P
Vertical Rolling D(CH),U + K
Backstep Rolling B(CH),F + K

Super Moves

Ground Shave Rolling [X][A] B(CH),F,B,F + P
Tropical Hazard [A] DB(CH),DF,DB,UF + K

Dhalsim (Yogaaaaaaaaaaaaa...)

Regular Moves & Throws

Special Moves

Yoga Fire QCF + P
Yoga Flame [A][V] HCB + P
 [X] HCF + P
Yoga Blast [A][V] HCB + K
 [X] HCF + K
Yoga Teleport (a) F,D,DF + 3P/3K &
 B,D,DB + 3P/3K

Super Moves

Yoga Tempest [X] HCFx2 + P

Yoga Inferno [A]	QCFx2 + P
Yoga Strike [A]	QCFx2 + K
Yoga Stream [A]	QCBx2 + P

E. Honda

Regular Moves & Throws

Special Moves

Hundred Hand Slap	P (rapidly)
Sumo Head Butt	B(CH), F + P
Sumo Smash	D(CH), U + K
Oicho Throw	360 + P

Super Moves

Oni Muso [X][A]	B(CH), F, B, F + P
Fuji Drop [A]	B(CH), F, B, F + K
Orochi Crush [A] (13)	720 + P

Guile

Regular Moves & Throws

Flash Knee	F + MK
Back Fist	B + HP
Leap Kick	F + HK

Special Moves

Sonic Boom	B(CH), F + P
Flash Kick	D(CH), U + K

Super Moves

Flash Kick Fury [X][A]	DB(CH), DF, DB, U + K
Sonic Hurricane [A]	B(CH), F, B, F + P
Somersault Strike [A]	DB(CH), F, B, UF + K

Notes

In my opinion, Guile is better than ever as a character. But when your fighting, you just want a little more out of him. He only has two REAL moves! Geez...

Zangief

Regular Moves & Throws

Special Moves

Double Lariat	3P
Quick Double Lariat	3K
Banishing Flat [A][V]	F, D, DF + P
[X]	F, DF, D + P
Screw Pile Driver	360 + P
Atomic Suplex	360 + K (near opponent)
Flying Power Bomb	360 + K (far from opponent)

Super Moves

Final Atomic Buster [X][A]	720 + P
Aerial Russian Slam [A]	QCFx2 + K

* The New Challengers *

Cammy

Regular Moves & Throws

Second Taunt [V] HCB + P

Special Moves

Spiral Arrow QCF + K

Cannon Spike F,D,DF + K

Spin Knuckle [X][A] HCB + P

Hooligan Combo DB,QCF,UF + P (then P/K)

Cannon Strike UF_QCB + K

Cannon Revenge QCB + P

Super Moves

Spin Drive Smasher [X][A] QCFx2 + K

Reverse Shaft Breaker [X][A] QCBx2 + K (wait, then K rapidly)

Killer-Bee Assault [A] DB(CH),DF,DB,UF + K

Dee Jay

Regular Moves & Throws

Back Slide D + HK

Elbow 2 Knuckle Punch [V] B + HP

[X][A] (close)

Special Moves

Air Slasher B(CH),F + P

Double Rolling Sobat B(CH),F + K

Machine Gun Uppercut D(CH),U + P (rapidly)

Jackknife Maximum [X][V] D(CH),U + K

Super Moves

Sobat Carnival [X][A] B(CH),F,B,F + K

Sunrise Theme [A] DB(CH),DF,DB,UF + K

Climax Beat [A] DB(CH),DF,DB,UF + P

Fei-Long

Regular Moves & Throws

Back Heel B + MK

Hop Kick F + HK

Special Moves

Rekkaken QCF + P (x3)

Shienkyaku B,D,DB + K

Rekkukyaku [X][V] HCF,UF + K

Super Moves

Rekka Shinken [X][A] QCFx2 + P

Shien Renkyaku [A] QCBx2 + K

T. Hawk

Regular Moves & Throws

Special Moves

Mexican Typhoon 360 + P
Tomahawk Buster F,D,DF + P
Condor Dive (A) 3P
Condor [A][V] B,D,DB + P

Super Moves

Raging Typhoon [X][A] 720 + P
Canyon Splitter [A] QCFx2 + P

* The Final Four *

Balrog

Regular Moves & Throws

Special Moves

Dash Straight B(CH),F + P
Dash Ground Straight [A][V] B(CH),DF + P
Dash Uppercut B(CH),F + K
Dash Ground Uppercut [A][V] B(CH),DF + K
Turn Punch [A][V] 3P/3K (CH) (release when desired)
Buffalo Head [A][V] D(CH),U + P (reversal only)

Super Moves

Crazy Buffalo [X][A] B(CH),F,B,F + P
Giga-ton Blow [A] B(CH),F,B,F + K

Vega

Regular Moves & Throws

Slide Kick D + HK
Back Flip 3K (Dodge attacks)
Double Backflip 3P (Dodge attacks)

Special Moves

Flying Barcelona Attack D(CH),U + K (then P)
Izuna Drop D(CH),U + K (then B/F + P near opponent)
Rolling Crystal Flash B(CH),F + P
High Sky Claw D(CH),U + P
Scarlet Terror [V] DB(CH),F + K
Heki Hari Tsuki D(CH),U + KKK (Vega's stage only)

Super Moves

Rolling Izuna Drop [X][A] DB(CH),DF,DB,UF + K (then B/F + near opp.)
Scarlet Mirage [A] B(CH),F,B,F + K
Red Impact [A](13) B(CH),F,B,F + P

Sagat

Regular Moves & Throws

Special Moves

Team Bison	(M. Bison, Cammy, Juli & Juni)
The Army	(M. Bison, Cammy, Juli & Juni, Guile, Charlie, Rolento)
Bison Baddies	(M. Bison, Sagat, Vega, Balrog)
Final Fighters	(Guy, Cody, Rolento, Sodom)
Originals	(Ryu, Ken, Chun-Li, Blanka, Dhalsim, Guile, Zangief,
	E. Honda)
SSF2 Newbies	(Dee Jay, Cammy, Fei-Long, T. Hawk, Akuma*)
Agents	(Guile, Chun-Li, Charlie, Rolento)
The Cool Crew	(Dee Jay, Ken, Charlie, Karin, M. Bison, Chun-Li, R. Mika, Fei-Long, Sakura, Dan, Adon)
Red Hot	(Ryu, Akuma, Ken, M. Bison, Sagat)
Wrestlers	(Zangief, R. Mika)
Wall Crawlers	(Gen, Chun-Li, Guy, Rolento, Cammy)
Comedians	(Dan, Blanka, Sakura, Karin, Dee Jay, Cody)
Weirdos	(Blanka, Dan, Birdie, M. Bison)
Big Guys	(Zangief, T. Hawk, Sagat, Vega, M.Bison, Birdie)
Heavy Weights	(E. Honda, Zangief, T. Hawk, Birdie, Balrog, Sagat, M. Bison)
Buddies	(Ryu & Ken, Juli & Juni, Sakura & Karin, Ryu & Sakura, Karin & Ken, Cody & Guy, Guile & Charlie, Cammy & M.Bison, Sagat & Ryu, Dan & Blanka, Zangief & R. Mika, Zangief & E. Honda)

Why They Are Exempt

Dan..... He sucks, He taunts a lot, He trained under Ryu and Kens teacher for a while, did I mention he sucks?
 Juni..... She has two moves that don't need charging.
 Akuma..... There was Super Street Fighter 2 first, then came turbo
 Vega..... 'Nuff said...
 Sodom..... He's an "American" who appreciates the Japanese culture
 Guy..... He lives/resides in the U.S.
 Ryu..... ???, Sorry, I Forgot...

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 /P L A Y I N G T I P S_/
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~For a cheap victory you can advance towards the opponent and keep on tripping till they're gone.
 ~With Ryu, Ken, Akuma, Sakura, and Dan; try two-in-one combos for quick points and to tap away your opponents life.
 ~(An old Street Fighter 2 Trick) For some characters they can easily be defeated just by jumping in one space. Here's how it goes:
 1. At the start of the round immediately jump up with a hard kick.
 2. As you land do a crouching hard kick
 3. Then jump up again, but this time as your coming down do a hard kick
 4. Repeat the above
 This trick worked ALL the time for me in Super Street Fighter 2 & Street Fighter 2 Turbo against Zangief. It should work for some of the other characters in SFA3 too.

(L2) while selecting their colors.

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|Game Shark Codes|
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None yet

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Check these websites related to Street Fighter Alpha 3 and other Capcom games.

Site	Address
Capcom	http://www.capcom.com
Capcom (Japan)	http://www.capcom.jp
Fighter's Edge	http://www.fightersedge.com
Fighters.Net	http://www.fighters.net
Round One (Fighters.Net)	http://www.fighters.net/capcom/index.html
Secrets of the Game Sages	http://www.gamesages.com
GameFAQs	http://www.gamefaqs.com

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* If you pull of a super move at the same time as you win the round, the screen won't darken and there will be a 1-2 second delay in the game. Then the move will be pulled off.

* Another Bug I found was that if you or the opponent pulls of a Super move and at the same time you pull of a regular, special, or super move in the air you might shift a little bit. Also another thing that may happen with two simultaneous Super moves is that the screen won't darken at all.

* Even more bugs. It seems that the color flash thing is a part of the whole game. Here's an example. Say your about to start the first round in the fight. The second your ready to move you get the immediate first hit. If you pause quickly enough, you'll see that the whole screen is white! You'll barely be able to see the three pause options (Continue, Configure, Exit). So that's just on part of it.

* One time I was playing a Ryu vs. Gen battle and Gen began to perform his Zanei super and I also simultaneously began to perform a Dragon punch, when the two moves collided I hit Gen first. The weird thing was that when I hit Gen, The Dragon Punch actually move more forward than Ryu can usually do, and it was a medium strengthened Dragon Punch too!

* At times when I've played SFA3 and I perform a move with a character (usually Dan) if it hits, then Dan will either completely turn red or white for a split second. This may be because of him being on the opponents side of the screen (where the opponents face is at the top) and when the opponent gets hit (on fire, or what ever) the same will happen to your character (Dan in this case). But at times it's happened when I'm on my own side of the screen. So what

gives?

* Here's another Ryu and Sagat Tid-Bit. If your in a heated battle playing as Ryu (throwing nothing but fireballs), and Sagat suddenly throws his Tiger Cannon super, depending on how close Ryu is (usually not to close), if Ryu gets hit, it will only connect twice leaving the rest of the fireball passing Ryu! Glitch, bug, or just part of these two's never ending battle?

* If you happen to be in a Ryu vs. Sagat fight then you'll be in for a surprise. What I mean is that (depending on Sagat's ISM) Sagat will have a different introductory before the first round. For example is your with X-ISM Ryu (You can choose any ISM, it doesn't matter) and your versing an X-ISM Sagat, Sagat will hold Dan in one of his throw stances and will do his strongest Tiger Uppercut while the background flashes from black to white to the regular background (It looks too good to be a special move). If Sagat is in A-ISM he will just be very close to Ryu and then hop backwards. After that he'll point out his scar which flashes for a quick second. Lastly in V-ISM, just like in X-ISM, he'll hold Dan in a throwing stand. But instead of upper-cutting the carp (yes carp :P) out of him, he'll just throw him away (like the cruddy fighter he is...)

* For those of you wondering why I did Ryu/Evil Ryu instead of Ryu & Ken, well it's because... I have no reason. In fact I'm considering doing a Ryu & Ken movelist, but with only similarities in the "Differences" part. (*Already Done*)

* Ryu's name is actually pronounced "Yuu." Unlike the American standards of saying it like "rye-U" (Thanks to Dingo Jellybean). Also a few Capcom games have voice actors say it right/correctly for you to hear. An example is Super Street Fighter 2 for the Super Nintendo.

* Whenever Karin does her "Mujinkyaku" move it sounds like she's saying "Vegita." Now that sounds very un-alike. Also the word "Vegita" is the name of the Saiyajin "Prince Vegita," his Father "King Vegita," and even the Saiyan home planet "Vegita." All this is from the anime series of Dragon Ball Z. (Wonder who'd win: Goku vs. Ryu & Vegita vs. Shin Akuma)

* For those of you wondering about the connection with Juli and T.Hawk, here's the thing. If you watched the U.S. animated series "Street Fighter" (which aired on the USA Network for about 3 seasons) then you would remember that T.Hawk's Ex-Girlfriend was named "Julia" hence the name "Juli." The only thing different besides the name is that "Julia" had some sort of robot armor and could fly with it and wasn't under M. Bison's mind control. While "Juli" is a C.C. (Carbon Copy) of Cammy and is under Bison's mind control.

* As for Cammy, her story is TOTALLY different. She was about 19 years old when she and her two scientist parents were captured under M.Bison's Shadowloo forces. It seemed that M.Bison wanted Cammy's parents to work for him, but they refused. So they were killed and M.Bison made himself to be Cammy's new "Guardian." Some guardian. He brain washed her and then trained her to become her artificial soldier (and love slave).

* Another weird thing about the show was that Ken seemed financially unstable and was never Eliza's boyfriend. When in fact he was dating Eliza and used his family status to his own advantage.

* Hey, why are you sitting around for!? Don't you know that SFA3 is worth 20 Fighter's Edge Points!! Collect and use 'em while you can!

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_/ T H A N K Y O U ' S _/
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Here are my buncha thanks I must give :)

*Thanks to Dingo Jellybean for inspiring me to finally write a FAQ. I should have done it two years ago though...

*Thanks to Fflash for having a few rounds with me in Alpha3 and other Capcom games ^_^

*Thanks to Capcom Entertainment (<http://www.Capcom.com>) for making one of the greatest fighting games and games in HISTORY!!! They started the whole fighting genre!

*Thanks to Kao Megura and all the other great FAQ writers out there for some reminders and other things. I can't list or remember all the names, but you guys are great.

*Thanks to the Webmaster at GameFAQs (<http://www.GameFAQs.com>), CjayC, for holding the largest archive of videogame reference on the planet. Keep up the good work!

*Thanks to IGN (<http://www.IGN.com>) and their magazines (Online and offline, especially PSM)

*Thanks to an unrecognized Magazine that I've read since 7th grade, Tips & Tricks Magazine. They "keep it real."

*Finally, thanks to myself (TBO) for actually doing this work and writing my very first FAQ/Movelist.

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This FAQ can be downloaded at:

(<http://www.crosswinds.net/~g12>)

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