

# Street Fighter Alpha 3 Combo/Pose/Misc FAQ Final

by DJellybean

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Street Fighter Alpha 3 Combos/Win Poses/Miscellaneous FAQ

8/16/99

<my initials>@(my website)

Version Last

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NOTE: Last version. No more updates will be made.(10/7/00)

NOTE: This is just a minor update, but I did add some other sections at the bottom of this FAQ. And another note, I hate HOTMAIL! For them I had to completely reorganize my FAQ because they had messed up my document even through ZIP format!

ANOTHER NOTE: Thanks to all the people who agree with me that 3-D fighters just can't compare with 2-D fighters. I guess bad mouthing Sega and Namco can really get a bunch of replies, oh well a couple of more additions and corrections to the Cameo appearances with the help of more highly intelligent people! Before you email me, I have no problem with Namco, only Sega and I hope Alex(jumpmanst@yahoo.com) can start that anti-Dreamcast campaign real soon!

UNRELATED NOTE: This note is for Sega and Sega only. If Sega is reading this then read on. You guys literally stink! Ha! Ha! I can smell you all the way from here in smell vision! Nintendo and Sony will stomp the spikes out of Sonic! Quit releasing your crappy systems because nobody wants them. You need games and frankly you just don't provide them. I mean Soul Calibur is your only hope of success, because Namco is a full Sony supporter. Then you have another big whammy to compete with and as all of us RPG fans knows it(but obviously there is no bigger Final Fantasy fan than me) and that's SQUARE. Can you spell SQUARE Sega? Yeah, its kinda hard but you what they say: "Hooked on Phonics works for me!" Ha! Ha! Ha! Sega your pathetic you know that? You need RPGs, and I mean solid ones like Final Fantasy or Zelda. I mean doesn't anybody know that Sega is in debt? If this Dreamcast project fails then lets hope that Sony or Nintendo will let them in and provide jobs. You should have just produced games instead for Sony and Nintendo, just like 3DO has and they are doing just fine, which is a lot more than I can say for Sega. With titles like Need for Speed 5: Motor City, Final Fantasy, Zelda and Pokemon, how can Sega ever hope to compete? Basically Sega should just go home, because Nintendo and Sony are having Sonic soup with litte green Dreamcasts! Ha! Ha! Ha!

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-----Credits-----  
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- + Capcom([www.capcom.com](http://www.capcom.com))  
For making the best fighting game ever! Well at least for now, and when Street Fighter Alpha 4 comes out, watch out!
- + CJayc([www.gamefaqs.com](http://www.gamefaqs.com))  
For putting this FAQ up and his hard work and dedication to the site!  
(^\_^)
- + Ricardo A Lafaurie Jr.([kickaha048@hotmail.com](mailto:kickaha048@hotmail.com))  
For filling me in on a ton of missing quotes from win poses and character appearnaces as well. Thanks a lot! (^\_^)
- + Herb Q([hq9@hotmail.com](mailto:hq9@hotmail.com))  
Thanks for telling me the Cody and Ken cameo appearances! I had completely forgot about them. Thanks a lot! (^\_^)
- + Geno713([Geno713@aol.com](mailto:Geno713@aol.com))  
Thanks for providing me with the character cameo appearances and corrections on Guy's win poses. Thanks a lot! (^\_^)
- + Noah Smith([noahs@shelby.net](mailto:noahs@shelby.net))  
For informing me about a TON of various Pocket Fighter cameo appearances.  
(^\_^)
- + Aya Brea([aya.brea@hotmail.com](mailto:aya.brea@hotmail.com))  
Thanks to Aya for the amazing Karin combo along with other character appearances as well! Thanks a lot! (^\_^)
- + James Chen([jchensor@ucla.edu](mailto:jchensor@ucla.edu))  
For his excellent combo system that should be the ONLY one that everybody should be using. Not only is it simplistic its also neat! (^\_^)
- + Miguel Rustia([www.miggy.net](http://www.miggy.net))  
For his excellent websites and his clarifications and revision of James chen's combo system to make it a lot more readable. Thanks! (^\_^)
- + You(-----@something.com)  
The readers of course, for respecting my work and so fourth and yes this FAQ would not be possible without the reader's interest!
- + Dingo Jellybean([bellybutton21@hotmail.com](mailto:bellybutton21@hotmail.com))  
For typing up this FAQ. (^\_^)

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--Birdie  
--Bison  
--Blanka  
--Cammy  
--Charlie  
--Chun-Li  
--Classic Balrog  
--Cody  
--Dan  
--Dee Jay  
--Dhalsim  
--E.Honda  
--Evil Ryu  
--Final Bison  
--Fei Long  
--Gen  
--Guile  
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--Juli  
--Juni  
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--Karin  
--Ken  
--R.Mika  
--Rolento  
--Rose  
--Ryu  
--Sagat  
--Sakura  
--Shin Akuma  
--Sodom  
--T.Hawk  
--Vega  
--Zangief

#### Combos

--Adon  
--Akuma  
--Balrog  
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--Bison  
--Blanka  
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--Classic Balrog  
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- R.Mika
- Rolento
- Rose
- Ryu
- Sagat
- Sakura
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- Vega
- Zangief

Stages

- Adon
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- Chun-Li
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- R.Mika
- Rolento
- Rose
- Ryu
- Sagat
- Sakura
- Shin Akuma
- Sodom
- T.Hawk
- Vega
- Zangief

Character Bios

Game Appearances

Is it just me?

Top Ten Supers

Credits

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 Character Win Poses  
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In this game each character has a certain win pose, to select which win pose you want follow these simple procedures:

- Pick any character and play either Arcade Mode, Versus Mode, Dramatic Battle Mode, World Tour Mode, Survival Mode, or Team Battle Mode. Do not pick the other modes because they will not give you the opportunity to select your win pose.
- Then in that mode that you have selected defeat your opponent.
- Immediately when you have knocked out your opponent (in can be between rounds) hold the select button.
- When you hold down the select button hit any other attack button you wish to see the win pose for.

Below is a list of all 36 characters in the game, all these characters will include a listing of what win poses each character has depending on which button you press after your victory.

NOTE: Certain characters will require you to be in a certain ISM to have a certain win pose, or it may change certain button selections for that certain win pose, but don't worry I've got it all down!

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Adon  
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- JP: Stands and gives his opponent a thumbs down.
- SP: Jumps up while he takes off his bandana and holds it while he looks at it
- FP: Stands and gives a menacing, but funny laughter.
- SK: Stands with back towards the screen and flexes both biceps in sorta being in a "Proclaiming to be a master" pose (sorta reminds me of Chou Li from Bloodsport).
- FK: Shakes his head for a while and then he kneels down and looks to the sky.
- RK: Stands there and tilts his head back and forth while having both his hands covering his face repeatedly(?)

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Akuma  
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- JP: Stomps the ground and he goes into a ready pose.
- SP: Same as above.
- FP: Stands there with his back to the screen and the "ten" symbol lights up.
- SK: Same as above.
- FK: Stands in his ready pose but this time he shakes violently.
- RK: Same as SK and FP

-----  
Balrog

-----  
JP: Stands in a boxing victory pose and laughs  
SP: Same as above  
FP: Same as above  
SK: Same as above  
FK: same as above  
RK: He flexes his muscle enough to rip his shirt and laughs

-----  
Birdie  
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JP: Holds out his knife while he gives an awkward smile(?).  
SP: Holds out a thumbs up then quickly gives a thumbs down while sticking out his tongue. He also exclaims "Hey!...You!"  
FP: Stretches out his chains and licks it(?!).  
SK: Holds out two fingers and a thumb at the opponent, just like his level 3 The Birdie.  
FK: Holds out 3 fingers out and exclaims "I, number one!" (shows you his intellect).  
RK: Stands in a "ready to dance" pose(?!).

-----  
Bison  
-----

JP: Stands over his opponent and says "Bah, Nuruiwa!"  
SP: Same as his JP win pose above.  
FP: Same as his JP win pose above.  
SK: Same as his JP win pose above.  
FK: Same as his JP win pose above.  
RK: Same as his JP win pose above.

-----  
Blanka  
-----

JP: Flips around repeatedly while laughing in his own amzonc way.  
SP: Same as above.  
FP: Same as above.  
SK: Same as above.  
FK: Same as above.  
RK: Same as above.

-----  
Blanka vs. Blanka  
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JP: Same as his regular taunt against a different opponent.  
SP: Eats a bunch of watermelons really fast and throws the trash at his opponent.  
FP: Drinks orange juice from his juice maker(?!).  
SK: Celebrates victory while throwing up his arms in the air repeatedly.

FK: Same as above.

RK: Same as SP.

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Cammy

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JP: Swings her arm and gives a neutral look to the front of the screen.

SP: Saluts M.Bison as he floats while laughing and exclaims "Yes Sir."

FP: Stands in silence as M.Bison floats while laughing.

SK: Stands with her back to the screen and gives a silent but quick thumbs up(funny!).

FK: Stands with her back to the screen and turns around and gives a thumbs up while she smiles.

RK: Same as JP.

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Charlie

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JP: Puts on his glasses and goes "Hmph!"

SP: Same as above.

FP: Same as above.

SK: Gives a sorta 2 finger salut and exclaims "Too easy!"(most intimidating of them all!).

FK: Same as above.

RK: Shaves his nails with something(?), whiffs his air with his breath and exclaims "Hmph!"

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Chun-Li

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JP: Stands for a moment and bows a little with her hand out and exclaims "Gomen ne"

SP: Same as above.

FP: Same as above.

SK: Same as above.

FK: Same as above.

RK: Same as above.

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X-ISM

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JP: Same as her A-ISM taunt.

SP: Same as above.

FP: Same as above.

SK: Same as above.

FK: Same as above.

RK: Stands for a moment and does a few kicks and stops in the middle of her kick animation.

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JP: Stares and then bows down in memory of her father.  
SP: Jumps up and cheers and exclaims "Yatta!"  
FP: Same as her X-ISM RK win pose.  
SK: Same as her JP win pose.  
FK: Same as her SP win pose.  
RK: Same as her RK win pose.

-----  
Classic Balrog  
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JP: Stands in a boxing victory pose and laughs  
SP: Same as above  
FP: Same as above  
SK: Same as above  
FK: same as above  
RK: He flexes his muscle enough to rip his shirt and laughs

-----  
Cody  
-----

JP: Cody uses a body language to exclaim "I don't know!" he also gives  
a smile and a wierd sigh of relief.  
SP: Same as his JP win pose.  
FP: Same as his JP win pose.  
SK: Same as his JP win pose.  
FK: Same as his JP win pose.  
RK: Same as his JP win pose.

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Cody vs. Cody  
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JP: Same as his default win pose above.  
SP: Same as his default win pose above.  
FP: Same as his default win pose above.  
SK: Same as his default win pose above.  
FK: Same as his default win pose above.  
RK: Same as his default win pose above.  
UD: Cody stands there, then quickly he runs as a police officer brings out  
his gun and handcuffs as he chases after Cody(real funny!).

NOTE: UD means "un-decided" meaning you cannot pick another win pose you  
will always have this win pose when you have won the entire match only.

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Dan  
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JP: Holds out his hand in a fist animation and exclaims "Bushai!"  
SP: His shirt tears a little and goes into the same fist animation as above and exclaims "Hisshou!"  
FP: Gives an awkward smile while facing towards the screen and gives a goofy looking thumbs up.  
SK: Holds out his hand in the same fist animation like his JP and SP pose and exclaims "Yahoo! I did it!" in Japanese.  
FK: Same as his JP win pose.  
RK: Same as his JP win pose.

-----  
Dee Jay  
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JP: Puts both his hands in his pants and exclaims "Thank you everybody!" afterwards he whistles a tune afterwards with musical notes coming out of his mouth, and also no, you cannot here the tune he is whistling.  
SP: Shakes his Morraccas and exclaims something.  
FP: Shakes his Morraccas, but he stops every few times and exclaims "Oh yeah!" and each time he does that he goes into a different pose, my favorite one yet!  
SK: Same as his JP win pose.  
FK: Shakes his Morraccas and exclaims something different than his SP pose.

-----  
Dhalsim  
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JP: Floats and exclaims "Yogagaaaaa...." with his hands together and his head tilting downwards.  
SP: Holds his hands together and tilts his head down and exclaims "Yoga."  
FP: Like his JP win pose except he is sitting in a similar fashion to indian style and his mouth moves along with "Yogagaaaaa...."  
SK: Floats like his JP and FP win pose except he exclaims "Namonte."  
FK: Stands with his hands together and head tilted down like his SP pose and exclaims "Namon."  
RK: Same as his FK win pose.

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E.Honda  
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JP: Cheers joyfully with laughter, similar to Balrog's boxing victory pose.  
SP: Goes into his Strong Punch animation and exclaims "Dol sai!"  
FP: Stands there and thinks and says something(a little help here?), very similiar to Sagat's win pose.  
SK: Gives a thumbs up and says something(a little help here?).  
FK: Same as his JP win pose.  
RK: Same as his JP win pose.

-----  
Evil Ryu  
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JP: He stands and turns his back to the screen in silence.  
SP: He stands and stares the opposite direction of the opponent.  
FP: Same as his JP win pose.  
SK: Same as his SP win pose.  
FK: Same as his JP win pose.  
RK: Same as his SP win pose.

-----  
Fei Long  
-----

JP: Does a few attacks and goes into the classic Bruce Lee win pose while providing the traditional yell(one of my favorites!).  
SP: Same as his JP win pose.  
FP: Same as his JP win pose.  
SK: Goes into a ready pose while shaking violently, similar to Akuma's win pose.  
FK: Same as his SK win pose.  
RK: Same as his SK win pose.

-----  
Final Bison  
-----

JP: Stands over his opponent and says "Bah, nuruiwa!"  
SP: Same as his JP win pose above.  
FP: Same as his JP win pose above.  
SK: Same as his JP win pose above.  
FK: Same as his JP win pose above.  
RK: Same as his JP win pose above.

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Gen  
---

JP: Puts his hands under his long sleeves and exclaims "You were big fool."  
(I love this one! It really rubs in your victory!)  
SP: Like the one above, he puts his hands in his sleeves and gives a menacing, but rather funny laugh(well funny to me!).  
FP: Same as his JP win pose.  
SK: Same as his SP win pose.  
FK: Same as his JP win pose.  
RK: Same as his SP win pose.

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Guile  
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JP: Brings a comb out of his pocket and exclaims "I'm impressed!"  
SP: Same as his JP win pose above.  
FP: Guile stands, looks towards the screen, and his Dog Tag shines.  
SK: Guile flexes his muscle while he smiles at the opponent and exclaims "Hmph!"  
FK: Gives a two finger salut while looking at the screen and exclaims "Too easy!"(Ha! The most intimidating of them all, like Charlie's!).  
RK: Same as his JP win pose.

---  
Guy  
---

JP: Stands there and folds his arms over each other.  
SP: Faces the opponent holds out two fingers and says "Waruku Omouna."  
FP: Turns his back to the screen puts two fingers over his forehead and says "Kurezo...Bushinryu."  
SK: Same as his JP win pose.  
FK: Same as his SP win pose.  
RK: Same as his FP win pose.

----  
Juli  
----

JP: Just like Cammy's win pose she saluts M.Bison while he is floating the only exception is that she does not say "Yes sir."  
SP: She stands there in silence as M.Bison floats by laughing.  
FP: Turns around with her back to the screen while giving a quick look at her opponent.  
SK: Same as her FP win pose.  
FK: Same as her JP win pose.  
RK: Same as her SP win pose.

----  
Juni  
----

JP: Just like Juli's JP win pose, she saluts M.Bison as he floats by laughing and she does like say "Yes sir" like Cammy does.  
SP: Just like Juli's SP win pose, M.Bison floats by and she stands in silence.  
FP: Just like Juli's FP win pose, she turns her back to the screen while giving a quick look at her opponent.  
SK: Same as her FP win pose.  
FK: Same as her JP win pose.  
RK: Same as her SP win pose.

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Juni and Juli

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JP: They each do their regular taunt and they both are facing the opposite direction.

SP: They each do their regular taunt except they are facing each other and they form sorta like a unique diamond shape(its hard to describe).

FP: Same as her JP win pose.

SK: Same as her SP win pose.

FK: Same as her JP win pose.

RK: Same as her JP win pose.

NOTE: As you can expect these are their win poses when they are in Dramatic Battle mode, I'm not sure who has the authority in determining the win pose here, 2nd player or 1st player, I guess its whoever does their win pose selection first. When you have a CPU controlled Juni or Juli you can select your own win pose.

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Karin

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JP: Gives sorta like a rich, high class laugh in a very high tone with her hand over her mouth.

SP: She stands there ponders and exclaims something(a little help?).

FP: She stands there posing like she was a model or something.

SK: Same as her FP win pose.

FK: Same as her FP win pose.

RK: Same as her FP win pose.

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Karin vs. Karin

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JP: Same as her JP win pose above.

SP: Same as her SP win pose above.

FP: Karin goes into her modelling pose as her butler rushes out to bring her glass of milk. He kneels in front of her handing her glass of milk with a straw in it like she was royalty, also the milk inside the glass shakes.

SK: Karin goes into her modelling pose while her butler runs in and tries quickly to bring something out of his bag, its like if he fails he going to be fired or something!

FK: Karin goes into her modelling pose while her butler runs about while a cat chases him.

RK: Same as her FP win pose in a Karin vs.(other opponent) match up.

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Ken

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JP: Goes into a victory pose very similar to Ryu's, he puts his hand up (depending on which side his opponent is on will determine which hand he puts up) and gives a victory smile.

SP: Puts his hand over his face, moves his hand giving a thumbs up and

exclaims "Yasuntai!"

FP: Like his SP win pose he gives a thumbs up and exclaims "Yatta ze!" the only exception here is that he does not cover his face, he goes directly into his thumbs up pose.

SK: Same as his SP win pose.

FK: Same as his SP win pose.

RK: Same as his FP win pose.

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V-ISM  
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JP: Same as his JP win pose above.

SP: Same as his SP win pose above.

FP: Same as his FP win pose above.

SK: Same as his FP win pose above.

FK: Same as his SP win pose above.

RK: Same as his FP win pose above.

NOTE: The only exception in V-ISM is Ken's Short Kick taunt, its a different win pose than is default win pose.

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R.Mika  
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JP: She jumps up repeatedly and cheers like she was a small girl.

SP: Same as her JP win pose above.

FP: Same as her JP win pose above.

SK: Same as her JP win pose above.

FK: Same as her JP win pose above.

RK: Same as her JP win pose above.

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R.Mika vs. R.Mika  
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JP: Same as her default win pose above.

SP: Like her SP win pose, the golf car drives by with some mysterious person inside the golf cart, but R.Mika stops cheering after a short while.

FP: She cheers just like her SP win pose except the person in the golf cart stops in front of her, I still don't know who he is!

SK: She cheers just like her win poses above, the mysterious person in the golf cart rolls by and drops a giant tire. R.Mika attaches the tire to herself and runs off with it. I think that person must be her trainer!

FK: Same as her SP win pose above.

RK: Same as her FK win pose above.

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Rolento  
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JP: Rolento goes into his classic pose exclaiming "Mission Complete!" while at the same time 5 henchmen from above makes repeated stabs against the air while all hanging upside down.

SP: Rolento laughs as he drops a grenade that rolls towards the opponent and explodes on them!(What a funny guy!)

FP: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" while his five henchmen hangs upside down stabbing at the air, except this time the second henchman from the right comes in a little late.

SK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time the second henchman from the right comes in on time and later leaves.

FK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" Except this time his henchmen does the so called "Wave" as seen in baseball games by audiences, but Rolento style as they stab against the air.

RK: Rolento snaps his fingers and goes into his classic win pose and exclaims "Mission Complete!" The only exception is that his henchmen don't come out.

----  
Rose  
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JP: She stands and waves her index finger across sorta like she is saying "don't mess with me again" and says "Mada, mada ne."

SP: Rose stands there and smiles as she holds out her scarf as it flows with Soul Power and she says something(once again I'm still a little puzzled as to what she is saying).

FP: Its just like her JP win pose except this time she forms a mirror image upon both sides of her before she waves her finger.

SK: Rose forms a mirror image of herself, leans against her mirror image and exclaims "Daijoubu?"

FK: Rose takes a giant card which says "The Fool" and she flips it and she is wearing a fancy dress, something women would wear in the 1800's.

RK: She stands as the wind blows and lets a tarrot card drop out of her hand and onto the ground.

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Ryu  
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JP: Ryu stands and holds up his hand and smiles at victory, just like Ken's win pose.

SP: He stands there as the wind blows and looks at the other direction while giving a slight smile.

FP: He stands there as the wind blows and looks at the other direction and a small single leaf blows by near his feet.

SK: Same as his JP win pose above.

FK: Same as his JP win pose above.

RK: Same as his FP win pose above.

-----  
Sagat  
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JP: He stands there and laughs while he is in his thinking pose.

SP: Crosses his hands over his chest and laughs rather very menacingly.  
FP: Crosses his hands and gives a menacing laugh and stares at the other direction.  
SK: Same as his JP win pose above.  
FK: Same as his SP win pose above.  
RK: Same as his FP win pose above.

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Sakura  
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JP: She stands with her fist in the air and gives a cheerful laugh.  
SP: Does that funky little gliding dance(very cool!).  
FP: Does a few attacks and her shoe flies off as she is in her ready stance.  
SK: Like her win pose above except this time that her shoe does not fly off.  
FK: She stands and rubs her nose and says something(not sure what she says though).  
RK: The wind blows as she stands there like Ryu folding her arms(funny actually!).

-----  
Shin Akuma  
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JP: Stomps the ground and he goes into a ready pose.  
SP: Same as above.  
FP: Stands there with his back to the screen and the "ten" symbol lights up.  
SK: Same as above.  
FK: Stands in his ready pose but this time he shakes violently.  
RK: Same as SK and FP

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Sodom  
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JP: He stands and gives a traditional bow towards the opponent.  
SP: He stands and holds out a fan that sprays water and says something "Apparei!".  
FP: He stands and holds out a fan that shoots little butterflies and says something(I will need help here).  
SK: Spins out his Sai in both hands and gives a grunt afterwards.  
FK: Just like his SK win pose except the Sais drop out of his hand and he shakes his head in disgust.  
RK: Just like his JP win pose above.

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X-ISM  
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JP: Just like his default JP win pose above.  
SP: Just like his default SP win pose above.  
FP: Just like his default FP win pose above.  
SK: Same as his FP win pose.



FK: Same as his FP win pose.  
RK: Same as his default JP win pose above.

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T.Hawk  
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JP: He stands and whistles for his eagle and it rests on his hand, the funny part about this is that the eagle shakes his head, which is pretty intimidating!  
SP: He stands there and exclaims "whmp!"  
FP: Just like his SP win pose except this time the same eagle lands on his shoulder and shakes its head.  
SK: Just like his JP win pose above.  
FK: Just like his SP win pose above.  
RK: Just like his RK win pose above.

----  
Vega  
----

JP: Quickly puts his claw down and gives a snickering laugh.  
SP: Stands and removes his mask in disgust at his opponent.  
FP: Same as his SP win pose above.  
SK: He jumps up and gives a menacing snickering laugh to himself.  
FK: Same as his JP win pose above.  
RK: Same as his JP win pose above.

-----  
Zangief  
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JP: Stands and flexes his muscles and says "Bolschoy Tavieda!"  
SP: Same as his JP win pose above.  
FP: Same as his JP win pose above.  
SK: Its just like his JP win pose above except he just laughs this time.  
FK: Same as his SK win pose above.  
RK: Same as his SK win pose above.

-----  
X-ISM  
-----

JP: Same as his default JP win pose above.  
SP: Same as his default JP win pose above.  
FP: Same as his default JP win pose above.  
SK: Same as his default SK win pose above.  
FK: Same as his default SK win pose above.  
RK: Same as his default JP win pose above.

NOTE: In X-ISM only Zangief's Roundhouse kick win pose differs from his normal default win pose.



Jab --> Strong --> Roundhouse

Also one more quick note, I will be using James Chen's excellent combo system along with Migs Rustia's revisions, if you don't know the combo system I suggest you visit Migs Rustia's website (listed at top and bottom of FAQ) or email James Chen. Also when I note about ISM PLUS combos, there are only certain ISM PLUS requirements to do the combo which I will list below for each character.

NOTE: One more thing, ALWAYS MAKE YOUR HITS DEEP! This way you will have less spacing between you and your opponent and will be able to pull out more hits in your combo.

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Adon  
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#### Universal Combos

1. S.Forward --> Jaguar Knee
2. S.Jab, S.Short --> Jaguar Knee
3. J.Forward \ / S.Jab, S.Short --> Jaguar Knee
4. J.Forward \ / S.Jab, S.Short --> Jaguar Knee, S.Forward
5. In corner: J.Forward \ / S.Jab, S.Short --> Jaguar Knee, Jaguar Knee

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X-ISM  
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1. Jaguar Kick \ / C.Forward --> Jaguar Knee  
This one seems possible, I recall being able to pull it off once, but then again I could be wrong. Try to make the Jaguar Kick as low to the ground as possible.
2. J.Forward \ / S.Forward --> Jaguar Varied Assault
3. J.Forward \ / S.Jab, S.Short --> Jaguar Knee, Jaguar Varied Assault  
In this combo it works best if you are in the corner, but also works if you are out of the corner. This combo will juggle the opponent.

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A-ISM  
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1. J.Fierce \ / S.Jab, S.Short --> Jaguar Knee, Level 1/Level 2 Jaguar Varied Assault  
Level 1 works best because all the hits will come out, level 2 works well also but on level 3 a hit or two will come out and that's it, so stick with level 1 or level 2. And this will juggle the opponent.

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V-ISM

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NOTE: All of these combos will require you to activate the Custom Combo mode, but I will tell you which one to use.

1. Custom Combo Activation: (SP+FK)

In corner: Short Jaguar Kick, C.Short, C.Short --> Short Jaguar Kick, C.Short, C.Short, etc.

Basically that is it, you can score a bunch of hits with this if you can do it quick enough and be consistent with the cursed dragon punch motion. I got 46 hits once! So be proud of me!

2. Custom Combo Activation: (JP+SK), (SP+FK)

In corner: Roundhouse Jaguar Tooth, S.Short --> Short Jaguar Knee, Forward Jaguar Knee, Roundhouse Jaguar Knee, Forward Jaguar Kick (juggle)

3. Custom Combo Activation: (JP+SK), (SP+FK)

In corner: J.Forward \ / S.Jab, S.Short, C.Forward --> Short Jaguar Kick, C.Short, C.Short(x10), Short Jaguar Knee(x3) (juggle)

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ISM Plus Combos  
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1. ISM PLUS requirement: Alpha Combo

C.Short, C.Jab, C.Strong, C.Forward --> Jaguar Knee, Jaguar Knee(juggle)

2. ISM PLUS requirement: Alpha Combo

J.Forward \ / S.Jab, S.Forward --> Jaguar Knee, S.Forward(juggle)

3. ISM PLUS requirement: Super Alpha Cancel

J.Forward, S.Jab, C.Short --> Short Jaguar Kick --> Jaguar Varied Assault

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Overall  
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Rating: 82/100

Adon is a very fast character with surprisingly fast attacks that are quick countermoves against missed attacks. His supers have a lot of range and reach full screen's distance with very little time to waste. Adon is a rather impressive combo character, but he does have his shares of flaws. First off Adon lacks any form of dominance when jumping in, having him to result in defensive play most of the time, and his Jaguar Revolver is a complete waste when he is close to his opponent because he will just soar over his opponent. Also Adon has no projectiles, but then again its best that not every character in the game has a projectile. This makes it a pain to result in a fight against projectilers, and even a well timed Jaguar Kick will often be blocked. But overall, he should be someone on the Intermediate level of skill should be able to play Adon pretty well.

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Akuma

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Universal Combos

1. C.Strong --> Gou Hadouken
2. Tatsumaki Zankuu Kyaku \ / Gou Shouryuken(juggle)  
The trick in this combo is to jump in with your hurricane kick and that should bounce the opponent up and you can go into your Gou Shoryuken as you land.
3. J.Roundhouse \ / C.Strong --> Gou Hadouken
4. Tatsumaki Zankuu Kyaku \ / S.Jab --> Gou Hadouken(juggle)
5. J.Fierce \ / S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shoryuken, Gou Hadouken(juggle)
6. Roundhouse Tatsumaki Zankuu Kyaku, Jab Gou Shouryuken, etc.(juggle)  
Can you believe that this is his infinite? Its so easy to do and Akuma breaks the "One juggle per combo only" law! The timing is extremely easy and takes little time to master.
7. Zankuu Hadouken \ / C.Jab --> Gou Hadouken
8. Jab Gou Shoryuekn, Jab Gou Shouryuken(juggle)
9. J.Roundhouse \ / S.Jab, S.Short --> Tatsumaki Zankuu Kyaku, S.Stromg --> Gou Hadouken

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X-ISM

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1. C.Roundhouse --> Shun Goku Satsu  
The point of this combo is to already have the Shun Goku Satsu in motion and as the opponent gets up, they will try to counter only to be snuffed by the Shun Goku Satsu. Its more like strategy than any real combo.
2. S.FWD.Forward --> Tatsumaki Zankuu Kyaku, S.Jab --> Tatsumaki Zankuu Kyaku (juggle)

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A-ISM

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1. S.Jab --> Messatsu Gou Shoryuu
2. C.Forward --> Messatsu Gou Hado
3. Tatsumaki Zankuu Kyaku, Messatsu Gou Shouryuu/Messatsu Gou Hado (juggle)
4. In corner: Jab Gou Shouryuken, Messatsu Gou Shouryuu(juggle)
5. Zankuu Hadouken \ / Messatsu Gou Shouryuu

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V-ISM  
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1. Custom Combo activation: (JP+SK), (SP+FK)  
S.FWD.Forward, etc.  
This really isn't a combo but more of an annoyance move, use this to take down that guard meter!

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ISM PLUS Combos  
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1. ISM Plus requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Messatsu Gou Shoryuu
2. ISM Plus requirement: Super Alpha Cancel  
J.Fierce \ / C.Short, C.Jab --> Level 1/Level 2 Messatsu Gou Shouryuu  
--> Tenma Gou Zankuu(juggle)
3. ISM Plus requirement: Super Alpha Cancel  
J.Fierce \ / S.Jab, S.Short --> Gou Hadouken --> Messatsu Gou Shouryuu/  
Messatsu Gou Hado

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Overall  
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Rating: 94/100

Akuma apparently has no weaknesses, or at least not much by the way. Akuma is blazing fast with unbelievable combo possibilities, he is obviously the best juggle combo character in the game. He has a lot of combinations to choose from and supers to counter practically anything. He also has a teleport which lets him escape from corner traps or to avoid supers all together. There are a few weaknesses however, and that's with his missed supers. Most of his supers besides the Messatsu Gou Hado are rather easy to counter. That's about it, there is really no apparent weakness to Akuma and beginners can easily pick him up.

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Balrog  
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Universal Combos

1. C.Strong --> Dashing (anything)
2. J.Roundhouse \ / C.Strong --> Dashing (anything)  
This combo is rather simple, just charge ahead of time.
3. J.Jab \ / S.Jab, C.Jab, C.Jab --> Dashing (anything)  
This is just such a cheap, but easy combo, use this at will!

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X-ISM

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1. S.Short --> Crazy Buffalo
2. J.Roundhouse \ / C.Jab, C.Jab, C.Short --> Crazy Buffalo
3. J.Fierce \ / S.Strong --> Crazy Buffalo

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A-ISM

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NOTE: All of Balrog's X-ISM combos work in A-ISM, the only addition to this ISM is that he can use his Gigaton Blow instead of his Crazy Buffalo.

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V-ISM

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NOTE: The manual only says that you can use the Buffalo Head as a reversal only, what they do not mention is that it can be used freely in Custom Combo mode.

1. Custom Combo activation: (JP+SK)  
In corner: Jab Buffalo Head, Jab Buffalo Head, etc.(juggle)  
Just repeat this until your Custom Combo guage runs out.
2. Custom Combo Activation: (SP+FK)  
In corner: Jab Dashing Straight, S.Jab, Jab Dashing Straight, S.Jab, etc.  
This one will take quite a bit of practice, but it looks more stylish than the first one if you master it!

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ISM Plus Combos

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1. ISM Plus requirement: Original Combo  
C.Jab, C.Short, C.Strong --> Dashing (anything) or any super
2. ISM Plus requirement: Super Alpha Cancel  
J.Roundhouse \ / S.Jab, S.Short --> Dashing Straight --> any super
3. ISM Plus requirement: Super Alpha Cancel  
Final Punch --> Any super  
This is one heck of a killer, depending on how long you have charged for the Final Punch you can actually kill your opponent with just this one combo no matter how much life they have even at full life!

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Overall

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80/100

Balrog is one of the underdog characters in the game, but master him and he is quite lethal. He has powerful attacks and can use a Final Punch when you least expect it. Not only that but his Final Punch is even more powerful than any of his supers when charged for a certain amount of time.

He can always charge for his Final Punch and attack with a super or any other attack during the charge which makes it that more lethal and can very well end the match right there. However he really can't defend well against jumping in attacks and his combos require a lot of charging for complete effectiveness. That can be a pain for some people, but with practice Balrog can be a very powerful character.

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Birdie  
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#### Universal Combos

1. Punch Throw, Bull Head(juggle)
2. S.Fierce, C.Fierce(juggle)  
Just make sure you are close to the opponent when the S.Fierce hits so that it launches the opponent.
3. J.DN.Fierce \ / Bandit Chain/Murder Chain
4. Punch Throw, Bull Horn(juggle)  
This is like the first combo except the damage on this combo is cumulative and will do more damage the longer you charge the Bull Horn.
5. J.DN.CU.Fierce \ / S.Jab --> Banit Chain/Murder Chain  
This combo is difficult to connect, you have to cross up your opponent while jumping in and continue from there.
6. J.DN.Fierce \ / C.Jab --> Bull Head

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X-ISM  
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1. J.DN.Fierce \ / S.Strong --> The Birdie
2. Punch Throw, The Birdie(juggle)

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A-ISM  
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NOTE: All of Birdie's X-ISM combos work in A-ISM as well.

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V-ISM  
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1. Custom Combo Activation: (JP+SK), (SP+FK)  
In corner: Jab Bull Head, etc.

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ISM Plus Combos





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NOTE: All of Bison's X-ISM combos work in A-ISM except you can replace the final hits with his Psycho Crusher super instead.

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V-ISM

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1. Custom Combo Activation: any

Back to corner: Double Knee Press, Double Knee Press, etc.

Basically like Hulk's Gamma Wave from the crossover series it works best if your back is to the corner and then you jsut keep repeating the Double Knee Press until you reach the end of the corner.

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ISM Plus Combos

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1. ISM Plus requirement: Alpha Combo

C.JAb, C.Short, C.Forward --> Double Knee Press/Any Super

2. ISM Plus requiremant: Super Alpha Cancel

S.Roundhouse --> Psycho Shot --> Any Super

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Overall

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Rating: 77/100

M.Bison is a very powerful character with rather damaging supers. He has excellent range on his attacks and can really punish people for their mistakes and his offensive skills are top notch. He is a rather poor keep away character but he has a teleport to back that up. His flaws results in poor defensive skills and he has little priority in his jumping attacks. He is basically a worthless keep away character because the fact that you have to charge for his projectile, its slow, and the fact that he has long recovery time from it. But like all characters in the game he is a rahter powerful character when mastered.

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Blanka

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Universal Combos

1. J.Jab \ / Electric Thunder

2. C.Short --> Rolling Attack/Vertical Rolling

3. J.Roundhouse \ / C.Forward --> Vertical Rolling/Rolling Attack

4. J.CU.Fierce \ / C.Forward --> Electric Thunder

This combo is tough to execute, mainly with the jump in attack, it takes a lot of practice to time the J.Fierce to cross the opponent up. Try to

make your fierce hit as late as possible while at the same time cross up the opponent. Remember, practice is the key!

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X-ISM

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1. J.CU.Fierce \ / C.Forward --> Electric Thunder/Ground Shave Rolling  
Just like number 4 above except you can add the Ground Shave Rolling instead.
2. J.Roundhouse \ / Ground Shave Rolling  
Its an odd combo but effective, just don't hold onto the Ground Shave Rolling, otherwise you will mess up the combo.

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A-ISM

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NOTE: All of Blanka's X-ISM combos work in A-ISM, and I have not found a single way to combo in that Tropical Hazard, can anyone help?!

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V-ISM

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NOTE: I haven't really found an effective Custom Combo for Blanka and as you might have probably guessed, suggestions are always welcomed.

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ISM Plus Combos

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1. ISM Plus requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Rolling Attack

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Overall

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Rating: 71/100

Blanka is a pretty decent character all around. He has a lot of range on his attacks and has a pretty decent air counter being either his Ground Shave Roll or his Electric Thunder. But with that also comes with flaws, but then again every character has its share of flaws. First off practically every single rolling attack that Blanka has will leave him open to quick counters and attacks if they are blocked. His supers are often hard to connect mainly because they are just so awkward, while his Tropical Hazard is pretty visually impressive its almost certain that the opponent will block the attack. His jumping attacks however come out and lasts too quick, which is both a good and bad thing. With his quick jumping attacks it makes it very difficult to jump in with a successful attack without being countered and he must attack late in order for the attack to have a higher ratio of connecting. But basically Blanka is on the borderline of being an intermediate or expert skill player, and like all characters in the game master him and he can become an opponent's worst nightmare.

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Cammy  
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#### Universal Combos

1. S.Jab --> Cannon Spike
2. J.Roundhouse \ / S.Jab S.Short --> Cannon Spike
3. J.CU.Short \ / S.Fierce --> Cannon Spike/Spiral Arrow  
The only tricky part about this combo is that you must be close to your opponent so that she does her close fierce punch, her close fierce punch will cancel into either attack, if her does her far fierce animation you did the combo uncorrectly! You must cross up the opponent with your jumping short kick to make the combo successful.

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X-ISM  
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1. J.Fierce \ / S.Forward --> Spin Dive Smasher
2. J.CU.Short \ / S.Jab, S.Short, S.Jab --> Spin Dive Smasher  
Once again you must cross up your opponent for this combo to work.

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A-ISM  
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1. J.Fierce \ / S.Jab, S.Short --> Reverse Shaft Breaker
2. J.Fierce \ / S.Fierce --> Reverse Shaft Breaker  
Once again she must be close to the opponent so that her close fierce animation comes out so you can cancel into the Reverse Shaft Breaker.

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V-ISM  
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1. Custom Combo Activation: (JP+SK), (SP+FK)  
In croner: Spin Knuckle --> Short Cannon Spike, Short Cannon Spike, etc.  
Basically just repeat the Cannon Spike until your Custom Combo guage runs out.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
J.Fierce \ / S.Jab, S.Forward, S.Strong --> Cannon Spike/Spiral Arrow/  
Spin Dive Smasher
2. ISM Plus requirement: Super Alpha Cancel  
Spin Knuckle --> Reverse Shaft Breaker





animation you will not be able to cancel into the Senretsu Kyaku.

3. DF.Roundhouse --> Hyaku Retsu Kyaku/Senretsu Kyaku(juggle)

4. In corner: Whirlwind Kick, S.Strong(juggle)

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A-ISM  
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NOTE: All of Chun-Li's X-ISM combos work in A-ISM except for the last one which is pretty obvious since she has no Whirlwin Kick in A-ISM.

1. DF.Roundhouse --> Tenshou Kyaku/Hazan Tenshou Kyaku/Hyaku Retsu Kyaku/Kikousho/Senretsu Kyaku/Kikoken(juggle)  
Yep, that's right. She can juggle any one of her special attacks including any other of her regular attacks.

2. DF.Roundhouse --> Tenshou Kyaku, Any attack(juggle)  
Yes you can pull off any normal attack as long as you are in distance but you will most likely be using a super instead right?

3. J.Fierce \ / C.Short --> Hazan Tenshou Kyaku

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V-ISM  
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1. Custom Combo requirement: any  
In corner: Forward Tenshou Kyaku, etc.  
That's it, just like Charlie's cheap combo this cannot be averted once connected unless you choose to stop!

2. J.Short \ / Short Hyaku Retsu Kyaku  
Well Chun-Li can no longer juggle the opponent with her Hyaku Retsu Kyaku after knocking them down like she could in Street Fighter Alpha 2, but she can still drain a lot life with this combo even if blocked.

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ISM Plus Combos  
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1. ISM Plus requirement: Alpha Combo  
J.Fierce \ / S.Jab, S.Short, S.Forward --> Hyaku Retsu Kyaku

2. ISM Plus requirement: Super Alpha Cancel  
J.Fierce \ / S.Jab --> Hyaku Retsu Kyaku --> Senretsu Kyaku

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Overall  
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Rating: 80/100

Chun-Li is a very fast character with plenty of attacks to counter any missed attack. Her supers are very effective and she has one for every situation and she also has tremendous throw range in the air. The downside to using her is that her jumping attacks are easily countered and have basically no priority except for her stomp kick, but even if you do use her stomp kick she will bounce away from the opponent. However like all characters in the game when mastered she can be a very serious opponent to defeat.

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Classic Balrog  
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Universal Combos

1. C.Strong --> Dashing (anything)
2. J.Roundhouse \ / C.Strong --> Dashing (anything)  
This combo is rather simple, just charge ahead of time.
3. J.Jab \ / S.Jab, C.Jab, C.Jab --> Dashing (anything)  
This is just such a cheap, but easy combo, use this at will!

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X-ISM  
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1. S.Short --> Crazy Buffalo
2. J.Roundhouse \ / C.Jab, C.Jab, C.Short --> Crazy Buffalo
3. J.Fierce \ / S.Strong --> Crazy Buffalo

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A-ISM  
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NOTE: All of Balrog's X-ISM combos work in A-ISM, the only addition to this ISM is that he can use his Gigaton Blow instead of his Crazy Buffalo.

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V-ISM  
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NOTE: The manual only says that you can use the Buffalo Head as a reversal only, what they do not mention is that it can be used freely in Custom Combo mode.

1. Custom Combo activation: (JP+SK)  
In corner: Jab Buffalo Head, Jab Buffalo Head, etc.(juggle)  
Just repeat this until your Custom Combo guage runs out.
2. Custom Combo Activation: (SP+FK)  
In corner: Jab Dashing Straight, S.Jab, Jab Dashing Straight, S.Jab, etc.  
This one will take quite a bit of practice, but it looks more stylish than the first one if you master it!

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ISM Plus Combos  
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## Universal Combos

1. S.Jab --> Gadouken
2. S.Jab --> Kouryuken
3. Short Kuuchuu Dankuu Kyaku \ / C.Fierce --> Dankuu Kyaku(juggle)
4. J.Roundhouse \ / S.Strong --> Gadouken
5. J.Roundhouse \ / Kouryuken

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X-ISM  
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1. J.Roundhouse \ / Hisshou Buraiken
2. J.Roundhouse \ / S.Jab --> Hisshou Buraiken, Kouryuken(juggle)

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A-ISM  
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1. Level 3 Shinkuu Gadouken, Kouryuken(juggle)
2. Short Kuuchuu Dankuu Kyaku \ / Hisshou Buraiken, Kouryuken(juggle)
3. Short Kuuchuu Kyaku \ / Kouryuu Rekka(juggle)

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V-ISM  
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1. Custom Combo activation: (JP+SK)  
In corner: Jab Kouryuken, Jab Kouryuken, Jab Kouryuken, etc.  
The timing in this combo is pretty tricky, but its very easy to execute, just keep on repeating the pattern over and over again and you will juggle them infinitely until the Custom Combo mode stops of course.

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ISM Plus Combos  
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1. ISM Plus requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Shinkuu Gadouken
2. ISM Plus requirement: Super Alpha Cancel  
J.Roundhouse \ / S.Strong -> Gadouken --> Any Super

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Overall  
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Rating: 84/100

I not sure why people think this guy is at such a disadvantage, maybe he is in the corss over series, but that's it. Dan has excellent defense and pretty darn good combo abilities with a lot of juggle possibilities. His supers are very damaging and all combo with very little effort, which is

needless to say since practically all the characters in this game have supers that combo rather easily without hesitation. His Dankuu Kyaku is a great weapon to attack from long distance and his Kuuchuu Dankuu Kyaku is also a great escape move, not only that its one of the sweetest juggle moves in the game. But there are disadvantages though and that's the fact that his projectile basically sucks, and his supers offer limited range besides his Shinkuu Gadouken. Other than that I really do not see very much disadvantages in Dan. He is an intermediate character, and beginners should stay away from using this guy.

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Dee Jay  
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#### Universal Combos

1. S.Jab --> Air Slasher
2. C.Jab --> MACHine Gun Uppercut
3. Jab Air Slasher /\ J.Roundhouse \/ S.Jab --> Air Slasher  
This works best in long distances obviously and its one of the most sweetest looking combos you will ever see, I remember Guile being able to do a similar combo back in the old Street Fighter days but now Guile sucks and Dee Jay is the only one who can put two projectiles in one combo with out the help of a Super Alpha Cancel.
4. C.Short --> Air Slasher, S.Roundhouse

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X-ISM  
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1. Sobat Carnival, S.Roundhouse(juggle)
2. Sobat Carnival, Machine Gun Uppercut(juggle)  
There really is no catch to this combo, just make sure you charge while the hits connect.
3. J.Roundhouse \/ S.Jab --> Sobat Carnival, S.Roundhouse(juggle)
4. J.Roundhouse \/ C.Jab, C.Short --> Jackknife Maximum

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A-ISM  
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NOTE: All of Dee Jay's X-ISM combos work in A-ISM except for the last one of course since he has no Jackknife Maximum. They can be replaced by another super in stead of his Sobat Carnival.

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V-ISM  
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2. S.Strong --> Tatsumaki Senpoo Kyaku
3. J.Jab \ / S.Jab --> Shouryuken
4. J.Fierce \ / C.Jab, C.Short --> Hadouken

5. Jab Shouryuken, Shoryuken(juggle)

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X-ISM  
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1. C.Roundhouse --> Shun Goku Satsu  
This is more of a set up technique, while it is easily avoided its hard to counter without being caught by the Shun Goku Satsu.

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A-ISM  
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NOTE: All of Ryu's Universal Combos can be replaced by either a Shinkuu Hadouken or a Shinkuu Tatsumaki Senpoo Kyaku or a Messatsu Gou Shouryuu at the last hit of the combo.

1. Jab Shouryuken, Messatsu Gou Shouryuu/Shinkuu Hadouken/Shinkuu Tatsumaki Senpoo Kyaku(juggle)
2. J.Fierce \ / C.Forward --> Shinkuu Tatsumaki Senpoo Kyaku
3. Tatsumaki Senpoo Kyaku \ / Shinkuu Hadouken/Messatsu Gou Shouryuu/Shinkuu Tatsumaki Senpoo Kyaku(juggle)

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V-ISM  
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1. Custom Combo Activation: (JP+SK), (SP+FK)  
In corner: Jab Shouryuken, Jab Shouryuken, Jab Shouryuken, etc.
2. Custom Combo Activation: (JP+SK), (SP+FK)  
In corner: Tatsumaki Senpoo Kyaku, Tatsumaki Senpoo Kyaku, etc.

NOTE: These two combos will juggle the opponent endlessly unless you decide to mess up somewhere along the line and its unescapable once connected!

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ISM Plus Combos  
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1. ISM Plus Requirement: Super Alpha Cancel  
J.Fierce \ / C.Jab, C.Short --> Hadouken --> Shinkuu Hadouken/Messatsu Gou Shouryuu
2. ISM Plus Requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Tatsumaki Senpoo Kyaku/Hadouken

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Overall  
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Rating: 96/100

I see practically no weaknesses in Evil Ryu, not only is he quick and powerful, he has amazing combo abilities with a super for every situation. His juggle combo abilities are pretty darn good and effective and he has good throw range. He simply has a lot of weapons to throw at you not only that but he is quite possibly the best defensive player in the game and once of the top offensive players in the game, but obviously he is tied with Ryu though. The only problem I had with him is that they should have given him more moves that separates him from Ryu but still remain different from Akuma, but it is nice to see Evil Ryu have four supers though (^\_^).

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Fei Long  
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#### Universal Combos

1. S.Jab --> Rekka Ken
2. J.Roundhouse \ / S.Jab --> Shien Kyaku
3. J.Roundhouse \ / S.Fierce --> Rekka Ken  
You must land your hit deep and Fei Long must go into his close fierce animation otherwise you will not be able to cancel into the Rekka Ken.

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X-ISM  
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1. J.Roundhouse \ / S.Fierce --> Rekka ShinKen  
Just make sure your hit is deep, and Fei Long must go into his close fierce animation, otherwise you will not be able to cancel.
2. J.Roundhouse \ / S.Jab, S.Jab, S.Jab --> Rekka ShinKen

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A-ISM  
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Note: Fei Long can do any one of his X-ISM in A-ISM except he can replace the Rekka Shinken with any other super he wishes.

1. Level 2 Shien Renkyaku, Level 1 Shien Renkyaku(juggle)  
You can also vice versa this combo as well (^\_^). Did I mention that this combo can literally take away about 60% of your opponent's life bar?

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V-ISM  
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1. Custom Combo activation: (JP+SK)  
In corner: Short Shien Kyaku, Short Shien Kyaku, etc.  
Basically just keep doing this until your Custom Combo gauge runs out.

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ISM Plus Combos

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1. ISM Plus Requirement: Super Alpha Cancel  
J.Roundhouse \ / S.Jab --> Rekka Ken --> Any Super

2. ISM Plus requirement: Alpha Combo  
J.Roundhouse \ / S.Jab, S.Short, S.Strong --> Rekka Ken/Rekka ShinKen

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Overall  
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Rating: 89/100

Fei Long is basically just an excellent all around character with a lot of combo possibilities and he has excellent defensive skills and offensive skills to match. His supers are pretty effective and can deal a hefty amount of damage. There is little downside to Fei Long except that his supers leave him open to attack if he misses. And his thrown range is a bit under average. But overall Fei Long is a solid character and beginners can get use to him rather quickly and like all characters in the game, once mastered he can be a very powerful opponent to be reckoned with.

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Final Bison  
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Universal Combos

1. S.Roundhouse --> Double Knee Press  
Basically you must cancel after the first hit, while the second hit will probably go over most characters in the game, you still must cancel after the first hit.

2. J.Roundhouse \ / C.Forward --> Double Knee Press

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X-ISM  
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- 1. S.Strong --> Psycho Crusher
- 2. J.Fierce \ / S.Strong --> Psycho Crusher
- 3. J.Roundhouse \ / S.Forward --> Scissors Kick Nightmare

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A-ISM  
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NOTE: All of Bison's X-ISM combos work in A-ISM except you can replace the final hits with his Psycho Crusher super instead.

1. J.Roundhouse \ / C.Forward --> Psycho Drive Crusher



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A-ISM  
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#### So-Style Combos

1. J.Roundhouse \ / C.Short --> Zanei/Shitenshu
2. J.Roundhouse \ / S.Jab, S.Short, S.Forward, S.Roundhouse  
This is just unbelievable, a 5 hit chain combo without the help of an Alpha Combo ISM Plus, you can replace the last roundhouse with a Hyaku Renko if you want.
3. J.Roundhouse \ / C.Short --> Level 1 Shitenshu, wait until dizzy, Level 1 Zanei, Level 1 Zanei(juggle)  
Painful and powerful! Here this is just pretty straight forward, after the level 1 Zanei balance them with another!
4. J.Roundhouse \ / S.Jab, C.Short, C.Forward --> Zanei, S.Roundhouse(juggle)

#### Ki-Style Combos

1. J.Roundhouse \ / C.Jab --> Jasen
2. J.Roundhouse, J.Roundhouse \ / S.Roundhouse(2 hits)  
This combo is not only easy to do but it looks awesome! After two or 3 of these will do a guaranteed dizzy!
3. J.Roundhouse, J.Roundhouse \ / C.Jab, C.Short --> Jakoha  
The C.Short sets the opponent up perfectly for the Jakoha to connect and this combo is simply devastating! Master it and you will be whooping competition!

#### So-Style and Ki-Style Combos

1. Ki-Style switch, J.Roundhouse, J.Roundhouse, So-Style switch \ / S.Jab, S.Short, S.Forward --> S.Roundhouse/Hyakurenko/Gekirou  
Oh my! I simply love this combo! This one not only looks sweet, but trust me, your opponent will be dazzled by this combo. While this combo is difficult to master, its the coolest one in the game!
2. J.Roundhouse \ / C.Short --> Level 1/Level 2 Shitenshu, Ki-Style switch, J.Roundhouse \ / C.Short --> Jakoha

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V-ISM  
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1. Custom Combo Activation: (JP+SK), (SP+FK)  
Gekirou, Gekirou, Gekirou, etc.  
Basically this is an infinite Custom Combo juggle, not hard to master and unavoidable once connected.
2. Custom Combo Activation: (FP+RK)  
C.Roundhouse --> Fierce Hyakurenko, Ki-Style switch / \ J.Roundhouse, J.Roundhouse, So-Style switch \ / Hyakurenko  
The C.Roundhouse is the set up for the combo, you can't juggle them like you could in Street Fighter Alpha 2. After you knock your opponent down, just hope that they are real stupid and not block as they get up.

Afterwards use your Hyakurenko and your trail images will repeat what you do, while your trail images keeps them stunned, jump into the air and perform a style switch and perform the double kicks, then quickly switch and perform the Hyakurenko as you land. While the combo does not last throughout the entire Custom Combo its safe to say that this combo is too cool!

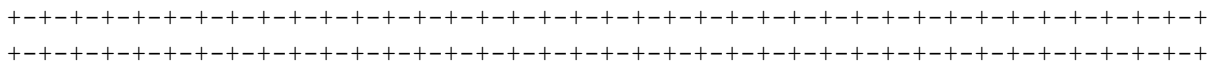
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ISM Plus Combos  
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1. ISM Plus Requirement: Super Alpha Combo  
J.Roundhouse \ / S.Jab --> Hyakurenko --> Any So-Style super

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Overall  
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95/100

Gen is just a completely insane combo character! He is quite possibly the best combo character in the game if only Guy wouldn't give him a run for his money! He has very effective supers in So-Style mode with combos to make his opponent scream, the range and speed on his level 3 Zanei is incredible and it rivals Shin Akuma's Shun Goku Satsu! His Ki-Style is often under-rated but the style is just as deadly, you just need more patience with the style. First off it has a powerful anti-air super and he can come in with multiple attacks while jumping in with the Ki-Style, something other players in this game can't do. I see very little weakness in his arsenal except for the fact that sometimes I find myself switching to the wrong style at times, but that's okay since I can't imagine another way Capcom would make another motion for the style switches. Gen is definitely an expert character that takes time to adjust to his two styles, it makes him actually two fighters in one!



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Guile  
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Universal Combos

1. C.Jab --> Sonic Boom
2. C.Forward --> Somersault Flash
3. J.Fierce \ / S.Fierce --> Somersault Flash/Sonic Boom
4. Jab Sonic Boom / \ J.Roundhouse \ / C.Short --> Somersault Flash  
This is mainly a fool's combo than anything else, be sure you are at a full screen's distance away and jump as early as possible.

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X-ISM  
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1. J.Fierce \ / C.Jab, C.Short --> Somersault Strike

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A-ISM  
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NOTE: All of Guile's X-ISM combos work in A-ISM, except for the fact that you can replace his Somersault Strike with his Sonic Hurricane.

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V-ISM  
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1. Custom Combo Activation: any  
In corner: Somersault Flash, Somersault Flash, Somersault Flash, etc.  
That's it, just keep juggling them until your Custom Combo guage runs out.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Sonic Boom/Any super
2. ISM Plus Requirement: Super Alpha Cancel  
J.Roundhouse \ / C.Jab, C.Short --> Sonic Boom --> Any Super

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Overall  
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Rating: 79/100

Guile has excellent ground priority on his attacks and he has some very damaging supers. He has excellent combo possibilities with a lot of range on his attacks. The problem with Guile in this game is that he has been made worse than he was in the old Street Fighter series, his attacks have less range and he has been made slower in this game. Also how the heck did he pick up recovery time on his Sonic Boom? Dee Jay is the only character in the game now that can follow up on his projectile at no risk. But like all other characters in the game Guile can be a very powerful character when mastered, but this time don't find Guile to be as dominating as he was in the old Street Fighter series.

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Guy  
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Universal Combos

1. S.Short --> Bushin Senpuu Kyaku
2. J.Roundhouse \ / DF.Roundhouse  
The key to this four hit combo is to jump straight up over the opponent and time the flip kick just right so that it double hits while coming down, then go into the second flip kick as you land and thus you have a simple four hit combo!

3. J.Roundhouse \ / S.Jab --> Bushin Senpoo Kyaku

4. S.Short, S.Jab, S.Strong, S.Fierce

Recognize this combo? Its the combo the computer always puts on me and it just looks cool!

5. J.Roundhouse \ / S.Short, S.Jab, S.Strong, S.Fierce, S.Roundhouse, S.Jab --> Bushin Senpoo Kyaku(juggle)

The hits in combo can range from 9 hits to 11 hits. This combo is quite possibly the biggest combo in the game. It involves chain hits and a juggle afterwards, just hit a jab after the roundhouse knocks them into the air and quickly cancel into the Bushin Senpoo Kyaku.

6. In corner: J.Roundhouse \ / S.Jab, S.Strong --> Bushin Senpoo Kyaku, Kubikari(juggle)

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X-ISM

1. J.Short \ / Bushin Musourenka

The key to this combo is that you must quickly cancel into the Bushin Musourenka as you land and give as little time for the opponent to retaliate as you can.

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A-ISM

NOTE: All of Guy's X-ISM combos work in A-ISM, they just can be replaced by the Bushin Hassoken or the Bushin Goraikyaku.

1. J.Roundhouse \ / S.Jab --> Bushin Hassoken/Bushin Goraikyaku

2. J.Roundhouse \ / S.Short, S.Jab, S.Strong --> Bushin Hassoken/Bushin Goraikyaku

3. J.Roundhouse \ / S.Short, S.Jab, S.Strong --> Bushin Senpoo Kyaku, Bushin Hassoken(juggle)

This combo is simple, make sure you jump straight up while performing the roundhouse so that he goes into the flip kick and continue the combo from there.

4. J.Roundhouse \ / S.Short, S.Jab, S.Strong --> Level 3 Bushin Hassoken, S.Fierce --> Bushin Izuna Drop(juggle)

This combo is just unbelievable!

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V-ISM

1. Custom Combo Activation: (JP+SK), (SP+FK)

In corner: Bushin Senpoo Kyaku, Bushin Senpoo Kyaku, etc.

That's it, just keep balancing your opponent until the Custom Combo guage runs off.

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ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo

J.Roundhouse \ / S.Short, S.Jab, S.Forward, S.Strong, S.Fierce,  
S.Roundhouse, S.Jab --> Bushinn Senpoo Kyaku

The only thing the Alpha Combo adds to the combo is the forward, with this  
Guy is the only character who can chain in all 6 hits on the ground!

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Overall  
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Rating: 85/100

Guy is just simply an amazing combo character, he has a load of combination attacks along with quick and EXTREMELY reliable supers that do a lot of damage and has high priority. His Bushin Hassoken is by far possibly the most effective super in the game, not only is it quick and the best anti air defense in the game, its also one of the coolest looking supers in the game! He has good juggle combo possibilities, but his main weakness is that he is sometimes useless without his supers and A-ISM is the best possible ISM for Guy. Then he has this problem with defensive skills, sure his Bushin Senpoo Kyaku can be an excellent anti-air attack, but most of the times he is easily knocked out of it. His special moves are often only used as a surprise attack besides his Bushin Senpoo Kyaku, this means that smart opponents will often block his special attacks. But overall Guy is just too cool! He has the coolest supers in the game, just get a Bushin Musourenka to connect and you will see what I mean! Like all characters in the game once mastered he can be one of the strongest and most agile characters in the game.

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Juli  
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Universal Combos

- 1. S.Jab --> Cannon Spike
- 2. J.Roundhouse \ / S.Jab --> Cannon Spike
- 3. J.Fierce \ / C.Jab, C.Short --> Cannon Spike
- 4. J.Fierce \ / S.Fierce --> Sniping Arrow  
This Sniping Arrow will only combo off of her fierce.
- 5. In corner: Spin Knuckle, Cannon Spike(juggle)

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X-ISM  
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- 1. S.Short --> Reverse Shaft Breaker
- 2. J.Fierce \ / S.Fierce --> Reverse Shaft Breaker
- 3. In corner: Spin Knuckle, Reverse Shaft Breaker(juggle)







Karin

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#### Universal Combos

1. S.Strong --> Gurenken
2. Mujin Kyaku, Mujin Kyaku(juggle)
3. Mujin Kyaku, Hosho
4. J.Fierce \ / S.Strong --> Gurenken
5. C.Jab, C.Short --> Hosho
6. J.Forward \ / S.Jab, S.Short --> Mujin Kyaku, Mujin Kyaku(juggle)
7. Mujin Kyaku / \ Any throw(juggle)  
This combo is odd, but effective. I do like how Capcom has included throws as the number of hits in this game though, and you should get three hits out of the combo and yes the throw counts as a hit.

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#### X-ISM

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1. J.Forward \ / C.Jab, C.Short --> Shinpi Kaibyaku
2. J.Forward \ / C.Jab, C.Short --> Mujin Kyaku, Shinpi Kaibyaku(juggle)  
This combo is a bit risky because some times the opponent falls too early and that gives them enough time to counter.
3. Ressenha, Shinpi Kaibyaku(juggle)

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#### A-ISM

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1. J.Forward \ / C.Jab, C.Short --> Mujin Kyaku, Kouoken(juggle)
2. Level 2 Shinpi Kaibyaku, S.Jab --> Level 1 Kouoken(juggle)  
This combo is a bit tricky to do, you must cancel quickly otherwise your opponent will fall and then you cannot juggle after the jab.

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#### V-ISM

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1. Custom Combo Activation: (JP+SK), (SP+FK)  
Back to corner: Mujin Kyaku, Ressenha, Ressenha, etc.  
Basically just keep repeating this until the Custom Combo gauge runs out.

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#### ISM Plus Combos

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1. ISM Plus Requirement: Alpha Combo  
J.Forward \ / C.Jab, C.Short, C.Forward --> Mujin Kyaku, Mujin Kyaku/  
Shinpi Kaibyaku/Kouoken(juggle)

2. ISM Plus Requirement: Super Alpha Cancel

J.Forward \ / C.Jab, C.Short --> Gurenken --> Shinpi Kaibyaku

3. ISM Plus Requirement: Super Alpha Cancel

J.Forward \ / C.Strong --> Gurenken(x2) --> Kououken

Thanks to Aya Brea for amazing combo! Here is Aya's explanations:

"Jumping forward, low strong (substitute in anything you like), Gurenken x2 then either the Palm thrust or double elbow ender -> her kick super. You have to be kinda quick though, or they'll fall to the ground."

"What's better with this combo than linking the kick super after her hop kick ender is that Karin will be closer to the opponent therefore, does more hits/damage."

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Overall  
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Rating: 81/100

Karin is an excellent combo character with amazing juggle combo possibilities. She is quick and her supers come out fast and gets the job done in a hurry. Her offensive skills are top notch and she can easily combo in her supers. She does have a few weaknesses though, and that is the fact that she is simply not a defensive player. She is horrible at defense and her awkward attacks in the air makes it hard to come in with an attack successfully. But like all characters in the game she is a very powerful and serious fighter when mastered, but it will take some time to adapt to her awkward moves.

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Ken  
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Universal Combos

1. S.Jab --> Shouryuken

2. C.Short --> Tatsumaki Senpoo Kyaku

3. J.CU.Forward \ / C.Short, C.Jab --> Fierce Shouryuken

4. Tatsumaki Senpoo Kyaku \ / S.Jab, S.Short --> Tatsumaki Senpoo Kyaku  
This combo is a bit tricky, you must aim the Tatsumaki Senpoo Kyaku at the very top of the opponent's head, then land and continue the combo on from there.

5. J.Fierce/J.Roundhouse \ / S.Fierce/S.Roundhouse --> Tatsumaki Senpoo Kyaku/Hadouken/Shouryuken  
The only trick to this combo is that your fierce or roundhouse must be close to the opponent, this way Ken will go into his close fierce or roundhouse animation and thus you can cancel. If your hits were

not deep enough Ken will go into his far fierce and roundhouse animation and thus you will not be able to cancel.

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X-ISM  
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1. C.Forward --> Shouryuu Reppa
2. J.Fierce \ / C.Jab, C.Short --> Shouryuu Reppa

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A-ISM  
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NOTE: All of Ken's X-ISM combos work in A-ISM, the only exception is that you can replace his Shouryuu Reppa super with either his Shinryuken or his Shippu Jinra Kyaku supers if you wish.

1. J.Fierce \ / C.Forward --> Level 1 Shinryuken, Level 2 Shinryuken(juggle)  
This combo is pretty straight forward, the one thing you must not do during this combo is ram the buttons to get the extra hits out during the first Shinryuken, otherwise the opponent will fall quicker. You can also switch the levels meaning you can start off with a level 2 Shinryuken and end with a level 1 Shinryuken instead.
2. J.Fierce \ / S.Fierce --> Level 1/Level 2 Shinryuken, Level 1/Level 2 Shouryuu Reppa(juggle)  
Basically the second fierce must have Ken go into his close fierce animation, otherwise you will not be able to cancel.

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V-ISM  
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1. Custom Combo Activation: (JP+SK), (SP+FK)  
In corner: Jab Shoryuken, Jab Shouryuken, Jab Shoryuken, etc.  
That's basically it and all there is to it, just keep repeating this combo until your Custom Combo gauge runs out.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
J.CU.Forward \ / C.Jab, C.Short, C.Strong, C.Forward --> Shouryuu Reppa
2. ISM Plus Requirement: Super Alpha Cancel  
J.Fierce \ / S.Jab --> Hadouken --> Any Super

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Overall  
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Rating: 90/100

Ken is just an excellent all around solid character to use. He has amazing combos with extremely effective supers, his juggle combo possibilities are not bad either and his supers are very damaging and very comboable and he has one for every situation. I see very little weakness in his arsenal besides the fact that every super he misses with leaves him open to attack.





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ISM Plus Combos  
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1. ISM Plus Requirement: Super Alpha Combo

J.DN.Fierce \ / C.Jab --> Shooting Peach --> Rainbow Hip Rush

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Overall  
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Rating: 74/100

R.Mika is a grappler character in this game, she has excellent throw range and very powerful supers. She is a good combo character with juggle combo possibilities. The problem with R.Mika? She's a grappler character in this game. This results to having her fight close to her opponent to have a successful outcome. She also has problems in her defense, meaning that she has little priority over jumping attacks. Her supers are sometimes hard to connect with the exception of her Rainbow Hip Rush, and she has a difficult time against keep away characters. But like all characters in the game, once mastered she can be a very powerful character. She is somewhere along the intermediate and expert level of skill.

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Rose  
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1. S.Fierce --> Soul Spark/Soul Spiral

You must be close to the opponent so that her close fierce animation comes out, otherwise you can't combo in the Soul Spark or Soul Spiral.

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X-ISM  
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1. J.Roundhouse \ / C.Jab, C.Short --> Aura Soul Throw

2. J.Fierce \ / S.Fierce --> Aura Soul Throw

Once again you must be close to your opponent so that the close fierce animation comes out and so you will be able to cancel.

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A-ISM  
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NOTE: All of her X-ISM combos work in A-ISM, the only exception is that you can use her Aura Soul Spark super instead.

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V-ISM  
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1. Custom Combo Activation: any

In corner: S.Jab, S.Strong --> Soul Spiral, C.Fierce --> Soul Throw



This is sorta like a Custom Combo remake of her Aura Soul Throw super, you'll have to juggle the opponent with the Soul Throw because the game will not allow you to catch and throw them for some odd reason.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
J.CU.Forward \ / C.Jab, C.Short, C.Fierce --> Soul Spiral
2. ISM Plus Requirement: Super Alpha Cancel  
J.Fierce \ / S.Fierce --> Soul Spiral --> Aura Soul Throw/Aura Soul Spark  
Basically you must be close to your opponent as the close fierce animation comes out so that you will be able to cancel.

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Overall  
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Rating: 80/100

Rose is a very fast and solid character and has exceptional combo possibilities. Her supers are very effective and they have a lot of range. She has a very good offensive game and a solid defensive game with a lot of combinations to attach. Her weakness is that her Soul Throw won't catch ground opponents and she has basically very limited juggle combo possibilities, that in my opinion weakens her. But like all characters in the game she can be a very powerful character when mastered.

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Ryu  
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Universal Combos

1. C.Fierce --> Hadouken
2. S.Strong --> Tatsumaki Senpoo Kyaku
3. J.Jab \ / S.Jab --> Shouryuken
4. J.Fierce \ / C.Jab, C.Short --> Hadouken
5. Jab Shouryuken, Shoryuken(juggle)

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X-ISM  
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1. J.Roundhouse \ / C.Fierce --> Shinkuu Hadouken  
This is more of a set up technique, while it is easily avoided its hard to counter without being caught by the Shun Goku Satsu.

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A-ISM



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Sagat  
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1. S.Short --> Tiger Crush  
Make sure you cancel immediately after the first hit of the knee, otherwise it will not connect.
2. J.Roundhouse \ / S.Roundhouse --> Tiger Shot/Low Tiger Shot  
Once again quickly cancel after the first hit so that you can cancel.
3. J.Roundhouse \ / S.Fierce --> Tiger Shot/Low Tiger Shot/Tiger Crush

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X-ISM  
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1. J.Roundhouse \ / S.Short --> Tiger Uppercut  
Once again you must cancel quickly into the Tiger Uppercut after the first hit, if the knee double hits you were too slow!
2. J.Fierce \ / C.Short --> Tiger Genocide
3. In corner: Jab Tiger Uppercut, Jab Tiger Uppercut(juggle)
4. Jab Tiger Uppercut, Low Tiger Shot/Tiger Shot/Tiger Crush(juggle)
5. In corner: Tiger Genocide, Tiger Uppercut(juggle)

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A-ISM  
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1. S.Jab --> Tiger Cannon/Tiger Genocide/Tiger Raid
2. Strong/Fierce Tiger Blow, Tiger Crush/Strong or Fierce Tiger Blow/Tiger Genocide/Tiger Cannon/Tiger raid/Tiger Shot/Low Tiger Shot(juggle)
3. In corner: Tiger Genocide, Tiger Blow(juggle)

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V-ISM  
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1. Custom Combo Activation: any  
In corner: Tiger Blow, Tiger Blow, Tiger Blow, etc.  
Basically just repeat until the Custom Combo gauge wears off.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
J.Fierce \ / S.Jab, S.Strong --> Any Special Move or Super
2. ISM Plus Requirement: Super Alpha Cancel  
J.Fierce \ / S.Strong --> Tiger Shot --> Any Super  
The trick to pulling this combo off is that Sagat must go into his close strong animation, otherwise you will not be able to cancel into the Tiger Shot.



This is the coolest combo Sakura can do, not only that her Sakura Otoshi will hit three times in this combo, but you must cancel very QUICKLY. If you fail to do so the Sakura Otoshi will not connect.

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V-ISM  
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1. Custom Combo Activation: (JP+SK)  
Back to corner: Strong Shououken, Strong Shououken, etc.  
Basically just keep doing this until your Custom Combo gauge runs out.  
Also note that you will have to turn around after a few Shououkens in the corner.

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ISM Plus Combos  
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1. ISM Plus Requirement: Alpha Combo  
In corner: J.Roundhouse \ / S.Jab, S.Short, C.Strong --> Roundhouse  
Shunpoo Kyaku, S.Jab --> Forward Sakura Otoshi(juggle)
2. ISM Plus Requirement: Super Alpha Cancel  
J.Roundhouse \ / S.Strong --> Hadouken --> Any Super

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Overall  
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Rating: 88/100

Sakura is a very solid character, she is quick and has excellent combo abilities. Her juggle combo abilities are exceptional and her supers are very effective and can counter missed attacks quickly and painfully. I see very little weaknesses in her arsenal. Her defense is a bit average, while her Shououken does hit opponents out of the air, its often difficult to time it so that the Shououken connects against an air borne opponent. Overall Sakura is an excellent character to use, while her style of fighting is a bit Shatoekn like, its a little awkward but with the same concept. Like all characters in the game, she is a very powerful character when mastered.

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Shin Akuma  
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Universal Combos

1. C.Strong --> Gou Hadouken
2. Tatsumaki Zankuu Kyaku \ / Gou Shouryuken(juggle)  
The trick in this combo is to jump in with your hurricane kick and that should bounce the opponent up and you can go into your Gou Shouryuken as you land.
3. J.Roundhouse \ / C.Strong --> Gou Hadouken
4. Tatsumaki Zankuu Kyaku \ / S.Jab --> Gou Hadouken(juggle)

5. J.Fierce \ / S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shoryuken, Gou Hadouken(juggle)
6. Roundhouse Tatsumaki Zankuu Kyaku, Jab Gou Shouryuken, etc.(juggle)  
Can you believe that this is his infinite? Its so easy to do and Akuma breaks the "One juggle per combo only" law! The timing is extremely easy and takes little time to master.
7. Zankuu Hadouken \ / C.Jab --> Gou Hadouken
8. Jab Gou Shoryuekn, Jab Gou Shouryuken(juggle)
9. J.Roundhouse \ / S.Jab, S.Short --> Tatsumaki Zankuu Kyaku, S.Stromg --> Gou Hadouken

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X-ISM  
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1. C.Roundhouse --> Shun Goku Satsu  
This is basically a killer strategy, this will 100% guaranteed to catch the opponent as they get up. Yes this super is this fast and 100% uncounterable and un escapeable as the opponent gets up!
2. S.FWD.Forward --> Tatsumaki Zankuu Kyaku, S.Jab --> Tatsumaki Zankuu Kyaku (juggle)
3. Zankuu Hadouken \ / Shun Goku Satsu  
Yes this does work thanks to Shin Akuma's Shun Goku Satsu speed!
4. J.Fierce \ / S.Jab, S.Jab, F, S.Short, S.Fierce  
Notice this combo? I actually got 19 hits total out of this combo mainly with the first four hits and then the 15 hits from the Shun Goku Satsu.

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A-ISM  
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1. S.Jab --> Messatsu Gou Shoryuu
2. C.Forward --> Messatsu Gou Hado
3. Tatsumaki Zankuu Kyaku, Messatsu Gou Shouryuu/Messatsu Gou Hado (juggle)
4. In corner: Jab Gou Shouryuken, Messatsu Gou Shouryuu(juggle)
5. Zankuu Hadouken \ / Messatsu Gou Shouryuu

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V-ISM  
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1. Custom Combo activation: (JP+SK), (SP+FK)  
S.FWD.Forward, etc.  
This really isn't a combo but more of an annoyance move, use this to take down that guard meter!

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ISM PLUS Combos  
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1. ISM Plus requirement: Alpha Combo  
C.Jab, C.Short, C.Forward --> Messatsu Gou Shoryuu
2. ISM Plus requirement: Super Alpha Cancel  
J.Fierce \ / C.Short, C.Jab --> Level 1/Level 2 Messatsu Gou Shouryuu  
--> Tenma Gou Zankuu(juggle)
3. ISM Plus requirement: Super Alpha Cancel  
J.Fierce \ / S.Jab, S.Short --> Gou Hadouken --> Messatsu Gou Shouryuu/  
Messatsu Gou Hado

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Overall  
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Rating: 98/100

Shin Akuma is just simply awesome. He is an improvement on Akuma in every way possible. Shin Akuma is noticeably a bit faster than Akuma, sports two Zankuu Hadoukens, and the most feared super in the game, his ultra fast Shun Goku Satsu that does the most damage on any super besides the Psycho Drive Crusher of course. The reason for this super being the most feared super in the game is because it catches opponent out of anything, I mean I can't even count how many times I have caught Ken out of his Shouryuu Reppa or Sagat out of his Tiger Genocide! I see very little disadvantages to him, I'm not even sure if the word disadvantage is his fighting vocabulary! He can be used by most beginners and an immensely powerful character when mastered.

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Sodom  
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Universal Combos

1. C.Fierce --> Jigoku Scrape
2. J.Fierce \ / S.Jab --> Daikyo Burning
3. J.Fierce \ / C.Fierce --> Daikyo Burning/Jigoku Scrape
4. J.CU.Short \ / Butsumetsu Buster  
The basis of this combo is more like strategy, immediately begin the motion once you have connected with the short.

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X-ISM  
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1. J.Fierce \ / C.Fierce --> Meido No Miyage
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A-ISM

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NOTE: All of Sodom's X-ISM combos work in A-ISM as well, no variables here.

1. J.CU.Short \ / Tenchusatsu

Like his other combo, immediately start the motion once you have connected with the short and hopefully the opponent will fall for it.

-----

V-ISM

-----

1. Custom Combo Activation: (JP+SK)

Fierce Jigoku Scrape, C.Fierce /\ J.Fierce \ / C.Fierce /\ J.Fierce, etc. That's all you have to do, just keep balancing them until your Custom Combo guage runs out. Basically repeat the fierces.

2. Custom Combo activation: (JP+SK)

In corner: Strong Jigoku Scrape, Strong Jigoku Scrape, etc. Just keep repeating this until your Custom Combo guage runs out, and also you must be close to your opponent when you start this combo.

-----

ISM Plus Combos

-----

1. ISM Plus Requirement: Alpha Combo

J.Fierce \ / S.Jab, S.Short, S.Strong --> Jigoku Scrape/Meido No Miyage

2. ISM Plus Requirement: Super Alpha Cancel

J.Fierce \ / C.Fierce --> Jigoku Scrape --> Meido No Miyage

-----

Overall

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Rating: 83/100

Sodom is one of the more solid and balanced characters in the game. His attacks have massive range and good priority over most attacks and his supers do a lot of damage. Sodom has the most throw range in his special throws out of any other character in the game, no other character even comes close. He does have a few weaknesses however and that is the fact that his defensive skills are poor and has to block a lot of on coming attacks. He also is a pretty slow character, but other than that he is definitely a solid character. He and like all other characters is a powerful and serious fighter when mastered. He fits somewhere along the intermediate level of skill.

+++++  
+++++

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T.Hawk

-----

Universal Combos



1. S.Jab --> Tomahawk Buster

2. J.DN.Fierce \ / S.Jab, S.Short --> Tomahawk Buster

3. J.DN.CU.Fierce \ / Mexican Typhoon

This combo is difficult, you have to hesitate when you come down and then pull it off. But you must hesitate for the smallest second, making it un-noticable.

-----  
X-ISM

1. J.DN.CU.Fierce \ / Raging Typhoon

Like the combo above, just hesitate ever so slightly, while its not a true combo, it works effective though.

-----  
A-ISM

NOTE: All of T.Hawk's X-ISM combos work in A-ISM, there are no variables and I haven't found a single combo in A-ISM that can't be done in any other mode.

-----  
V-ISM

1. Custom Combo Activation: (JP+SK)

In corner: Tomahawk Buster, Tomahawk Buster, etc.

Basically just keep repeating this until your Custom Combo gauge runs out.

-----  
ISM Plus Combos

1. ISM Plus Requirement: Alpha Combo

J.DN.CU.Fierce \ / S.Jab, S.Short, S.Strong --> Tomahawk Buster

-----  
Overall

86/100

T.Hawk is one of the underdogs in the game, but I don't see how that can be. First off T.Hawk has excellent throw range and he is a very very solid defense player with very good combo abilities. His Condor Dive is a very effective move and counter against projectile throwers which makes him even more powerful and his Mexican Typhoon is only rivaled by Zangief's Spinning Pile Driver as one of the most powerful special attacks. T.Hawk does have a few weaknesses however, his Raging Typhoon has less throw range than his Mexican Typhoon which makes it very difficult to connect with. He is slow as you can expect and he has no juggle combo abilities, that in my opinion weakens him. But like all other characters in the game, T.Hawk can be a very powerful character when mastered and he is somewhere along the expert level of skill.

+++++

-----  
Vega  
-----

Universal Combos

- 1. S.Jab --> Rolling Crystal Flash
- 2. J.Roundhouse \ / C.Forward --> Rolling Crystal Flash

-----  
X-ISM  
-----

NOTE: I have not found any X-ISM combos that he can't do in any other mode, and suggestions are welcomed.

-----  
A-ISM  
-----

- 1. J.Roundhouse \ / C.Forward --> Scarlet Mirage/Red Impact
- 2. Rolling Barcelona Attack, S.Fierce(juggle)

-----  
V-ISM  
-----

- 1. J.Roundhouse \ / C.Forward --> Scarlet Terror
- 2. Custom Combo Activation: (JP+SK)  
In corner: Rolling Crystal Flash, Rolling Crystal Flash, etc.  
That's it, just keep doing this until your Custom Combo guage wears off.

-----  
ISM Plus Combos  
-----

- 1. ISM Plus Requirement: Super Alpha Cancel  
J.Roundhouse \ / C.Forward --> Rolling Crystal Flash --> Red Impact/Scarlet Mirage
- 2. ISM Plus Requirement: Alpha Combo  
J.Fierce \ / S.Jab, C.Short, C.Forward --> Rolling Crystal Flash

-----  
Overall  
-----

Rating: 79/100

If there is one thing Vega has an advantage over all the other characters in the game it would be his speed. He is tremendously fast, and makes even Wolverine in Berserker Charge mode look like a slug! Pick Vega and use the speed setting Turbo7 and you will see what I mean! He has fast attacks and very good combo possibilities and good priority on his jumping attacks.

However his speed is also a disadvantage since its just too hard to control him, and his charge motions are sometimes hard to execute because he can't execute moves as instantly as regular control motions. But speed is his advantage and like all characters in the game he can be a very powerful character when mastered.

+-+-+  
+-+-+

-----  
Zangief  
-----

#### Universal Combos

1. S.Jab --> Spinning Lariat/Spinning Clothesline
2. J.DN.Forward \ / C.Short --> Spinning Clothesline/Spinning Lariat
3. J.DN.Forward \ / Atomic Suplex
4. J.DN.CU.Fierce \ / Spinning Pile Driver/Atomic Suplex  
You must hesistate for the slightest split second, making it un-noticable and then execute it, otherwise your opponent can escape from it.
5. J.DN.CU.Fierce \ / S.Forward --> Atomic Suplex

-----  
X-ISM  
-----

1. J.DN.CU.Fierce \ / Final Atomic Buster  
Again, you must hesistate for the slightest split second, making it un-noticable, if you do it the moment you land you will have wasted your super.

-----  
A-ISM  
-----

NOTE: I have not found any combos in A-ISM that Zangief cannot do in any other mode and suggestions are always welcomed.

-----  
V-ISM  
-----

NOTE: I haven't found any true and effective combos for Zangief in V-ISM but he has a MUCH more easier time comboing in his throws, don't worry play him in V-ISM, turn on your Custom Combos and you will see what I mean.

-----  
ISM Plus Combos  
-----

1. ISM Plus Requirement: Alpha Combo  
J.DN.CU.Fierce \ / S.Jab, S.Strong, C.Roundhouse

-----  
Overall  
-----

Rating: 84/100

Zangief is a grappler's character. He is a very powerful character with a ton of special grabs that does massive damage, don't be surprised if his fierce Spinning Pile Driver might do as much damage as most level 2 or even most level 3 supers. His Final Atomic Buster is just awesome with the damage to scare even Final Bison or Shin Akuma! But there are disadvantages and that is the fact that he is a grappler's character. He has to be near his opponent to win the match and keep away characters are a pain for Zangief. He also has pretty weak defensive skills, and practically almost no juggle combo abilities, that in my opinion weakens him. But like all characters in the game, he can be a very powerful character when mastered, and his main advantage is that he is an underdog, which makes people let their guard down some and leaves you to attack. He is somewhere along the expert skill level.

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+-----+  
+-----+

-----  
Character Stages  
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Welcome to another useless section, this time I decided to include details about each character stages and so fourth.

-----  
Adon  
-----

This stage looks like the forest of the amazon, but its in Thailand. There are Easter Island like structures surrounding the isolated battle ground with wall barriers blocking out the forest.

-----  
Akuma  
-----

This stage looks like a small isolated and hidden cave, at the top right corner there are lighted candles with sheets of japaneese lettering near them. If you have ever been to Luray Caverns, then this place should look a little bit similar. The stage has a golden-brownish color to it.

-----  
Balrog  
-----

The area is in Las Vegas, there is a lot of activity going on around here with bright lights lighting the streets of Las Vegas as Balrog

entertains the crowd with his superior boxing abilities.

-----  
Birdie  
-----

Looks like a leftover Woodstock party, ha! ha! It looks like a derailed train has crashed a rock concert or something as some of the lights still flicker.

-----  
Bison  
-----

Here in this stage the wind blows wildly as strokes and streaks of lightning hit the ground as the opponents battle in the open field with forest trees lying in the background. The stage looks practically red while the day of time is at dusk.

-----  
Blanka  
-----

Here lies the amazon rainforest, plenty of trees lie abundant in this stage as a wooden house lies in the background along with other creatures including a giant panthon!

-----  
Cammy  
-----

In this stage is the beautiful Greece stage, as a giant windmill or some sort lies active in the background behind a hut shaped house. The stage is very bright full of color with plenty of flowered pots in the background. If you look closer in the background to the right, you can see the gorgeous city of Greece in the background down below.

-----  
Charlie  
-----

Here in this stage lies a giant F-22 in the background with repair and design crews working on the plane itself. It appears that its an air base of some sort and the F-22 is inside a giant garage.

-----  
Chun-Li  
-----

In this stage here lies a ton of animation with tai fighters in the background training as huge portraits of a man and a women lie in the giant picture in the background. I'm not sure who they are though.

-----  
Classic Balrog  
-----

Its the same stage as Balrog's.

----  
Cody  
----

Here is the broken wall of a prison as inmates in the background want out as well. To the right are other inmates locked behind a fence as a bum in the background with something over his head sits on the ground.

---  
Dan  
---

This is one of my favorite stages in the game. In this stage its a playground with wooden logged swing sets and to the very far right in the background you can see the residential neighborhood.

-----  
Dee Jay  
-----

This is one of my other favorite stages in the game, here activity runs about with hip to the beat music as people in the background dance to the music. In the background you can see the ocean waters turned red by the sunset glare of the sun. This stage is better than the last one Dee Jay had and the music and stage really fits his personality well.

-----  
Dhalsim  
-----

Here in this stage is the popular India. Dhalsim's wife can be seen in the background cheering when he makes an attack and shaking her head in disgust whenever he gets it. Another Yoga master lies to the right in the background meditating under a tree and a giant temple of some sort lies vacant in the bright and sunny background. And also as you can expect elephants are in the background, but they seem a bit sick.

-----  
E.Honda  
-----

Here in this stage looks like a japanese restaurant in the background or it could be E.Honda's dojo. To the far left in the background two people play chess sitting on the bence, they would be hooked on the chess game if they weren't so busy watching the fight. To the far right is somebody on a bike drinking, I'm not sure what but from the look of things it looks like liquor.

Evil Ryu

-----

Its basically the same as Akuma's stage except this time its a bit more darker and the area looks more greyish-black than golden-brownish.

-----

Final Bison

-----

This stage is the same as Bison's except it constantly rains and the winds whiplashes the trees even harder and from time to time you can see a giant skull appear in the background as the lightning strikes. Its also darker and it plays at nighttime.

-----

Fei Long

-----

Here in this background a small crowd watches the fight, and in the background an old guy in the background holds up a white flag if Fei Long hits the opponent with a Forward/Fierce/Roundhouse or a super. A red flag comes up if the opponent does the same to Fei Long. In the far distance you can see the gorgeous city of Hong Kong in the far background.

---

Gen

---

Here in this stage appears to be a harbor, to the far left is a man who can't seem to stay awake, he keeps putting his head down slowly then quickly wakes up, then falls asleep again. To the right is a women standing in the background fixing her hair from time to time. In the background you can see a plane take off back and forth as well as the giant city skyscrapers as well.

-----

Guile

-----

This is one of my favorite stages in the game, here the battle takes place on a moving train. The train in the background moves a bit slower as you can see army men in tactical alert. At the end of the train in the background lies a huge weapon that looks like it can take amybe Superman or even the Hulk out in one blast! As you progress the train in the background goes away and a bridge becomes apparent and snow starts to fall as a helicopter takes shots at the fighters! Although the bullets miss on purpose its still funny!

---

Guy

---

Here in the background are the streets of Metro City. Andore can be seen in the background as well along with Mary from the Final Fight series. Haggar and Carlos from Final Fight 2 can seen in the background as well. It appears that the fight takes place under a gaint street and to the right is the city

of Metro City in the background as well as in the middle of the screen, and also a Capcom logo is in the background.

-----  
Juli  
-----

She shares practically the same stage as Bison, I could be wrong though.

-----  
Juni  
-----

She also shares the same stage as Bison and Juli as well, and I could be wrong though, but I don't think I am wrong.

-----  
Karin  
-----

Here the fight takes place on her family yacht. In the background to the left is the beautiful night setting with another yacht in the far background. To the right is a guy who from time to time fixes his glasses.

---  
Ken  
---

Here the fight takes place in what it appears to be like a getaway resort, in the background you can see three girls in or near the pool, either taking a drink from time to time, brushing her hair from time to time, or crossing her legs from time to time. To the left is a boy and a doorman watching the fight. I'm not sure how Ken can afford this, but then again his family is rich anyways.

-----  
R.Mika  
-----

Here the fight takes place on a beach as a rope fence in the background keeps other people watching from a distance. In the background there is a lot of activity with people cheering on the fight or the people to the left that keep bowing their heads back and forth. To the far right you can see a guy trying to sell fireworks and a guy and his dog watching the fight. A lot of Japanese is written in this stage as well.

-----  
Rolento  
-----

Here in this stage appears to be an old subway taken over by Rolento as numerous tanks scroll in the background. The entire place has been painted an army style camouflage color. To the far left is a picture of Rolento, it's pretty funny if you ask me!



-----  
Rose  
-----

This place looks like some fortune teller would live in, with a bunch of stars in the background. Also a very cool spiral staircase lies to the right side, and to the far right is a few buildings of the city of Italy. I do find the music in this stage pretty catchy though.

---  
Ryu  
---

Here in this stage lies the barren land of Japan with the dojo Ryu trained in to the left side in the background. You can see the sun in the background as it sets, to the right is a waterfall that glimmers a bit with the glare of the sunset. Its similar to his Alpha 2 stage, but I like this one better.

-----  
Sagat  
-----

The stage looks like the same stage from past Sagat stages, but this one is by far the best one yet. This time the giant statue lies in the water and to the far left in the background you can see the Thailand temples.

-----  
Sakura  
-----

Here in this stage is one of my favorite stages in the game. The fight takes place in a busy market center with plenty of activity and a deliver truck lies in the background. There is a weird cardboard figure to the left as well.

-----  
Shin Akuma  
-----

This stage is just like Akuma's and Evil Ryu's except this time the stage has more of a reddish color to it, and its the best one yet!

-----  
Sodom  
-----

Here in this stage lies a bunch of japaneese originated stuff. There are a bunch of lights in this stage as well and in the background you can see the the night time city, I'm not sure which city but I know its a U.S. city though. To the far left is a giant hand puppet shadow displacing a dog and behind the super meters is a toy train that runs by back and forth, which is pretty neat! I also like the music here.



for the strangest reason interested in the character bios, here they are.

----- Adon -----  Height: 6,0" Weight: 161 lbs. Blood Type: B	----- Final Bison -----  Height: 6,1" Weight: 212 lbs Blood Type: A
----- Akuma -----  Height: 5,8" Weight: 177 lbs. Blood Type: ?	----- Fei Long -----  Height: 5,6" Weight: 132 lbs. Blood Type: O
----- Balrog -----  Height: 6,5" Weight: 225 lbs. Blood Type: A	----- Gen -----  Height: 5,4" Weight: 135 lbs. Blood Type: O
----- Birdie -----  Height: 7,1" Weight: 245 lbs. Blood Type: O	----- Guile -----  Height: 6,1" Weight: 190 lbs. Blood Type: O
----- Bison -----  Height: 6,1" Weight: 212 lbs. Blood Type: O	----- Guy -----  Height: 5,9" Weight: 159 lbs. Blood Type: O
----- Blanka -----  Height: 6,3" Weight: 216 lbs.	----- Juli -----  Height: 5,4" Weight: 108 lbs.

Blood Type: B

Blood Type: B

-----  
Cammy  
-----

----  
Juni  
----

Height: 5,4"  
Weight: 102 lbs.  
Blood Type: B

Height: 5,3"  
Weight: 101 lbs.  
Blood Type: AB

-----  
Charlie  
-----

-----  
Karin  
-----

Height: 6,1"  
Weight: 185 lbs.  
Blood Type: AB

Height: 5,3"  
Weight: 106 lbs.  
Blood Type: B

-----  
Chun-Li  
-----

---  
Ken  
---

Height: 5,5"  
Weight: ? (She hasn't told Capcom yet!)  
Blood Type: A

Height: 5,7"  
Weight: 159 lbs.  
Blood Type: B

-----  
Classic Balrog  
-----

-----  
R.Mika  
-----

Height: 6,5"  
Weight: 225 lbs.  
Blood Type: A

Height: 5,5"  
Weight: 137 lbs.  
Blood Type: O

----  
Cody  
----

-----  
Rolento  
-----

Height: 6,1"  
Weight: 177 lbs.  
Blood Type: O

Height: 5,9"  
Weight: 179 lbs.  
Blood Type: O

---  
Dan  
---

----  
Rose  
----

Height: 5,8"  
Weight: 163 lbs.

Height: 5,8"  
Weight: 119 lbs.

Blood Type: O

Blood Type: ?

Dee Jay

Ryu

Height: 6,0"  
Weight: 203 lbs.  
Blood Type: AB

Height: 5,7"  
Weight: 143 lbs.  
Blood Type: O

Dhalsim

Sagat

Height: 5,8"  
Weight: 106 lbs. (Dang!)  
Blood Type: O

Height: 7,4"  
Weight: 240 lbs.  
Blood Type: B

E.Honda

Sakura

Height: 6,1"  
Weight: 302 lbs. (That's it?!)  
Blood Type: A

Height: 5,2"  
Weight: 92 lbs. (Dang!)  
Blood Type: A

Evil Ryu

Shin Akuma

Height: 5,7"  
Weight: 143 lbs.  
Blood Type: O

Height: 5,8"  
Weight: 177 lbs.  
Blood Type: ?

Sodom

Height: 6,8"  
Weight: 238 lbs.  
Blood Type: A

T.Hawk

Height: 7,5"

Weight: 358 lbs.

Blood Type: O

----

Vega

----

Height: 6,1"

Weight: 159 lbs.

Blood Type: O

-----

Zangief

-----

Height: 7,0

Weight: 237 lbs.

Blood Type: A

You are probably wondering why I left four blank boxes. Well I missed counted and I wanted to line them up 18 to 18, since there were 36 character in the game I wanted to place them in alphabetical order. But I missed counted so its lined up 16 to 20. But don't worry all 36 character bios are here in this FAQ so no need to worry.

+-----+  
+-----+  
+-----+  
+-----+

-----  
Game Appearances  
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Here in this section I will include all the character's game appearances, I'm not sure if this is a useless section, but then again I could be wrong.

----  
Adon  
----

First Appearance:

Street Fighter(arcade)

Other Appearances:

- Fighting Streets(TG-CD)
- Street Fighter Alpha
- Street Fighter Alpha 2
- Street Fighter Alpha 2 Gold

Cameo Appearances:

- Super Puzzle Fighter
- Pocket Fighter

-----  
Akuma  
-----

First Appearance:

Super Street Fighter 2 Turbo

Other Appearances:

Street Fighter: The Movie (arcade)  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
X-Men: Child of the Atom  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter  
Pocket Fighter  
Street Fighter EX  
Street Fighter EX Plus  
Street Fighter EX Alpha  
Super Puzzle Fighter 2 Turbo  
Street Fighter 3: Second Impact

Cameo Appearances:

Marvel Super Heroes

-----  
Balrog  
-----

First Appearance:

Street Fighter 2

Other Appearances:

Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo

Cameo Appearances:

Pocket Fighter

-----  
Birdie  
-----

First Appearance:

Street Fighter

Other Appearances:

Fighting Street  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold

Cameo Appearances:

Super Street Fighter 2 Turbo  
Pocket Fighter

-----  
Bison

-----  
First Appearance:

Street Fighter 2

Other Appearances:

Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Street Fighter: The Movie(arcade and home)  
Street Fighter EX Plus  
Street Fighter EX Plus Alpha  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter

Cameo Appearances:

Super Puzzle Fighter 2 Turbo  
Marvel vs. Capcom  
Pocket Fighter

-----  
Blanka

-----  
First Appearance:

Street Fighter 2

Other Appearances:

Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter: The Movie(home version)  
Street Fighter EX2

Cameo Appearances:

X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter

-----  
Cammy

-----  
First Appearance:

Super Street Fighter 2

Other Appearances:

Super Street Fighter 2 Turbo  
Street Fighter Alpha 2 Gold  
Street Fighter: The Movie(arcade and home)  
X-Men vs. Street Fighter

Cameo Appearances:

Super Puzzle Fighter 2 Turbo  
Pocket Fighter

-----



Charlie

-----

First Appearance:

Street Fighter Alpha

Other Appearances:

Street Fighter Alpha 2

Street Fighter Alpha 2 Gold

X-Men vs. Street Fighter

Marvel Super Heroes vs. Street Fighter(I'm still not sure about this one  
does Shadow even count?)

Cameo Appearances:

Marvel Super Heroes vs. Street Fighter(don't ask me why, ask Capcom)

Super Puzzle Fighter 2 Turbo

Marvel vs. Capcom(does Shadow count?)

Pocket Fighter

-----

Chun-Li

-----

First Appearance:

Street Fighter 2

Other Appearances:

Street Fighter 2: Champion Edition

Street Fighter 2 Turbo

Street Fighter 2: Special Championship Edition

Super Street Fighter 2

Super Street Fighter 2 Turbo

Street Fighter Alpha

Street Fighter Alpha 2

Street Fighter Alpha 2 Gold

Super Puzzle Fighter 2 Turbo

Street Fighter EX

Street Fighter EX Plus

Street Fighter EX Plus Alpha

Street Fighter EX2

Street Fighter 3: Third Strike

X-Men vs. Street Fighter

Marvel Super Heroes vs. Street Fighter

Marvel vs. Capcom

SNK vs. Capcom

Marvel vs. Capcom 2(I'm not sure yet)

Cameo Appearances:

Breath of Fire

Final Fight 2

Street Fighter 3

-----

Classic Balrog

-----

First Appearance:

Street Fighter Alpha 3

Other Appearances:

None

Cameo Appearances:

None

-----  
Cody  
-----

First Appearance:  
    Final Fight  
Other Appearances:  
    None  
Cameo Appearances:  
    Street Fighter Alpha 2  
    Marvel Super Heroes vs. Street Fighter

---  
Dan  
---

First Appearance:  
    Street Fighter Alpha  
Other Appearances:  
    Street Fighter Alpha 2  
    Street Fighter Alpha 2 Gold  
    Marvel Super Heroes vs. Street Fighter  
    Pocket Fighter  
    Super Puzzle Fighter 2 Turbo  
Cameo Appearances:  
    None

-----  
Dee Jay  
-----

First Appearance:  
    Super Street Fighter 2  
Other Appearances:  
    Super Street Fighter 2 Turbo  
    Street Fighter: The Movie (home version)  
Cameo Appearances:  
    Super Puzzle Fighter 2 Turbo  
    Pocket Fighter

-----  
Dhalsim  
-----

First Appearance:  
    Street Fighter 2  
Other Appearances:  
    Street Fighter 2: Champion Edition  
    Street Fighter 2 Turbo  
    Street Fighter 2: Special Championship Edition  
    Super Street Fighter 2  
    Super Street Fighter 2 Turbo  
    Street Fighter Alpha 2  
    Street Fighter Alpha 2 Gold  
    Street EX Plus Alpha

Street Fighter EX2  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter

Cameo Appearances:

None

-----

E.Honda

-----

First Appearance:

Street Fighter 2

Other Appearances:

Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter: The Movie(arcade and home)

Cameo Appearances:

Street Fighter Alpha 2  
Pocket Fighter 2

-----

Evil Ryu

-----

First Appearance:

Street Fighter Alpha 2 Gold

Other Appearances:

Street Fighter EX  
Street Fighter EX Plus Alpha  
Marvel vs. Capcom(I'm still not sure about this)

Cameo Appearances:

None

-----

Final Bison

-----

First Appearance:

Street Fighter Alpha 3

Other Appearances:

None

Cameo Appearances:

None

-----

Fei Long

-----

First Appearance:

Super Street Fighter 2

Other Appearances:

Super Street Fighter 2 Turbo

Cameo Appearances:

Super Puzzle Fighter 2  
Street Fighter 3(not sure about this one)  
Pocket Fighter

---  
Gen  
---

First Appearance:  
Street Fighter  
Other Appearances:  
Fighting Street  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Cameo Appearances:  
Super Puzzle Fighter 2

-----  
Guile  
-----

First Appearance:  
Street Fighter 2  
Other Appearances:  
Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter: The Movie(arcade and home)  
Street Fighter EX  
Street Fighter EX Plus  
Street Fighter EX Plus Alpha  
Street Fighter EX2  
Cameo Appearances:  
Super Puzzle Fighter  
X-Men vs. Street Fighter  
Pocket Fighter

---  
Guy  
---

First Appearance:  
Final Fight(arcade version)  
Other Appearances:  
Final Fight 3  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Cameo Appearances:  
Super Puzzle Fighter 2 Turbo  
Street Fighter 3  
Pocket Fighter

-----

Juli

----

First Appearance:

Street Fighter Alpha 3

Other Appearances:

None

Cameo Appearances:

None

----

Juni

----

First Appearance:

Street Fighter Alpha 3

Other Appearances:

None

Cameo Appearances:

None

-----

Karin

-----

First Appearance:

Street Fighter Alpha 3

Other Appearances:

None

Cameo Appearances:

None

---

Ken

---

First Appearance:

Street Fighter

Other Appearances:

Fighting Streets

Street Fighter 2010

Street Fighter 2

Street Fighter 2: Champion Edition

Street Fighter 2 Turbo

Street Fighter 2: Special Championship Edition

Super Street Fighter 2

Super Street Fighter 2 Turbo

Street Fighter: The Movie(arcade and home)

Street Fighter Alpha

Street Fighter Alpha 2

Street Fighter Alpha 2 Gold

Street Fighter 3

Street Fighter 3: 2nd Impact

Street Fighter 3: 3rd Strike

Super Puzzle Fighter 2 Turbo

Street Fighter EX

Street Fighter EX Plus

Street Fighter EX Plus Alpha  
Street Fighter EX2  
Pocket Fighter  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter  
Cameo Appearances:  
Marvel vs. Capcom

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R.Mika  
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First Appearance:  
Street Fighter Alpha 3  
Other Appearances:  
None  
Cameo Appearances:  
None

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Rolento  
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First Appearance:  
Final Fight 2  
Other Appearances:  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Cameo Appearances:  
Pocket Fighter

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Rose  
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First Appearance:  
Street Fighter Alpha  
Other Appearances:  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Cameo Appearances:  
Marvel Super Heroes vs. Street Fighter  
Pocket Fighter

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Ryu  
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First Appearance:  
Street Fighter  
Other Appearances:  
Fighting Street  
Street Fighter 2  
Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition

Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter: The Movie(arcade and home)  
Street Fighter EX  
Street Fighter EX Plus  
Street Fighter EX Plus Alpha  
Super Puzzle Fighter 2 Turbo  
Street Fighter 3  
Street Fighter 3: 2nd Impact  
Street Fighter 3: 3rd Strike  
Pocket Fighter  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter  
Marvel vs. Capcom  
SNK vs. Capcom  
Marvel vs. Capcom 2(I'm assuming so)

Cameo Appearances:

None

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Sagat

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First Appearance:

Street Fighter

Other Appearances:

Street Fighter 2  
Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Street Fighter: The Movie(arcade and home)

Cameo Appearances:

Pocket Fighter

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Sakura

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First Appearance:

Street Fighter Alpha 2

Other Appearances:

Street Fighter Alpha 2 Gold  
Street Fighter EX Plus Alpha  
Rival Schools  
Pocket Fighter  
Super Puzzle Fighter 2 Turbo  
Marvel Super Heroes vs. Street Fighter

Cameo Appearances:

None

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Shin Akuma

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First Appearance:  
    Super Street Fighter 2 Turbo  
Other Appearances:  
    Street Fighter Alpha 2  
    Street Fighter Alpha 2 Gold  
    Street Fighter EX Plus Alpha  
Cameo Appearances:  
    None

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Sodom  
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First Appearance:  
    Final Fight  
Other Appearances:  
    Street Fighter Alpha  
    Street Fighter Alpha 2  
    Street Fighter Alpha 2 Gold  
Cameo Appearances:  
    Pocket Fighter

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T.Hawk  
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First Appearance:  
    Super Street Fighter 2  
Other Appearances:  
    Super Street Fighter 2 Turbo  
Cameo Appearances:  
    None

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Vega  
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First Appearance:  
    Street Fighter 2  
Other Appearances:  
    Street Fighter 2: Champion Edition  
    Street Fighter 2 Turbo  
    Street Fighter 2: Special Championship Edition  
    Street Fighter: The Movie(arcade and home)  
Cameo Appearances:  
    Pocket Fighter

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Zangief  
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First Appearance:  
    Street Fighter 2  
Other Appearances:



Street Fighter 2: Champion Edition  
Street Fighter 2 Turbo  
Street Fighter 2: Special Championship Edition  
Super Street Fighter 2  
Super Street Fighter 2 Turbo  
Street Fighter: The Movie(arcade and home)  
Street Fighter EX  
Street Fighter EX Plus  
Street Fighter EX Plus Alpha  
Street Fighter Alpha 2  
Street Fighter Alpha 2 Gold  
Pocket Fighter  
X-Men vs. Street Fighter  
Marvel Super Heroes vs. Street Fighter  
Marvel vs. Capcom  
SNK vs. Capcom(I'm only assuming)  
Marvel vs. Capcom 2(I'm only assuming)  
Cameo Appearances  
None

Well that's basically it. If you find any other Cameo appearances or any other appearance I may have missed, please email me and tell me about it and I will give you full and proper credit at the top and bottom of my FAQ.

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Is it just me?  
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Welcomed to the section dedicated to the odd ends in Street Fighter Alpha 3 with everything I have found odd about the game itself. Read on and you may be surprised!

+-+ Is it just me or does Nike just want to stick their name everywhere? I mean if you have ever noticed Guy's shoes sporting the Nike logo? You are probably wondering what shoes they exactly are, well since I did have a previous website entitled to shoes, I thought I can provide you with some info on Guy's shoes. To me they are presumably the Nike Air Dunk, here are the facts about Guy's shoes:

October 1984: Nike Air Dunk are released on the market.

December 1984: Nike Air Dunk comes with a ton of pretty odd colors.

March 1999: Nike Air Dunk remakes are released on the market.

April 1999: Nike Air Dunk comes in totally new colors.

June 1999: Nike Air Dunk becomes obsolete as all remakes are cancelled due to lack of sales.

- ++ While the import version of Street Fighter Alpha 3 (Street Fighter Zero 3) has the bio error of X-ISM Sodom, apparently the U.S. version does not mistaken Sodom's X-ISM bio with Gen's. So they apparently corrected it. (^\_^)
- ++ The manual in the U.S. version(Street Fighter Alpha 3) might have mistakenly put Bison's official move names with Juni's movelist. Her Cannon Spike is placed as "Psycho Shot" and her Spiral Arrow is placed as "Psycho Crusher."
- ++ I think Chun-Li is the only character in the game with two alternate fight screen pictures. What I'm talking about is that in the top left and right corners of the screen during every battle is a small portrait of the character. Chun-Li's X-ISM picture is different than her A-ISM and V-ISM portrait. Why didn't the other characters in the game have multiple alternate portraits?
- ++ The characters T.Hawk and Dee Jay carry their old Street Fighter moves list names. You can see their bios in arcade mode, instead of the Mexican Typhoon T.Hawk's name for that is the Storm Hammer, exactly like it was in Super Street Fighter 2. That goes the same for Dee Jay, so instead of Machine Gun Uppercut its called a Hyper Fist in his bio. Is it just me or did someone at Capcom forget to change the current move list names? Although I have absolutely no problem with this I thought you people reading and Capcom would like to know. (^\_^)
- ++ What really are the official names for the characters' move lists in the game? I mean I saw the bio for R.Mika and it said Daydream Slam instead of Daydream Headlock along with other different moves other than listed in the manual. Did Capcom mean to do this? Again I have absolutely no problem with this I thought you people reading and Capcom would like to know. (^\_^)
- ++ You know when the announcers says "Speed em up Guys! Go for Broke!" Is it just me or when ever I play as Guy the announcer says "Speed em up Guy! Go for broke!" Noticed the difference? Yep, there's no plural in Guy! Maybe it might be my ears or something, but I think it was intentional by Capcom, I think I'm the only one who might have caught this!
- ++ I wonder, is it just me or is it that if Cammy is supposedly a clone, wouldn't she have the same blood type as Bison? I mean I'm no geneticist, but I think if you were to clone somebody they would have the same blood





Haggar(most obviously) Lucia(Final Fight 3)  
Dean(Final Fight 3) Carlos(Final Fight 2)  
Maki(Final Fight 2) Andore(all Final Fights, I love to see him in  
the Alpha series!)

-- Why stop at Final Fight characters when you can add other characters like Dudley, Hakuto, Ibuki, Crackerjack, Captain Sawada(yes you heard me!), and a bunch of other characters to create a huge lineup of more than 50 characters!!!!

-- A more dramatic Dramatic Battle mode, with 2 on 2 at the same time on the screen at once!

-- Continue to make 2-D excellence! 3-D was built off of 2-D, and I am a huge fan of 2-D, and if Street Fighter Alpha 4 is in 3-D you will make me cry Capcom!

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Neat CD trick  
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This is a pretty useless section, but have you ever wondered how you can listen to all the cool music found in your Street Fighter Alpha 3 CD? Well most of you might have already known this, but since the SFA3 provides no BGM sound test, then you can't listen to the music within the game right? Wrong, here is how it works:

-- First get your Darkstalkers 3, Marvel Super Heroes vs. Street Fighter, or X-Men vs. Street Fighter game and load it into the PSX.

-- Then go to the options screen and now take out your game disc and replace it with Street Fighter Alpha 3. If you own Darkstalkers 3 you will need to obtain the DX Options Menu for this.

-- Give the CD a few seconds to load then play the BGM sound test as if the game before Street Fighter Alpha 3 was in it. Now you can listen to the game's awesome and hip music!

The music will not always be played in full because the music file is sometimes stored in other file folders. The music files are sometimes located in another area of the CD, so sometimes when you play the BGM sound test like normal you might get a blank sound.

NOTE: If you have Marvel Super Heroes vs. Street Fighter load the disc and go to the Options screen, then put in Mega Man Legends and play "Apocalypse 2" which is the 10th track on Marvel Super Heroes vs. Street Fighter. You will get a funky song that was apparently left out of Mega Man Legends, but somehow the people at Capcom USA forgot to delete the music file contained on the CD.

Also you must have one of the three games listed above, otherwise you can not do the CD trick, well its not a trick more like another method because if you have a PSX Disc player program downloaded onto your PC you can listen to it all you want. And note that this will not work with all games because a lot of games use completely different music formats than the one Capcom uses.

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-----Credits-----  
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--+ Capcom(www.capcom.com)  
For making the best fighting game ever! Well at least for now, and when  
Street Fighter Alpha 4 comes out, watch out!

--+ CJayc(www.gamefaqs.com)  
For putting this FAQ up and his hard work and dedication to the site!  
(^\_^)

--+ Ricardo A Lafaurie Jr.(kickaha048@hotmail.com)  
For filling me in on a ton of missing quotes from win poses and  
character appearnaces as well. Thanks a lot! (^\_^)

--+ Herb Q(hq9@hotmail.com)  
Thanks for telling me the Cody and Ken cameo appearances! I had  
completely forgot about them. Thanks a lot! (^\_^)

--+ Noah Smith(noahs@shelby.net)  
For informing me about a TON of various Pocket Fighter cameo appearances.  
(^\_^)

--+ Geno713(Geno713@aol.com)  
Thanks for providing me with the character cameo appearances and  
corrections on Guy's win poses. Thanks a lot! (^\_^)

--+ Aya Brea(aya.brea@hotmail.com)  
Thanks to Aya for the amazing Karin combo along with other character  
appearances as well! Thanks a lot! (^\_^)

--+ James Chen(jchensor@ucla.edu)  
For his excellent combo system that should be the ONLY one that everybody  
should be using. Not only is it simplistic its also neat! (^\_^)

--+ Miguel Rustia(www.miggy.net)  
For his excellent websites and his clarifications and revision of James  
chen's combo system to make it a lot more readable. Thanks! (^\_^)

--+ You(-----@something.com)  
The readers of course, for respecting my work and so fourth and yes this  
FAQ would not be possible without the reader's interest!

--+ Dingo Jellybean(bellybutton21@hotmail.com)  
For typing up this FAQ. (^\_^)

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Time of Completion: 3 hours, 36 minutes, 31 seconds

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