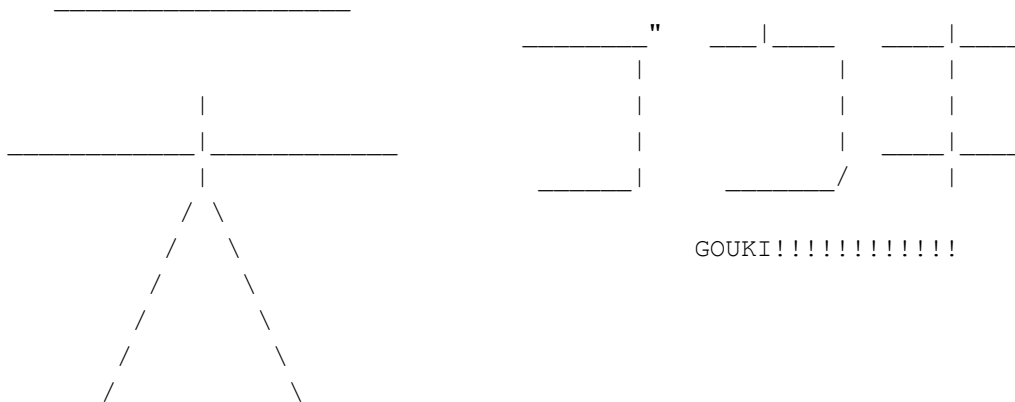


Street Fighter III: 3rd Strike Gouki (Akuma) Guide

by Srwilson

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Street Fighter III 3rd Strike
Arcade and Dreamcast Japanese versions
Gouki (Akuma) moves guide
Ver 4.8
By srwilson 2001
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I.Version info

this is my first Gouki FAQ I may update it soon.(17/04/2001)

I have added a strategy to beat Gill using Gouki this is Ver 3.2 (19/04/2001)

I have now added Gouki's move damages and a few notes about his basic punch/kick moves. (2/06/2001) this is ver 3.6.

I have added Gouki's SFIII story and have added a how to beat the arcade mode Gouki.

I have also added Gouki's strengths and weaknesses as well (4/06/2001).

This is ver is still 3.6.

I have now added Gouki's winning quotes and ending (5/6/2001).this is version 3.8.

I have now added Gouki's costume choices on the game now as well. (5/6/2001) this is still ver 3.8.

Still adding VS other character info now added misc info on Gouki and His move translations (18/06/2001) still ver 3.8

All character strats are added now poses info and taunt info added still need to add some more combos possibly I will just wait and see. this ver 4.0 (19/06/2001)

I have now made some corrections now and altered spelling mistakes.(1/7/2001) this is ver 4.1.

I have added some more Super Art info and made some corrections (5/07/2001)

added move commands and more corrections still more advanced strats to come yet and more info on his

defensive techniques. (17/07/2001)

done move corrections 18/07/01

25/07/01 -added pic at top.

II.Info about me

I like to play arcade fighting games King of Fighters etc but I love the Street fighter

series all of the games are good but this one really stands out the most and I have really been mastering Gouki since I got it On Japanese import last year.

III.Info about Gouki (Akuma)

As I have the Japanese version of the Game Akuma is called Gouki on my version so don,t get confused.

Gouki is Ryus worst enemy even worse than Sagat. Gouki is a cold fighter with evil intentions and has many awesome moves. Which is why he along with Evil Ryu is my favorite character who I have mastered over the years.

Gouki's Street Fighter III 3rd strike storyline

Well once again a new threat is upon in the name of the fire and ice god Gill who is a master

Street Fighter to all except in Gouki's eyes that is, after his confrontation with Ryu back in SF zero 2 where he suffered defeat at Ryus hands Gouki has been in a fowl mood ever since he caused chaos through out the Zero/Alpha series decimating all who opposed him and he arrived in Super Street Fighter 2 X and Destroyed Vega (M.Bison) And made a statement now that another battle is about to begin and knowing of Gills power and the fact that Ryu is going to be present in the "fight for the future" Gouki has 2 intentions ...To defeat Gill to prove he is the Master street fighter and to finish an old rivalry with Ryu vowing this time to kill him once and for all!!!!!!!!!!!!!!!!!!!!!!

Goukis stats

Nationality =Japanese

Age =???

Fighting style =Dark hadou

Likes =Power ,destruction

Dislikes =Ryu , weakness in fighters

His kanji symbol means TEN -Heaven The Great demon The master of the fist.

Gouki's strengths and weaknesses

Strengths

+He is a master at juggling

+He's got a total of 7 super Arts

+He has the Shun Goku Satsu and the Kongou kokuretsu zan

+ most of his moves have alot of priorities

Weaknesses

-His stun gauge is very short

-He takes more damage than other characters

-some of the bigger fighters can pull off 100% damage combos on him

-he has No EX moves

IV.Legend

Directions

U=Up UB U UF

D=Down \ | /

B=Back

F=Forward B-- N --F

DF=Down Forward

DB=Down Back / | \

QCF=Quarter of a circle forward DB D DF

QCB=Quarter of a circle back

HCF=Half a circle forward

HCB=Half a circle back

Buttons

LP=Light Punch LP MP HP

MP=Medium Punch O O O

HP=Hard Punch O O O

LK =Light Kick LK MK HK

HK =Hard Kick

P =Any punch button

K =Any kick button

PP=Two punch buttons together

KK=Two Kick buttons together

PPP=All 3 punch buttons together

KKK=All 3 kick buttons together

Super Arts -Gouki's super arts can only be done when the Super art gauge is full up to at least 1 level of power.

V.Basic moves

Here are Gouki's general Punch and Kick attacks and the damage they do.

Standing LP -A fairly straight forward jab punch with not much priority

Damage =3%.

Crouching LP -A low straight forward Jab punch but this can have a bit more priority and use than the Standing LP. Damage =3%.

Standing LK -This move also doesn't have very much priority but it can prove more

useful than the Standing LP. Damage =6%.

Crouching LK -This move can be great for chipping an opponents energy and can easily be cancelled into a super Art. Damage =3%.

Standing MP-This can be utilised in a pretty decent way particularly for combos or for a fast cancel into a special/super move. Damage =15%.

B+MP -Thrust punch -its reaction time is a bit ropery i myself haven't found a really good use for it yet but the damage is pretty good Damage= 15%.

F+MP -Double judo chop -This move can have some good uses and priorities it really helps to stun an opponent Damage =12%

Crouching MP -This crouching punch can also be good for cancellations to moves or into a combo Damage =14%.

Standing MK -This is a bit too slow for a good attack and can be evaded pretty easily

but again its damage is pretty good, Damage =17%.

Crouching MK -This is excellent to start a combo its great for cancelling and its great for using as part of a combo too, Damage =13%

Standing HP -This punch is quite strong and can be useful for stunning your opponent

and take a fair amount of power off your opponent, Damage =21%

Crouching HP -This move also does a fair amount of damage but it doesn't really have any good

cancelling techniques or priorities, Damage =20%

Standing HK -This move has brilliant priority on an opponent in the air use this to

bring them down when they jump towards you, Damage =21%

Crouching HK -This is a sweep move its priority can be good ive mentioned this further down

the FAQ read about it there. but its damage is =20%

Here's a few basic moves that can be useful during play.

Jump in Air DF+LK -Knee bash -Gouki can do a jabbing knee bash in the air with quick reaction time. Damage =6%

D+MK -This crouching style leg jab can come in handy for certain combos and

linking moves.

Damage =13%.

D+HK -The common sweep can also be good to knock the opponent off their feet whilst you retreat or prepare to execute a super Art. Damage =20%.

D+MK -In the air -Dive Kick -This dive kick as good priority and can come in very handy for starting a devastating combo. Damage =15%

Throws

Throw 1 -LP+LK -Gouki does a simple over the shoulder style throw to put the opponent on the ground. Damage =15%

Throw 2 -F or B +LP+LK -Gouki tosses them with his leg across the screen this can be quite good for following up a move with as long as the timing is perfect. Damage =16%.

VI.Special moves

Gou -Hadou -QCF+LP or MP or HP

command - | \ --O + LP or MP or HP
O O

Gouki throws a pink fireball at his opponent depending on which punch button you press determines the speed of the fireball. Its best used against opponents who try to keep their distance from you or as a close up counter.just dont abuse it too much.
Damage =9%.

Flame Gou Hadou -HCB+LP or MP or HP

command - O-- \ | / --O + LP or MP or HP
O O O

Its best used in a similar way to the standard Gou hadou but this version can stun opponents for a second or so for you to start a combo it can be cancelled into SA I and II easily too.
Damage =6 to 7%.

Air Gou -Hadou -Jump in air then press -QCF+LP or MP or HP

command -in the air -| \ --O + LP or MP or HP
O O

Gouki throws a diagonal air fireball which can also be great for evading attacks from below. Damage =9%.

Gou -Shoryu -F,D,DF+LP or MP or HP

command - --O | \ + LP or MP or HP
O O

Gouki raises his fist and jumps up with a huge uppercut smashing his opponents face in. the height of this move once again depends on which punch button you press. Its best used when an opponent is in the air to counter them or to do as part of a combo e.g After a jumping HK that hits the opponent straight on then motion

straight into the Gou -Shoryu move. Damage =19 to 21%.

Gou -zankuu -kyaku -QCB+LK or MK or HK (Can be done in the air)

command - | / --O + LK or MK or HK
O O

Gouki drifts off the ground with his leg stretched out and spinning repeatedly. Its best used to juggle your opponent in the air for a devastating combo. Damage =14% ,Air version Damage =12%.

Hyakki gouzan -F,D,DF+LK or MK or HK

command - --O | \ +LK or MK or HK
O O

When this move is entered there are a number of attacks at your disposal all these attacks mentioned here are done after the Demon Raid.

Do nothing -Demon slide, Damage =15%

HP -Hyakki gou shou , Damage =19%

HK -Hyakki goujin, Damage =15%

LP+LK -Hyakki gousai -next to opponent. Damage =16%

The range of the hyakki gouzan depends on which Kick button you press.

Demon spirit teleport -F,D,DF+PP (to teleport long distance)

F,D,DF+KK (to teleport short distance)

If you want to teleport backwards then press -B,D,DB+PP or KK buttons.

Gouki mysteriously ghosts across the screen through his opponent.

Its best used to get out of corners if your playing against someone who uses juggle

combos in the corner but a warning if you are playing a Ryu player using the Shinshoryuken

or a Hugo player using the Gigas breaker teleport extremely cautiously as a skilled player can get you in these moves whilst you are teleporting and you will lose ALOT of energy you have been warned!

VII.Super Arts

Messatsu -Gou -Hadou -QCF,QCF+P Super bar I

command - | \ --O, | \ --O +P
O O O O

gauge - <-----> 2

Gouki powers up and throws a super charged fireball doing huge damage.

Its best combined with the normal Gou -Hadou for double damage , to combine it quickly do a Gou-Hadou then immediatly after that do the Messatsu -Gou -Hadou its also a great suprise/wakeup move too.

In the Air -Tenma gou zankuu -QCF,QCF+P on Super bar I

Command in air | \ --O ,| \ --O +P
O O O O

gauge - <-----> 2

This super art is done in the air use this one to counter Ground -air moves like the Shoryuken. Damage =25% The Air version Damage =27%.

Messatsu -Gou-Shoryu -QCF,QCF+P Super bar II

command - | \ --O, | \ --O +P
 O O O O

gauge - <-----> 2

Gouki powers up and delivers a super Gou-Shoryu which also does a huge amount of damage. It is best used to counter other super moves such as kens Shoryu-Reppa.

Damage =32%.

Messatsu -Gou-Raisen, -QCF,QCF+K Super Bar III

command - | \ --O, | \ --O +K
 O O O O

gauge - <-----> 2

This move can also be done in the air. Gouki stretches his leg out and spins round whilst going up in the air at the same time. It's best used to counter an opponent who is in the air so you can counter them from below. Damage =35% Air version damage =36%.

Shun-Goku-Satsu -(Raging Demon)-LP,LP,F,LK,HP,Any Super bar on MAX

gauge - <-----MAX-----> 2

This is the ultimate finishing move Gouki charges up and glides towards the opponent if he grabs them the screen will go white and he will kick 15 shades of hell out of them literally wiping them out resulting in the demon symbol appearing and Gouki engulfed in flames. I usually jump in with a HK hoping they block it then I do a standing HK then when they block it I immediately set the Shun-Goku-Satsu off and it usually gets them It can also be cancelled out of Gouki's Over head chop ,I myself sometimes use it to get through other super combos and special moves to hit it. Another common way its used is after a super or Special move where the character goes into the air and comes down vulnerable there you can perfectly time the Shun Goku Satsu and it will connect. Another simple trick is to throw a Flame fireball up close and Then as they are parrying or Blocking it cancel into the Shun Goku Satsu and it will get them. It can be cancelled out of a HP Gou shoryu but its very annoying to do so dont really bother with that technique. One other way that comes to my head is to do it out of the Hyakki Goujin and cancel into the Shun Goku Satsu but its hard to perfect but it can Be done. Damage = 46%.

Kongou Kokuretsu Zan (Gateway to Hell) -DDD+PPP , Any super bar on MAX

command - | | | +PPP
 O O O

gauge - <-----MAX-----> 2

Another very powerful move, this time Gouki charges up his fist and punches the

ground causing some purple spikes to come out of the ground and destroy his opponent. Without a doubt the best time to use this is when your opponent is in the air as they can't defend against it.

A good little trap with this is do do a HK Tatsumaki zankuu kyaku then as you land they will most likely attack you so as soon as you land pause for 1/2 a second then do the Kongou kokuretsu zan and they will perish if done right as they will be in their character will be in a move animation frame so they cant do anything, be a bit cautious though as some supers can over come you so really do it when they haven't got any Super power stocked.

Damage =52%.

VIII.Combos

1.Demon flip -> LK for Dive kick -> Crouching LK ->LK ver of Hurricane Kick
->HP ver of Gou Shoryu.

2.done on SA gauge I - opponent in corner -> Air HK ver of hurricane kick ->SA I (Messatsu gou hadou) ->HK ver Hurricane Kick ->HP ver of Gou shoryu.

3.done on SA gauge I or II

Air Gou hadou ->crouching LK ->SA I (Messatsu gou hadou or SA II (messatsu gou shoryu).

4.done on SA gauge I on MAX with opponent in corner ->Air HK ver Hurricane kick ->Crouching HP ->SA I (messatsu gou hadou) ->SA I again Metsassu gou hadou.

5.Done on SA gauge I or II -Demon flip ->MK Dive kick ->Crouching MK -> HP ver gou hadou ->SA I or II.

6.Done on SA gauge II

Demon flip ->LK ver Dive kick ->LK ver hurricane kick ->LP ver Gou shoryu ->cancel into SA II (Messatsu gou shoryu).

7.Done on SA Gauge II

Demon flip ->MK ver Dive kick ->Crouching MK ->LP ver Gou hadou ->Cancel into SA II (messatsu gou shoryu).

8.Done on SA Gauge III

Jumping HK ->Crouching MK ->LK ver Demon flip ->LK ver Dive kick ->LK ver hurricane kick ->SA III (Messatsu gou raisen).

9.Opponent in the air HK hurricane kick ->HP Gou shoryu

10.Crouching LK X 2 ->LK Tatsumaki zankuu kyaku ->LP Gou Shoryu

more combos to come soon!

IX.How to beat Gill using Gouki

These are the main pointers you should take into account when battling Gill.

>When he goes for that diving air punch whack him with a Gou-Shoryu

>At the start of the Rounds throw a air Gou hadou to give yourself some space to plan

your next move.

>When he does his resurrection move Quickly do a Gou-Zankuu -Kyaku then when he falls to the floor if you have a MAX gauge go for the Shun Goku Satsu (Raging Demon attack)

And about 90% of the time it will get him/

>To dodge his Meteor shower super art -if you are close and he sets it off then quickly Sweep him D+HK and the move will stop.

if you are away from him then you can either block or do what I do and teleport through it.

>If he goes for his Rainbow energy super art then you could be in trouble it cant be parried but if

you block it you can still lose up to 40% of your energy ,

to avoid it completly as he goes into the air you can stop him if you are close with a quick

Gou-Shoryu however if you are far away then Teleport just as he gets to the middle of the screen make sure you use the long distance teleport then you should teleport right through the move.

Time it wrong though and you have had it!

>The rest is up to you as we all have our own different methods of actually attacking him these are just the main things you need to watch out for and the info on how to deal with that situation.

X.Fighting against Gouki in arcade mode

You battle Gouki on either stage 7 ,8 or if hes your character rival 9.

Here are some pointers to beat this evil tyrant

>Gouki will fight very offensively and will hardly give you a break so you need to be on your guard all the time.

>Bigger characters like Urien ,Hugo ,Alex and Q should focus on parrying Goukis moves as they will never match his speed.

>Gouki will always try to combo you then link to a super Art thats usually how he behaves when you battle him.

>However his Defence isnt that great and Shoto players can pretty easily bring his power down when Gouki jumps with a Dragon punch or EX Dragon punch (shoryuken) Chun li ,Remy and Oro players can also really capitalise on this weakness.

>Suprise supers usually get him if he knocks you down near the corner as soon as you get up set off your super Art and its likely to get him the only ones he may avoid are grapple ones.

>And thats it really just focus on catching him out and take advantage of every opening and try and use alot of suprise Supers or EX moves are just as good as well follow this and you will have him down in no time.

XI.Fighting against the other characters in arcade mode

These area few pointers to beat each of the characters alot of these pointers may be very useful against Human opposition with these characters so bear that in mind I am mainly just mentioning pointers for overcoming the most common moves that the Character in question will typically use.

Alex

>Alex will often try to either use LP or MP Flash chop or a EX version to set you up for a grab or super which can be quite crucial in Gouki's case due to his damage factor.

> Alex will mainly wait for you to make the first offensive attack so they can overcome it with a more powerful attack the best way to deal with this is to bait them with a LP Gou hadou to bring them to you then if they parry the thing jump in HK and follow on or if they block do the same thing and follow it on to a combo.

>Alex will often try to combo you with the Air stampde attack when he rolls at you as he comes down you can easily block and cancel into a Super Art or even throw him or if you are a good parryer then it can be parried pretty quickly and hit with a Super.

>That move can also be countered into a Raging Demon provided you time it right so keep that in mind as it can come in very handy hehe.

Chun li

>Chun li players can be possibly some of the hardest to over come alot of players like to use anti air attacks -SA I for example or kara throws with her shehas the best in the game in my oppinion.

>Chun li tends to jump alot so some Gou shoryus will come in handy but use them at a well timed situation.

>Alot of players will use the spinning Bird Kick or EX version as a suprise wake up call it can easily be overcome with a well timed Gou hadou and if you are on Super Art I cancel in to a Messatsu gou hadou for the full damage provided you are charged of course.

>With alot of Chun li players Super Art II the Houyoku sen is the most common choice against Gouki due to its power there are alot of chipping tactics what a player might adapt to to execute this so you do have to be careful here one thing you can do is when its activated quickly teleport just behind her and hit her with a Super if you have one or better yet in you are at MAX Hit her with the Raging Demon.

>Some Chun li players will use Fireballs to bait you in to one of their traps possibly leading to a air juggle using the Hazan shuu so just stay at a distance and parry the fireballs.

Dudley

>His machine gun blow can be very annoying to deal with as it comes at you very fast but you can either parry it or block then quickly reverse with a Gou hadou and if you are charged a Messatsu gou hadou or if you are on Super Art II you can counter with a LP gou shoryu then cancel in to Super Art II -Messatsu gou shoryu or infact you can do this tactic on Super Art I and cancel the gou shoryu into a Messatsu gou hadou.

>Use air gou hadous to sort out his Jet upper attacks and dont forget to cancel into the super Air gou hadou if you have a charged super Art I bar then you can really take him out!

>You have to be cautious of Dudleys charge moves the Ducking straight and Ducking upper are often used as Suprise attacks and can really catch you off guard if you are not careful.

>In terms of Super Arts Its really Super Arts I and III you have to mainly worry about these super arts can come out of nowhere so be very careful.

Elena

>She can be great Raging Demon bait or any super bait really her rhino horn attack is brilliant for getting Elena in either a throw a Super Art any of I II or III will be able to be used to counter that move but Blocking her attack then cancelling into the Raging Demon is much more entertaining use the same things mentioned here on the EX version as well.

>Her handstands can be really irritating and can catch you off guard pretty easily luckily she isnt an amazingly high damage giving character which is a definate plus in Gouki's book.

> Elena will try to hit you with the EX Lynx tail then cancel into a Spinning beat or brave dance super Art so try to block the EX lynx tail rather than parrying it as a clever player will use your parry time to hit you with a Super Art.

>When playing Elena players do expect to encounter alot of EX moves there are just so many cancellation techniques a player can do with Elena so bear that in mind.

Hugo

>Hugo is a Huge (no pun intended) threat to Gouki due to his power and Gouki's damage weakness so you need to be extremely careful against this big brute.

>If he has a fully charged Gigas breaker -super Art I then if you must Teleport

use EXTREME caution a good Hugo player will easily grab you in a gigas breaker whilst you are teleporting and you lose up to 75% energy so please remember that.

>Hugo will use the mega throw to bounce you off the wall to either juggle you or to hit you with a Super Art this could be lethal in Gouki's case you need to really take this match with alot of caution and you've got to use your speed to your advantage if you want to win this fight.

>Try and Keep a fair bit of distance between you and Hugo for most of the match as really you cannot afford to get grabbed by any of Hugos grapples or you're going to take alot of damage Use gou hadous to keep him at bay and under pressure whilst you charge your Super Art bar up use Gou shoryus to take down and air attacks he may attempt.

> when he goes for an attack like his butt backwards dive attack you can quickly take advantage of the opening and hit him with a Super Art.

Ibuki

>Most Ibuki players mainly rely on her speed and her fast attacks to out wit most characters so you have to be prepared for this.

>Alot of players using Super Art I will usually try to combo you and finish with that super Art in the air ,many that i have encountered have jumped in the air and done a EX Kunai and cancelled into the Kasumi suzaku super Art when they jump in the air to attempt this bring them down with a gou shoryu.

-If they activate the Kasumi suzaku you can either block or if you are good at parrying parry all 20 hits of it or you can Quickly Teleport to the other side of the screen and hit Ibuki with an attack or combo of your choice.

>shes practically vunerable to any move in that situation so take advantage of that.

>Her other common CPU attacks like the Hien or Kubi obi can often be evaded with a quick timed gou hadou and so can the EX versions.

Ken

>Ken players can be some of the trickiest to over come due to Kens speed.

>His Shoryu Reppa and Shunryuken can easily be blocked then countered with a Raging Demon as he is coming down from doing the move.

>His EX Helicopter kick can easily be countered into a combo with a gou hadou and if you are using Super Art I then dont forget you can cancel the gou hadou into a Messatsu gou hadou for double damage.

>If you are at a distance parry his hadokens if you are pretty close Jump in Deep with a HK and combo him.

>His shoryukens can easily be sorted with either a air fireball or super Air Fireball if you doge it from the ground you can hit him with a Gou shoryu whilst ken is up in the Air.

Makoto

>Makotos moves can have alot of priority over Gouki shes known as one of the top shoto killers in the game with her speed and agility she can be a deadly person to deal with.

>Her super Arts I and II can be very devastating against Gouki due to his damage handicap.

>Alot of her moves if blocked or parried leave her open for a brief moment this is your chance to capitalise and hit her with the most devastating combo you have got.

>If you are charged to MAX you can hit Makoto with the Kongou kokuretsu zan if she is on SA II and you are standing when she goes in the air but you have to be very quick or you can block the kick and hit the Shun Goku Satsu.

>Another idea is to juggle her up as much as possible a Makoto player who isnt ground based isnt going to do much.

Necro

>One of the more frustrating characters to beat is Necro he can be so annoying

so you need to be on your game.

>One of the nastiest combos a Necro player can do is a Denji blast then cancel into a SA I Chou denji storm that combo can be very devastating.

>Once again juggle him as soon as you get the chance and turtle a bit just for defences sake.

>Most of Gouki's moves have more priority than Necros so take advantage of those Gou shoryus.

Oro

>A good Oro player can put you through absolute hell mainly because of his superior speed and fast tricks he can pull.

>Alot of oro players mainly pick SA I -kishin riki mainly because they have 3 options with this super they can hit you with the air Kishin K jigoku guruma and the Kishin Tsui all of which are absolutly devastating if you are caught.
>Use air fireballs to keep him down to a good ground base and juggle him at given oppotunities

>when he does the Junchuu watari you can easily hit him with an air Gou zankuu and captialise on a juggle combo.

Q

>Q is a slow character so use your speed to your advantage

>Watch out for his SA II as that can be a match decider against Gouki

>Play offensively on him and don't turtle or he will take advantage of you.

>Alot Q s moves can come at you fast even though hes a slow character so be ready for that.

>So bascially keep the offence on combo and juggle when oppotunities are given and be careful if your opponent is using SA II or III as they are deadly against Gouki Qs SA I can easily be blocked then comboed so keep that in mind.

> Q in arcade mode is a piece of cake god knows why Capcom made him a secret challenger????!

Remy

>Remy players can be the hardest to overcome due to their quick speed and high attack priority.

>Air parrying his Flash kick is a good thing to do practice doing that.

>His super Art II -Vierge ni ansoku O -can be Raging Demoned with perfect timing it has to be timed to gab him the mili second Remys feet touch the ground if done right theres no escape!

>look out for the combo of EX Vertu no zankou haute to SA II that combo can really catch you out.

>You do have to turtle a bit with Gouki against a good Remy player due to his speed

>When you get the chance go for a Gou shoryu then cancel into a SA thats a good damage move on Remy.

Ryu

>Ryu is possibly the biggest threat to Gouki of them all especially if they use the Shinshoryuken SAII.

>If at all in a corner and Ryu has a charged SA II then dont risk Teleporting as he will probably hit you with the Shinshoryuken during the Teleport.

>Ryu is slower than Gouki so use your speed to your advantage

>The shinshoryuken SA is vunerable to the Raging Demon and Kongou kokuretsu zan like Remy with perfect execution when Ryu is in the air you can get him with either of these moves as he comes down.

>Try and juggle him too as most of Ryus strength is on a ground base.

>When he hadokens you jump in on him deep or Demon flip him and do a combo.

>To take out Ryus Dragon punch either air parry or do a air Gou hadou tha will do the job nicely.

Sean

>Sean is perfect for parry training on especially if the CPU or your opponent uses the Hadou burst SA I .

>Gouki can easily out do most of Seans moves

>Sean is slower than Gouki so take advantage of this.

>His airborne moves can easily be juggled and comboed.

>His Sean tackle is good for getting him with a Super Art especially a Raging Demon

>Some players may distract you with his basket ball taunt so watch out for that.

>If he attempts the Dragon smash hit him with a Air gouhadou or in on SA I cancel it into a SA Metsassu gou hadou.

Twelve

>The worst thing that can happen with Twelve when vs the CPU one is if he's using SA III X.C.O.P,Y as he will be able to morph into Gouki and then he will play as hard as the CPU does when its using Gouki against you so need to be prepared for this.

>Other than that really Twelve isnt really a huge threat at all just keep juggling him and all should be fine.

>Be careful when you jump in as he may use an EX arm attack move dont remeber the name but you will know it when you see it.

>When he flies in the air evade his attack and bring him down with a HP Gou shoryu or jump up and Juggle him.

>Most of his moves leave him pretty vunerable to SA s as well so take adavntage.

Urien

>Urien players can be very nasty some can even get 100% damage so a good mix of offence and defence is needed here.

>Parry his fireballs and EX versions or jump in on him and juggle him up.

>His violece knee drop can be countered with a Kongou kokuretsu zan provided the timing is perfect it needs to be timed jut before he comes down.

>Its good if you can land a demon flip and then combo them into a super then send them oblivion.

>Just remember that screwing up can cost you against Urien.

>His super Art I - Tyrant punish can be easily blocked then countered with a combo or Super Art.

Yang

>Yangs speed can be very overwhelming for Gouki so you have to be quite cautious and take advantage of every mistake.

>Look out for Yangs senkyutai as this can set you up in the air for a Yang juggle the best thing to do here is to block it and then counter with either a combo or a Gou shoryu and then cancel it into a SA either I or II are best.

>His EX torou zan can be pretty lethal and its very quick you could parry it if you are skilled enough but its probably best to jump up in deep with a HK then combo it.

>Yangs SA I and II aren't too hard to overcome just Block them and counter its not a hard task.

>His SA III can be very dangerous especially if the player using it knows lots of good combos your best bet is to get in and ruin their combo before they get to power up and start it.

>Most of Yangs other moves leave him vunerable to an attck or combo if blocked or parried so take advantage of this.

Yun

>Again Yun's speed is his strength and you need to take advantage of every mistake that occurs.

>Alot of Yun's moves can have better priority over yours than Yangs could .

>but again most of his moves if blocked /parried at the right time will leave

Yun vulnerable for a good Juggle.

>if the opposition is using SA I then be a bit cautious due to its power.

>Again SA III is a threat as if the opponent knows his combos well you could be in for a very nasty juggle combo again the best way to deal with this is to try and stop the combo from even getting off.

>Yun is slightly slower than Yang so is easier to connect hits with.

>When in the air if he uses SA II and you block it You can pretty easily juggle/Super Art Yun into oblivion in no time.

XII.Gouki's costume colours

Here are the buttons to press for the specific costume remember you have to complete the game with Gouki first to unlock the Extra costumes which require you to hold start first before selecting.

This is set out as if you are playing on the Dreamcast arcade stick if you are playing on a Joypad then refer to Z and C as L and R.

Costumes

- 1.X =His Navy blue/Black coloured suit with Red hair.
- 2.A =His Dark green coloured suit with Brown hair.
- 3.Y =His Grey coloured suit with White hair.
- 4.B =His Light blue coloured suit with White hair.
- 5.Z =His Dark blue coloured suit with Orange hair
- 6.C =His White coloured suit with Red/Pink hair.

Extra costumes

- 1.Start +X =His Brown coloured suit with Brown hair.
- 2.Start +A =His Gold coloured suit with Orange hair.
- 3.Start +Y =His Turquoise coloured suit with Orange Hair.
- 4.Start + B =His Red coloured suit with Red hair.
- 5.Start + Z =His Beige coloured suit with Red hair and very dark skin.
- 6.Start + C =His Dark coloured suit with Grey hair.

XIII.Gouki's winning quotes and ending

Here are Gouki's comments in his winning quotes at the end of a match

- 1.A weak shell and a weak soul ..it was an easy task to seperate the two!
- 2.My fist knows no equal!
- 3.Perfection equals obliteration!
- 4.The unworthy must be removed from existence!
- 5.To show mercy is to show proof of your imperfection!
- 6.Weakness is a disease....I am the cure!
- 7>Your body assumed its proper form where my fist tore it apart!
- 8.You've fulfilled your purpose in life by allowing me to end it!

Ending -Under the sea there us a sunken ship and several people in a submarine spot Gouki stood on top of it then Gouki raises the ship and smashes it with his Messatsu gou raison.

XIV.Miscellaneous info on Gouki

>Gouki has now being in SF games for nearly 8 years now since Super Street Fighter 2 X .

> Gouki also made a suprise appearence on Xmen C,O,T,A.

> The symbol on Gouki's back is Kanji for TEN meaning heaven or sky but in Goukis terms it

means a power beyond human and earthly existance.

>In every SF Gouki always seems to get one new special move in this game he learned the Kongou kokuretsu Zan and he got the Demon Raid which he did not have in SF3 2nd impact.

>this is one of the few games where Gouki has been a normal selctable character

not a secret boss like we are used to seeing him.

XV.Gouki's move translations

Gou Hadou =Fireball
Flame Gou Hadou =Flame fireball
Shakunetsu hadou ken =Air fireball
Gou shoryu =Dragon punch
Gou Zankuu kyaku =Hurricane kick
Ashura Senkuu -Teleport
Hyakki Gouzan =Demon Raid -slide
Hyakki Gou shou =Demon elbow
Hyakki Goujin =Demon dive kick
Hyakki Gousai =Demon slam
Messatsu gou Hadou =Super Fireball
Tenma gou Zankuu =air super fireball
Messatsu gou Shoryu =Super Dragon punch
Messatsu gou Raisen = Super hurricane kick
Messatsu gou senpuu =Super Air Hurricane kick
Shun Goku Satsu =Imprisoning death flash also means Instant hell

strike

(AKA as Raging Demon)

Kongou kokuretsu zan =Gateway to hell

XVI.Gouki's taunt and winning poses

Taunt = HP+HK

Taunt Gouki stamps the ground and the Destruction Kanji symbol appears above him this gives

a Super Art Gauge boost in power.

Gouki's poses

Pose 1 -he stomps the floor and his body shakes whilst he's in his fighting stance.

Pose 2 -He stands there with his back to you with his TEN Kanji symbol lit up on

his back!!!!

XVII.Contact the master

If you have any comments or want to know more combos you can email me at

Theevilone84@hotmail.com

XVIII.Credits

shoryuken.com for some of the English move names

Capcom for making this game

Choc 66 from the GameFAQS boards for the Quote translations.

Fbgames for showing this FAQ

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and you for reading this FAQ

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