

Street Fighter III: 3rd Strike Damage Data/Attack Info FAQ

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STREET FIGHTER III: THIRD STRIKE

Damage Data and Attack Info FAQ Ver. 1.0

For Arcade, Sega Dreamcast, and Sony Playstation 2 (coming soon)

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I. WHAT IS THIS FAQ?

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A) Introduction:

When *Third Strike*, the third game in the *Street Fighter 3* series, debuted in Japanese and North American arcades in 1999, the initial response by the fighting game community was...lukewarm, to say the least.

At the time, nearly all of the community ignored the game, feeling that the other 2-D Capcom games at the time--*Marvel Vs. Capcom* and *Street Fighter Alpha 3*--overshadowed it. Gamers just couldn't sit down to play *Third Strike* after the lightning-fast combos of *MvC* or the fun juggling of *SFa3*. Not only that, but popular 3-D fighters like *Soul Calibur* and *Tekken Tag Tournament* were drawing many players away from 2-D fighting.

If that wasn't enough, the game had even more strikes against it, in the form of critics (you hack magazine reviewers know who you are) who panned the game as being slow, average, and simply another *Street Fighter* rehash; a game-making habit that Capcom had become notorious for.

The *Street Fighter* fans were no less kind. After years of hearing complaints about the same old *Street Fighter 2* characters being used in every game, Capcom made the *Street Fighter 3* cast up of 80% new characters...only to hear the fans whine and ask where all their old *SF2* favorites went. Fans who had once picked up *SF2* to play Dhalsim and Blanka complained that the new characters like Necro and Elena were too weird and hard to use (Yeah, I know --).

With all these things working against it, *Third Strike* should have had all of the nails in its coffin by the time *Marvel Vs. Capcom 2* came out in mid-2000 and took the arcade industry by storm. But something peculiar happened. Somehow, *Third Strike* survived. Slowly, but surely, people began to play the game. They discovered the complexity of the gameplay system. They mastered parrying. They stopped complaining about Sagat or Guile not being in the game and learned new characters like Makoto, Dudley, and Urien from the ground up. And now, 5 long years after its release and 4 years after it almost died, *Street Fighter 3: Third Strike* is at its peak in both popularity and regard by the gaming community. How many other fighting games can you say that for? None, I'd reckon. Almost suitable for a "Based on a true story" Disney film, no?

B) What should this FAQ be used for?

Can this FAQ be used in terms of practical usefulness, or more specifically, does this FAQ have information that can be derived in order to help you in high-level tournament play? Well, uh, that depends. But I'd doubt it. The data in this FAQ can be, in the worst case, just FYI. In the best case, you might find something that can make you rethink your entire game. If even an expert player can learn something new from this FAQ, then I've done my job.

For example, knowing that Akuma's air SAIII (Messatsu Gou Senpue) is his most damaging normal Super Art might influence you to use it more. Or perhaps knowing that ChunLi can have better defense than Hugo might encourage you to be more aggressive and willing to trade hits with her.

However, one piece of advice I can give would be to not discredit the usefulness of a move or character simply due to numerical data. Often times, the move that does the most damage is not always the best move to use. Consider other properties of the move such as speed, priority, recovery, juggle ability, etc. before judging the value of an attack.

C) What shouldn't this FAQ be used for?

First of all, this FAQ is not, nor does it contain, a (complete) movelist.

Primarily attacks or taunts that deal damage or affect damage (moves that power-up or down attack or defense) will be covered. So while moves like Elena's Healing or Ibuki's Tsuiji Goe, are not mentioned, they are still in the game and are important moves to use. If you need a complete movelist, I do suggest Kao Megura's FAQ on this very site.

Secondly, this FAQ, for the most part, does not contain information on combos. Perhaps in the future I will include damage data on certain combos (chains, target combos, *basic* bread n' butter) if there is enough demand for it. However, I am not a combo master, so don't expect me to tell you the data for some 50 hit Genei-Jin combo.

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II: WHAT YOU SHOULD KNOW BEFORE READING THIS FAQ

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A) Basic Controls:

	(Up)							
(Up-Back)	O O O	(Up-Forward)	()	Light	()	Medium	()	Heavy
	\ /			Punch		Punch		Punch
(Back)	O- O -O	(Forward)						
	/ \		()	Light	()	Medium	()	Heavy
(Down-Back)	O O O	(Down-Forward)		Kick		Kick		Kick
	(Down)							

B) Terminology used in this FAQ:

UB, U, UF: Up-Back, Up, Up-Forward
B, n, F: Back, neutral, Forward
DB, D, DF: Down-Back, Down, Down-Forward
LP, MP, HP: Light Punch, Medium Punch, Heavy Punch
LK, MK, HK: Light Kick, Medium Kick, Heavy Kick
2P: any 2 punches
2K: any 2 kicks
EX: With certain special moves or super arts, you use 2P or 2K to do an `EX` version of that move
QCF-Quarter Circle Forward (D, DF, F)
QCB-Quarter Circle Back (D, DB, B)
HCF-Half Circle Forward (B, DB, D, DF, F)
HCB-Half Circle Back (F, DF, D, DB, B)
DP-Dragon Punch motion (F, D, DF)
RDP-Reverse Dragon Punch motion (B, D, DB)
Charge B,F-Hold back for 1 second, move to forward
Charge D,U-Hold down for 1 second, move to up
360- Rotate the joystick/pad 360 degrees (full circle)
720- Rotate the joystick/pad 720 degrees (2 full circles)
(air)- Perform while in the air/jumping
PA- Personal Action
SA- Super Art
j.- Jump(ing)
jf.- Jump(ing) Forward
cr.- Crouching (Down)
ch.- charge
(de)- default damage. Used for moves that require tapping a button for extra hits. No tapping garners this much damage.
(**)- Maximum damage for moves that require button tapping

Personal Action (AKA Taunt)-Tap or hold HP+HK
Leap Attack (AKA Overhead)-Tap MP+MK **All Leap Attacks do 5 pts. damage**
Back Throw: While holding B, press LP+LK
Neutral Throw: While at n, press LP+LK
Forward Throw: While holding F, press LP+LK

--In this FAQ, I will be using the official Japanese Capcom names for special moves/Super Arts either translated by Kao Megura, or found in the North American Dreamcast version of Third Strike's Instruction manual. As such, I will NOT be using the "Jab, Strong, Fierce" notations of moves, but "Light, Medium, Heavy", which Capcom has been uniformly using for over 10 years. I'm mentioning this because it's only inevitable that someone still using the Capcom of America instruction manual translations from SF2 will complain about it.

If you're confused because you don't see names like "Fierce Fireball" or "Forward Chicken Kick" in this FAQ, then you'd best adapt. If you don't like it, then tough. (By the way, I'm aware of the irony of using "Dragon Punch motion" but not "Dragon Punch" in my terminology, so don't bother pointing that out)

>>>>>>>>>>>>>>>>>>>>>>

III: TAKIN' HITS...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

A) Defense/Damage Data-

The following is a list which shows the relative defensive levels of the various World Warriors. This data was found using the training mode in the Dreamcast Version of Third Strike, but it should be applicable to the Arcade and PS2 versions. Please note that while the specific damage ratings are subject to change between the game settings and possibly even versions of the game, these are accurate estimations of ranking character defense power.

Admittedly, I got this idea from Kao Megura's FAQ, but I decided to take it a step further.

--The first number represents the damage done by the single most powerful MOVE that I could think of: Gill's powered-up (via his PA) Seraphic Wing.

However, to make sure these rankings were correct I decided I needed an even more powerful attack to test. So, I tested the single most powerful COMBO I could reliably pull off: (With Gill) PA, jf.HK, cr.HP, Psycho Headbutt, Psycho Headbutt, PA, *opponent dizzy*, Seraphic Wing.

--The second number is the damage done by combo in the sentence above. With a few oddball exceptions like Hugo and Elena (who I couldn't get this combo to work on), everybody stayed within the same ballpark, so I'm convinced these rankings are accurate.

--In case you didn't pay attention to the above, HIGHER NUMBERS=WORSE DEFENSE: This was tested on the DC Training Mode at the default 2 star damage setting.

Worst	Akuma (Gouki)	174	[264]
Defense	Ibuki	165	[250]
.	Yun/Yang	160	[244]
.	Twelve	157	[235]<a>
.	Necro/Remy	157	[233]
.	Elena	151	[N/A]
.	ChunLi/Oro	151	[226]
.	Sean<c>	148	[222]
.	Dudley/Ryu/Ken/Makoto<d>	144	[217]
.	Alex/Q	138	[212]
.	Urien	137	[207]
.	Gill	135	[203]
.	Hugo	129	[218]<e>
.	ChunLi (MAX)	117	[156]<f>
.	Q (MAX)	99	[N/A]<g>
Best	Hugo (MAX)	88	[N/A]<g>

GENERAL COMMENTS

- As a frame of reference, each character's lifebar is worth around 170 pts.
- ChunLi, Q, Hugo can power up their defense via their PA.
- ChunLi has 4 possible PA, picked randomly. To get her MAX defense, you must get

a PA where she rubs her shoulder OR arches her back, ONCE.

Q has 1 possible PA. His PA is cancelable from several of his normal moves. To get his MAX defense, you must do his PA, THREE TIMES.

Hugo has 4 possible PA, variable by tapping or holding HP+HK, with or without holding start (Arcade) or Up (DC). To get his MAX defense, you must do any PA, FOUR TIMES.

--ChunLi, Q, and Hugo's defense power-ups last the rest of the round, no matter what.

--The CPU cheats!!! Of course, you probably already knew that, but what you might not know is that not only the damage setting, but the difficulty level of the game affects damage done to the CPU!

The more stars the difficulty is set to, the less damage a CPU-controlled character takes, REGARDLESS of the damage setting! A human Twelve versus CPU Hugo on 8 Star Difficulty is NOT a pretty sight, folks! And if you're wondering why the CPU you fight at your local arcade's 3S seems to take a lot more hits to beat than a human player, it's probably because most arcades jack up the difficulty of their units, either to accommodate expert players or cut down the time spent on a game for each credit. They usually increase the damage/speed settings as well, to make it go even faster. Ironically, some arcades (like those with a large community of top players) may be better off just increasing speed/damage and leaving the difficulty of their Third Strike machine alone :)

--In general, you can see from this chart that most characters don't really have a huge difference between them in terms of defense.

Unless you're Akuma or Ibuki, you really don't have to be too afraid of taking a hit, and unless you're MAX Hugo or Q, you shouldn't be recklessly aggressive. Yeah, it's obvious that Alex is tougher than Ryu, and Oro weaker, but 6 points out of like 150 really isn't an advantage at all, honestly.

SPECIFIC NOTES

<a> I've tried this repeatedly, but Twelve always seems to take 2 more pts. of damage than Necro/Remy during the combo, but the same otherwise in other moves. But as we're talking about less than 1% of difference between them, I don't think it's significant.

 Try as I might, I find it impossible to link the second Psycho Headbutt (QCB+P) to Elena necessary to make the combo work. It seems that unlike the other characters, she doesn't seem to bounce into the air very high at all when launched. *shrug* I guess we'll have to assume she's the same as Oro/ChunLi.

<c> Despite the fact I've seen Sean grouped equally with other characters in terms of defense (often pretty low), he seems to be unique, only a little less than Ryu/Ken but a mite tougher than ChunLi. That sounds appropriate.

<d> SURPRISE! Despite what some sources say, Makoto IS equal to Ryu/Ken in terms of defense, period.

<e> The fact that Hugo takes more damage from the combo than Ryu/Ken/Mak/Dud is the only thing that really doesn't sit right. I may need to test this more, but I'm pretty sure that despite this inconsistency, Hugo is still in the right place on the chart (best default defense, but still weaker than the MAX defense characters)

<f> Okay, I wanna know: WHOSE BRIGHT IDEA WAS IT TO GIVE CHUNLI THIS MUCH DEFENSE! I guess she didn't have enough already, what with her having the best speed, range, priority, and combos, so we have to give her the ability to put on armor which makes her tougher than Alex and Hugo! Seriously, what the hell Capcom?!

<g> Okay, I haven't been able to test the combo on MAX Q and Hugo, though it's not impossible. It's just that I haven't wanted to spend the time doing so, yet. To test this on them would mean fighting the CPU in training mode, waiting for the CPU to taunt to MAX, then being able to taunt (which leaves Gill open for 5 seconds) THEN start the combo w/o getting hit, all timing it so the opponent gets dizzy before or at the second Headbutt, then canceling in time to finish the taunt and super before the CPU recovers. I pulled it off on MAX ChunLi only because I got lucky :)

LP: 17
MP: 19
HP: 20
EX: 24 (12,12)
--Power Bomb (HCB+P)

LP: 23
MP: 26
HP: 29
--Power Backdrop (HCB+P behind foe)

LP: 26
MP: 29
HP: 33
--Spiral D.D.T (HCB+K)
LK~HK: 23
--Air Knee Smash (DP+K)

LK: 17
MK: 19
HK: 22
EX: 27
--Air Stampede (ch.D,U+K)

LK: 17
MK: 20
HK: 23
EX: 26

--Slash Elbow (ch.B,F+K)
LK: 14
MK: 17
HK: 20
EX: 22 (11,11)

Chop--F+MP: 16
Flying Cross Crop--(air) D+HP: 17
Headbutt--B+HP: 26
Lariat--F+HP: 19

*SA I-Hyper Bomb (360+P)
73 (20,19,34)
*SA I-Backdrop Bomb (360+P behind foe)
82 (19,16,15,14,18)
**SA II-Boomerang Raid (QCFx2+P)
49 (7,5,6,4,27)
***SA III-Stun Gun Headbutt (QCFx2+P)
25 (5,5,5,10)

--Notes-

<a> Simply tapping HP+HK makes Alex wind his arm 2 times. You can hold HP+HK indefinitely to make Alex keep swinging. For every 2 arm rotations, Alex gets a 10-15% power increase on his next attack. You can have up to 4 of these power-ups, or 8 arm swings for a 40-50% power-up. Like any PA in the game that raises strength, this power-up lasts until you are hit or block a hit, or you make any attack that makes contact with an enemy, no matter if it connects, is blocked or parried. Power-ups can affect the first couple of hits of a combo, but generally after 4-6 hits into the combo it wears off.

 The Stun Gun Headbutt will always dizzy an opponent

****AKUMA (GOUKI in Japan)****

<all> Throws (Seoi Nage F/n; Tomoe Nage B): 16
PA: +40-50% for all attacks except Shun Goku Satsu

Jump 7 xx 19| 5 13 19<a> Jump

Up x xx 17| 5 11 17<a> Toward
-----X-----
(Far) 2 15 20| 4 16 19 (Close)
 x 13 21| 5 16 22/27 (17,5)/(17,10)
-----X-----
 2 13 19
 2 13 19

--Gou Hadouken (QCF+P)
(Far) LP~HP: 8
(close) LP~HP: 14<c>

--Zankuu Hadouken (air QCF+P)
LP~HP: 8

--Shakunetsu Hadouken (HCB+P)
LP: 7
MP: 14(7,7)
HP: 20(7,7,6)

--Gou Shoryuken (DP+P)
LP: 19
MP: 21(14,7)
HP: 24(8,8,8)

--Tatsumaki Senpoo Kyaku (QCF+K)
LK: 14
MK: 17(13,4)
HK: 21(13,4,4)
(air) LK: 11
(air) MK~HK: 22(11,11)<d>

--Hyakki Shuu (DP+K, then...)
nothing: 14
any P: 19
any K: 14
LP+LK: 16

Tenma Kuujin Kyaku--(air) D+MK: 13
Zugai Hasatsu--F+MP: 11(6,5)

*SA I-Messatsu Gou Hadou (QCFx2+P)
40 (7,7,7,7,6,6)
*SA I-Tenma Gou Zankuu (air, QCFx2+P)
44 (8,8,7,7,6,8)
**SA II-Messatsu Gou Shouryuu (QCFx2+P)
53 (5,5,5,5,13,11,9)
***SA III-Messatsu Gou Rasen (QCFx2+K)
53 (10,5,5,4,4,3,3,3,3,2,8)
***SA III-Messatsu Gou Senpoo (air, QCFx2+K)
56 (8,7,7,8,4,3,3,3,3,10)
--Kongou Kokuretsu Zan (D,D,D+2P with MAX meter)
Variable <e>
--Shun Goku Satsu (LP,LP,F,LK,HP with MAX meter)
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--Notes--

<a> These do the same damage as their Jump-Up counterparts, but are still different attacks

 Normally, a close HK will hit twice: once as Akuma is lifting his leg, then

again as he drops it down. For most characters, the second hit strikes their head. But for the "short" characters in the game (Makoto, Oro, Yang, Yun), the second hit misses their heads and strikes their legs, doing less damage (the same as Akuma's standing LK)

<c> If you do the Gou Hadou Ken close enough that Akuma's sprite overlaps his foe's hitbox (or just inside sweep range), it will do increased damage. For a rule of thumb, if the move is close enough to have been comboed, it will do increased damage.

<d> To get the maximum (2) hits out of the MK/HK versions, you must do the move beneath a jumping foe.

<e> The damage of this depends on where your foe is standing. The initial lightning strike does 54 pts. of damage, which is where the bulk of the damage of this move comes from. If this misses, expect around 20-40 pts. of damage. For maximum damage, do the move ****just**** outside of the range of Akuma's far MK for about 80-90 pts. of damage.

****CHUNLI****

<all> Throw (Koshuu Tou): 17

(air) Throw (Ryuusei Raku): 11

PA: +25-33% for all attacks except throws<a>

```
      5 11 19| 5 08 11
      5 11 19| 7 13 16
-----X-----
(far)  2 xx xx| 4 14 16 (close)
      x 13 17| 5 14 17
-----X-----
          2 13 16
          2 13 16
```

--Kikou Ken (HCF+P)

LP~HP: 6

EX: 11

--Hazan Shuu (HCB+K)

LK: 14

MK: 16

HK: 17

EX: 23

--Spinning Bird Kick (ch.D,U+K)

LK: 18(7,4,3,3)

MK: 23(7,3,3,3,3,4)

HK: 27(7,3,3,3,3,3,2,3)

EX: 29(7,5,6,5,6)

--Hyakuretsu Kyaku (Tap K)

LK: Starts at 5

MK: Starts at 5

HK: Starts at 7

Yousou Kyaku--(air) D+MK: 7

Suitotsu Da--(air) D+HP: 16

Souren Shou--B+MP: 14(8,6)

Hakkei--B+HP: 19

Senjou Shuu--F+MK: 11

Tenshin Shuu Kyaku--DF+HK: 16

*SA I-Kikou Shou (QCFx2+P)

45 <17 hits> <c>

**SA II-Houyoku Sen (QCFx2+K)

54 <17 hits> <c>

***SA III-Tensei Ranka (QCFx2+K)

(close) 38 <9 hits> <c>

(far) 20 <1 hit>

--Notes-

<a> Out of ChunLi's 4 possible PAs, only 2 will give you the attack power-up; the one where she shakes her head, or the one where she arches her back

 I simply don't know the maximum amount of hits you can get from this move. I've already broken 4 DC controllers in the past 3 years, and I don't want to break another one just to investigate this further. Sorry.

<c> They're just too fast for me to count the data of each hit @_@

****DUDLEY****

n. Hold (Lever Crusher): 15 (4,3,3,2,2,1)

B/F Throw (Dynamite Throw): 17

PA: 1

PA: +20-25% on all moves except throws

5 10 17

5 08 13

-----X-----

(Hold 3 11 20| 2 08 20 (Standing
Forward) x 14 16| 4 11 17 Close/Far)

-----X-----

2 10 19

4 08 14

--Jet Uppercut (DP+P)

LP: 20

MP: 23

HP: 24(5,19)

EX: 30(8,22)

--Machine Gun Blow (HCF+P)

LP: 15(5,2,8)

MP: 16(5,2,2,7)

HP: 20(5,2,2,2,2,7)

EX: 24(5,2,2,2,2,7,4)

--Ducking Straight (HCF+K, then P)

LP~HP: 23

--Ducking Uppercut (HCF+K, then K)

LK~HK: 25(7,18)

--Short Swing Blow (HCB+K)

LK~HK: 27

EX: 27 (4,4,19)<a>

*SA I-Rocket Uppercut (QCFx2+P)

52 (19,8,7,9,2,1,1,1,1,1,2)

**SA II- Rolling Thunder (QCFx2+P, tap P)

(de) 50 (20,5,5,20)

(**) 58 (20,5,5,4,4,3,3,14)

***SA III-Corkscrew Blow (QCFx2+P)

38 (22,6,5,3,2)

--Notes--

<a> Why you have use meter to do the same damage in 2 extra hits, I dunno. At least the EX SSB is faster.

 Quite a piddly increase in damage for the amount of mashing you have to do, isn't it? I guess every little bit helps, though.

***I might include the Cross Counter in the future, if I can figure out a basic formula for the damage done (Most everyone knows its proportional to the damage taken).

****ELENA****

<any> Throw (Body Slam): 17

PA: 2 (1,1)

```
      7 14 17
      7 13 19(5,14)
-----X-----
      5 12(5,7) 20
      5 13 19
-----X-----
      5 13 16
      5 10 14
```

--Rhino Horn (HCF+K)

LK: 24(5,19)

MK: 29(5,24)

HK: 27(5,22)<a>

EX: 31(6,14,11)

--Mallet Smash (HCB+P)

LK: 22(17,5)

MK: 24(19,5)

HK: 25(20,5)

EX: 25(17,8)

--Spin Scythe (QCB+K, then QCB+K)

LK: 20(8,8-2,2)

MK: 23(8,9-2,3)

HK: 24(9,9-3,3)

EX: (8,8,8 then..)<c>

-nothing (5) 29-total

-QCB+K (2,2) 28-total

-QCB+KK(3,3) 30-total

--Scratch Wheel (DP+K)

LK: 19

MK: 21(13,8)

HK: 23(13,5,5)

EX: 29(14,5,5,5)

--Lynx Tail (RDP+K)

LK: 8

MK: 18(10,8)

HK: 18(11,1,5)<d>

EX: 19(11,1,1,1,5)

Handstand Kick--F+MP: 14

Handstand Whip--F+MK: 11

Round Arch--B+HK: 20

Sliding--DF+HK: 14

*SA I-Spinning Beat (QCFx2+K)

43 (7,4,6,4,7,8,7)

**SA II-Brave Dance (QCFx2+K)

56 (17,12,11,3,3,2,2,2,2,2)

--Notes--

<a> That's not a typo. The HK Rhino Horn really does do less damage than the MK Rhino Horn. Elena's special moves..have really weird properties..

 Weird.

<c> See .

<d> See <c>.

**Healing gives approximately 1/3 of Elena's lifebar back, I believe.

****HUGO****

n. Throw (Neck Hanging Tree): 17

F/B Throw (Body Slam): 23

PA (tap): +16-20% on all attacks except (normal, special, SA) throws

PA (hold): +16-20% on all attacks

```
      5 14 20
      8 14 19
-----X-----
      5 17 24
      7 16(10,6) 22
-----X-----
      4 13 16
      5 14 24
```

--Giant Palm Bomber (QCB+P)

LP: 16

MP: 18

HP: 20

EX: 29(2,8,19)

--Monster Lariat (QCF+K)

LK: 22

MK: 23

HK: 24

(de?)EX: 23<a>

--Ultra Throw (HCB+K)

LK~HK: 10

--Moonsault Press (360+P)

LP: 35

MP: 37

HP: 41(!)

--Meat Squasher (360+K)

LK~HK: 23

--Shutdown Backbreaker (DP+K)

LK~HK: 26

Body Press--(air) D+HP: 14

F+HP: 23

*SA I-Gigas Breaker (720+P)

84(!) (26,24,34)

**SA II-Megaton Press (QCFx2+K)

62 (10,52)

***SA III-Hammer Mountain (QCFx2+P, can hold)

53 (11,12,10,7,13)

--Notes--

<a> According to Kao Megura's FAQ, you can hold this to do more damage. This is correct, but I need to test this more to find out exactly how the increase is based in relation to holding time

****IBUKI****

<any> Throw (Yamitsuzura): 17

(air) Throw (Tobizaru): 21

PA: 1

PA: +40-50%(!) on all attacks. You must connect with the PA to get the power-up.

7 11 xx| 8 11 17

7 10 16| 5 10 13

-----X-----

(far) 3 xx 20(10,10)| 4 10 16(8,8) (close)

x xx 16| 2 14 15 (7,8)

-----X-----

2 10 16

2 10 14

--Kunai (air QCF+P)

LP~HP: 7

EX: 15(8,7)

--Kubi Ori (QCF+P)

LP~HP: 22

EX: 27(7,8,12)

--Kazakiri (DP+K)

LK: 15(5,2,8)

MK: 19(7,2,10)

HK: 23(8,2,2,11)

EX: 22(8,2,2,10)

--Hien (RDP+K)

LK: 15(5,10)

MK: 17(5,12)

HK: 20(5,15)

EX: 26(5,21)

--Raida (HCB+P)

LP: 23

MP: 24

HP: 26

--Tsumuji (QCB+K)

LK: 15(8,7)

MK: 21(8,7,6)

HK: 26(8,7,11)

EX: 29(7,7,6,9)

You Men--B+MP: 11(4,7)

Maki Geri--F+LK: 2

Ura Maki Geri--B+MK: 10

Koube Kudaki--F+MK: 11

Inazuma Kakato Wari-B+MK: 17(8,9)

" " " " "-Hold MK: (16-8)

Fumikomi Mae Geri-F+MK: 11

Shiden Kakato Otoshi-F+HK: 17

*SA I-Shouryuu Reppa (QCFx2+P)

55 (11,6,7,8,4,3,3,3,3,3,2,2)

**SA II-Shinryuu Ken (QCFx2+K, tap K)

(de) 54 (12,11,8,2,7,2,5,2,5)

(**) 68 <15 hits>

***SA III-Shippu Jinrai Kyaku

40 (11,5,5,5,4,2,2,2,4)

--Notes--

<a> To get the maximum hits, do the move just beneath a jumping opponent

 It's impossible for me to mash this hard and continuously pause the game to count each hit. Sorry.

****MAKOTO****

n. Throw (Tacchuu): 13

B/F Throw (Araiso): 17

PA: 1

PA: +25-33% for the first pose, +50-60%(!!) if you hold to the second pose

7 11 19| 7 10 22

x xx xx| 8 13 19

-----X-----

(Hold 3 12 26(22,2,2)| 4 11 17 (close/far)

Forward) 5 14 17| 5 13 19

-----X-----

2 10 14

4 13 19

--Hayate (QCF+P)

LP~HP: 16

EX: 23

(Hold) LP~HP .5 sec: 17<a>

(Hold) LP~HP 1 sec: 19<a>

(Hold) LP~HP 2 sec: 20<a>

--Fukiage (DP+P)

LP: 15

MP: 18

HP: 21

EX: 20

--Oroshi (QCB+P)

LP: 14

MP: 16

HP: 20

EX: 23

--Karakusa (HCB+K)

LK~HK: 4

--Tsurugi (air QCB+K)

LK: 20

MK: 22

HK: 23

EX: 25(11,14)

*SA I-Seichuusen Godanzuki (QCFx2+P)

69 (22,5,4,4,33)

**SA II-Abare Tosanami (QCFx2+K)

49 (14,5,10,20)

**SA III-Tanden Renki (QCFx2+P)

+75%(!!!) to all attacks for about 10 secs. Cannot block in this mode.

--Notes--

<a>Simply pressing the button does the default Hayate. Holding for at least .5 sec (When Makoto finishes saying "Ikuze yo!") will increase the damage by a point. Holding for at least 1 second (when Makoto's clothes start blowing) will increase the damage even more. For maximum damage, hold about 2 seconds (around the time her clothes have been blown 4 times) or until Makoto performs the move without you releasing the button.

Not only does her SA III power her up an insane amount, but it is actually cumulative with her PA power-up! Taunt until her second pose while in Tanden Renki mode to make your next attack do around DOUBLE damage or even MORE! Her F+HP can do around 70 pts. of damage with this! One simple command attack, as strong as a Hyper Bomb!

****NECRO****

n/F Throw (Shoulder Slam): 17

B Throw (Frankensteiner): 14

<any> Throw behind foe: 29(!)

PA: 3 (1,1,1)

PA: +25-33% to all attacks except throws

4 10 xx| 5 11 14

x xx xx| 4 10 17

-----X-----

(Hold 7 10 19| 4 07 14 (Close/Far)

Back) 6 11 20| 5 10 16

-----X-----

4 08 13

5 08 14

--Flying Viper (QCB+P)

LP: 17

MP: 20

HP: 23

EX: 28(11,17)

--Rising Cobra (QCB+K)

LK: 19

MK: 22

HK: 24

--Tornado Hook (HCF+P)

LP: 16(7,9)

MP: 18(7,11)

HP: 20(7,7,6)

EX: 32(7,7,6,6,6)

--Snake Fang (HCF+K)

LK: 20

MK: 22

HK: 23

--German Suplex (HCF+K behind opponent)<a>

LK: 29 <2 hit>
MK: 28 <3 hit>
HK: 28 <3 hit>

--E-M Blast (DP+P)<c>

LP: 8
MP: 24(8,8,8)
HP: 38(8,8,8,7,7)

--Drill Kick (air D+K)

LK: 8(7,1)
MK: 10(8,2)
HK: 13(11,2)

Elbow Cannon-DB+HP: 20

*SA I-Magnetic Storm (QCFx2+P, tap P)

(de) 34 (23,4,5,2)

(**) 52 <10 hits>

**SA II-Slam Dance (QCFx2+P)

66 (17,16,33)

***SA III-Electric Snake (QCFx2+P)

39 (14,13,12)

--Notes-

<a> Despite having the same name, same animation, and doing pretty much the same damage, this is still different from the other German Suplex (longer range).

 Odd that the MK/HK versions do 1 point less damage and have one more hit, when they are exactly the same otherwise with the LK version. I guess the extra hit causes damage reduction in the combo, but I don't why Capcom bothered to make the moves have extra hits. In short, the MK and HK German Suplexes are worthless, just use LK.

<c> Despite what Kao Megura's FAQ, the DC instruction manual, and just about everyone else says, I don't believe mashing punch during the E-M Blast adds hits or damage. I'm not that great at mashing, so if anyone can get more hits/better damage of these let me know. I've tested this by releasing, tapping, holding, and mashing P, and the damage & hits seem to be constant

****ORO****

n/F Throw (Kubi-jime Kataguruma): 15

B Throw (Tomoe Nage): 17

(air) Throw (Kuuchuu Jigoku Guruma): 26

8 16 20| 8 14 19(14,5)

x 16 20| 8 14 17

-----X-----

(far) 4 11 xx| 5 9(5,4) 18(8,10) (close)

5 14 xx| 5 16 17

-----X-----

4 09 17

2 11 14

--Nichirin Shou (ch.B,F+P)

LP~MP: 7

HP: 8

EX: 14(7,7)

--Oni Yanma (ch.D,U+P)

LP: 20

MP: 23

HP: 25(17,8)
EX: 29(10,8,8,3)

--Niou Riki (HCB+P)
LP: 19(5,5,9)
MP: 23(7,7,9)
HP: 25(8,8,9)

--Jinchuu Watari (QCF+K)
LK: 14(7,7)
MK: 16(8,8)
HK: 18(10,8)
EX: 28(9,9,10)

--Hitobashira Nobori (air QCF+K, tap K)
(de)LK~HK: 14(5,5,2,2)
(**)LK~HK: 18(5,5,2,2,2,2)
(de)EX: 18(6,6,3,3)
(**)EX: 30(6,6,3,3,3,3,2,2,2)

Mawashi Hiji-F+MP: 13

*SA I-Kishin Riki (QCFx2+P, then P)

46 (5,5,5,4,4,3,3,3,14)

*SA I-Kishin Kuuchuu Jigoku Guruma (QCFx2+P, then (air) P)

43 (8,8,7,20)

*SA I-Kishin Tsui (QCFx2+2P)

58

**SA II-Yagyou Dama (QCFx2+P)

28 (8,7,7,6)

**SA II-Yagyou Oodama (QCFx2+2P when at MAX)

80 <12 hits><a>

***SA III-Tengu Ishi (QCFx2+P)

For 10 game seconds, 3 items will assist your attacks, worth 2 or 5 pts. each

***SA III-Tengu Midare Ishi (QCFx2+2P)

For 5 game seconds, 5 items will assist your attacks, worth 2 or 5 pts. each

--Notes--

<a> To get the max hits, do the SA about three-fourths of the screen away

 Now this is real interesting. There are several properties of the Tengu Ishi

you might not know about. The Tengu Midare Ishi can shield you from attacks

while you're standing still, but not the regular Tengu Ishi. For every attack

you make, the 3 or 5 items will add an extra hit each. What items you get seem

to randomly chosen each time. But, not all of the items are of equal strength:

Worth 2 points of damage--toy robot, brick, dinosaur figurine, small boulder,

flat piece of pavement

Worth 5 points of damage-big boulder, chunky piece of pavement

The big boulder is, well, bigger than the small boulder. The flat piece of

pavement is longer; the chunky pavement has a rocky backside and has a pipe

sticking out of it, I believe.

I tried to test to see if there was a repeated pattern of what pieces of junk

you get, but I couldn't find anything. I don't think it's possible to get 3 or 5

5-pointers (big boulder, chunky pavement) in any one super, though. I also had a

theory that the stage you fight on affects the probability of what junk you get,

but I found that it really doesn't. If anyone finds any other junk while using

the Tengu Ishi, let me know.

****Q****

n Throw (Seize and use Knees): 16

B/F Throw (Depraved Impact): 20

```
5 xx xx| 5 14 19
x xx xx| 5 13 21
-----X-----
4 xx xx| 5 13 19 (close)
(far) x 16 xx| 5 14 22
-----X-----
2 13 17
2 11 19
```

--Dashing Head Attack (ch.B,F+P)

LP: 17
MP: 20
HP: 22
EX: 23

--Dashing Overhead Attack (ch.B,F+hold P)

LP: 14
MP: 16
HP: 19

--Dashing Leg Attack (ch.B,F+hold K)

LK: 16
MK: 18
HK: 20

--High Speed Barrage (QCB+P)

LP~HP: 20(7,7,6)
EX: 32(4,4,5,5,5,4,5)

--Capture & Deadly Blow (HCB+K)

LK: 16
MK: 17
HK: 19

B+MP: 14
B+HP: 17
B+HK: 20

*SA I-Critical Combo Attack (QCFx2+P)

52 (11,10,9,8,14)

**SA II-Deadly Double Combination (QCFx2+P)

67 (22,45)

***SA III-Total Destruction (QCFx2+P, then..)

QCF+P- 51

QCF+K- 68

--Notes--

**Q does NOT suck!

****REMY****

n Throw (Crazed Waltz): 13

F/B Throw (Disturbed Contour): 19

```
5 10 18
7 13 17
-----X-----
(far) 2 08 16| 4 10 17 (close)
4 11 19| 5 13 18(11,7)
-----X-----
```

2 08 14

4 08 14

--Light of Virtue (ch.B,F+P/K)

LP~HK: 8

EX: 16(8,8)

--Rising Rage Flash (ch.D,U+K)

LK: 17

MK: 19

HK: 20

EX: 26(17,9)

--Cold Blue Kick (QCB+K)

LK~HK: 17

EX: 22(13,9)

Pure Needle-F+MK: 11

*SA I-Light of Justice (QCFx2+P)

43 (8,7,7,6,6,5,4)

**SA II-Supreme Rising Rage Flash (QCFx2+K)

51 (14,5,5,7,3,2,3,3,3,6)

***SA III-Blue Nocturne (QCFx2+K)

49-57 <7 hits><a>

--Notes--

<a> To get the full hits, your foe must be on the ground. I don't think the strength of the attack countered affects the damage done, unlike Dudley's Cross Counter.

****RYU****

n/F Throw (Seoi Nage): 17

B Throw (Tomoe Nage): 16

8 14 20| 7 13(7,6) 20

x xx 19| 7 13 17

-----X-----

(far) 2 14 19| 4 16 19 (close)

x 13 xx| 5 16 20

-----X-----

2 13 19

2 11 19

--Hadouken (QCF+P)

LP~HP: 8

EX: 16(8,8)

--Shouryuuken (DP+P)

LP: 20

MP: 22

HP: 24

EX: 27(16,11)

--Tatsumaki Senpoo Kyaku (QCB+K)

LK: 19

MK: 22

HK: 24

EX: 28(7,6,6,5,4)

(air)LK: 14

(air)MK: 16
(air)HK: 17
(air)EX: 25(5,5,5,5,5)

--Joudan Sokutou Geri (HCF+K)

LK: 17
MK: 20
HK: 23
EX: 17

Sakotsu Wari-F+MP: 12(5,7)
Kyuubi Kudaki-F+HP: 20(10,10)

*SA I-Shinkuu Hadouken (QCFx2+P)

42 (10,9,8,8,7)

**SA II-Shin Shouryuuken (QCFx2+P)

76 (8,27,25,16)

If initial strike misses- 26 (5,5,5,4,4,3)<a>

***SA III-Denjin Hadouken (QCFx2+P or hold P)

No charge: 8

Level 1: 16 (8,8)

Level 2: 23 (8,8,7)

Level 3: 30 (8,8,7,7)

MAX Level: 36 (8,8,7,7,6)

--Notes--

<a> If your opponent isn't close enough during the start of the super, Ryu will simply do this 6-Hit Shouryuuken

 Pressing, rather than holding P will create the no charge version.

Holding P until the super flash ends will result in Level 1.

Holding P until the ball covers Ryu's gloves will result in Level 2.

Holding P until the ball covers Ryu's forearms will result in Level 3.

Holding P until Ryu does the move on his own will result in the MAX Level.

****SEAN MATSUDA****

n/F Throw (Seoi Nage): 17

B Throw (Tomoe Nage): 20

PA: 1

5 xx 19| 7 13 19

x xx 19| 7 13 16

-----X-----

(far) x 11 17| 2 13 17 (close)

x xx 17| 4 13 21

-----X-----

2 11 17

2 10 17

--Sean Tackle (HCF+hold P)

LP~HP: 24(13,11)

EX: 32(5,5,5,5,12)

--Dragon Smash (DP+P)

LP~HP: 19

EX: 25(13,12)

--Tornado (QCB+K)

LK: 14(7,7)

MK: 20(7,7,6)

HK: 22(7,5,5,5)

EX: 23(8,5,5,5)

--Ryuubi Kyaku (QCF+K)

LK~HK: 17

EX: 19(10,9)

Rolling Sobat-F+HK: 13

Sean Headbutt-F+HP: 18(8,10)

*SA I-Hadou Burst (QCFx2+P)

32

**SA II-Shoryu Cannon (QCFx2+P, tap P)

(de) 30 (11,6,5,4,4)

(**) 53 <14 hits>

***SA III-Hyper Tornado (QCFx2+P)

61 (2,5,7,7,6,6,5,5,4,4,4,6)

--Notes--

If anyone can get any more hits/damage out of the Shoryu Cannon, let me know

****TWELVE****

n Throw (H.U.G)<Hug>: 12

F Throw (F.L.G)<Flog>: 17

B Throw (T.R.W)<Throw>: 17

4 10 xx| 5 11 14

x xx xx| 5 10 17

-----X-----

(far) x 09 xx| 4 10 16 (close)

x xx xx| 5 10 14

-----X-----

4 08 14(5,5,4)

5 08 13

--N.D.L <Needle> (QCF+P)

LP~HP: 8

EX: 11(7,4)

--A.X.E <Axe> (QCB+P, tap P)

LP: 8(4,4)

(de)MP: 13(5,4,4)

(**)MP: 17(5,4,4,4)

(de)HP: 17(7,5,5)

(**)HP: 27(7,5,5,5,5)

(de)EX: 18(8,5,5)

(**)EX: 32(8,5,5,5,5,4)

(air)LP: 10(4,3,3)

(air)(de)MP: 13(5,4,4)

(air)(**)MP: 16(5,4,4,3)

(air)(de)HP: 15(7,4,4)

(air)(**)HP: 19(7,4,4,4)

(air)(de)EX: 16(8,4,4)

(air)(**)EX: 24(8,4,4,4,4)

--D.R.A <Drop Attack> (QCB+K)

LK~HK: 16

EX: 17(10,7)

B.M.K <Back Medium Kick>-B+MK: 11<a>

*SA I-X.N.D.L. (QCFx2+P)

52 (8,8,7,7,6,6,5,5)

**SA II-X.F.L.A.T. (air QCFx2+P)

60 (4,4,3,3,3,2,2,2,2,2,2,2,1,8,7,7,3,3)

***SA III-X.C.O.P.Y (QCFx2+P)

Twelve gets a 25-33% power-up on all attacks except projectiles based on the person he is copying<c>

--Notes--

<a> This is the official name of the move, which proves that Capcom doesn't use the "Jab Strong Fierce" notations.

 You really get a deeper appreciation for how cool this move is when you watch each hit countless times in slow-motion :)

<c> For example, if Twelve copies Ryu and does a HP, its damage would be based on Ryu's normal HP, not Twelve's, and would be about one-fourth to one-third stronger than Ryu's HP. Considering all that you have to give up to use X.C.O.P.Y, this attack increase is pretty low. But it makes up for it somewhat, as you get increased defense (I'll have to investigate to see how much) AND you can keep any PA power-ups you do even when you revert back to regular old Twelve.

I.E. X.C.O.P.Y Hugo and do 4 PA to have increased defense for the rest of the round, or X.C.O.P.Y Makoto, do the second pose of her PA just before the super timer runs out and have 50-60% on your next attack as Twelve.

****URIEN****

n Throw (Destroy Claw): 12

F/B Throw (Spartan Bomb): 20

PA: 1

PA: +25-33% for all attacks but throws, if the PA knocks downs your foe, you don't get the power-up.

```
7 13 19
7 13 19
-----X-----
2 11 19
4 11 13/18(11,7)<a>
-----X-----
2 08 15(10,5)
2 10 14
```

--Metallic Sphere (QCF+P)

LP~HP: 10

EX: 22(11,11)

--Chariot Tackle (ch.B,F+K)

LK: 17

MK: 19

HK: 22

EX: 24(13,11)

--Violence Knee Drop (ch.D,U+K)

LK~HK: 16

EX: 19(4,15)

--Dangerous Headbutt (ch.D,U+P)

LP: 17

MP: 19

HP: 20

EX: 22(11,11)

Quarrel Punch-F+MP: 11
Quarrel Kick-F+MK: 13
Terrible Smash-F+HP: 17

*SA I-Tyrant Slaughter (QCFx2+P)
58 (7,11,6,9,25)
**SA II-Temporal Thunder (QCFx2+P)
39 (10,9,7,7,6)
***SA III-Aegis Reflector (QCFx2+P/2P)
19 (4,4,3,3,3,2)

--Notes--

<a> You must be -VERY- close to get Urien's 2-hit, 18 point standing HK.
 Any projectile that is reflected does 1 point less damage if it hits your foe.

****YANG LEE****

n Throw (Hiza Geri): 21
F Throw (Youhon Shiun): 17
B Throw (Monkey Flip): 17
PA: 1
PA: +33% to all attacks but throws

```
      x xx 17| 5 11 14
      x xx xx| 5 10 16
-----X-----
(far)  x 07 17| 2 08 12(3,9) (close)
      x 11 xx| 4 11 14
-----X-----
          2 10 14(7,7)
          4 07 13
```

--Tourou Zan (QCF+Px3)

LP: 20 (4,4,12)
MP: 23 (5,5,13)
HP: 24 (5,6,13)
EX: 30 (5,7,6,6,6)

--Senkyuutai (QCF+K)

LK: 18 (11,7)
MK: 19 (11,8)
HK: 20 (11,9)
EX: 27 (13,2,12)

--Byakko Soushouda (QCB+P)<a>

LP~HP: 22

Raigeki Shuu-(air)DF+K: 10
Senpuu Kyaku-F+MK: 11
<chain combo>-MP, HP, B+HP: 22 (8,7,7)

*SA I-Raishin Mahaken (QCFx2+P)
62 (13,9,6,5,8,7,14)
**SA II-Tenshin Senkyuutai (QCFx2+K)
42 (14,2,3,3,11,4,5)
***SA III-Seiei Enbu (QCFx2+P)

Two shadows follow Yang and can add one extra hit to each attack Yang makes. The shadows each deal approximately 10-16% of the damage that Yang does.

--Notes--

<a> You can do this move with 2P. The 2P version does no damage; it's meant to fake out your foe.

 The shadows do not benefit from Yang's PA power-up.

****YUN LEE****

n Throw (Hiza Geri): 21

F Throw (Monkey Flip): 17

B Throw (Monkey Flip): 19

PA: 1

PA: Simply pressing HP+HK makes Yun twirl his hat once, which gives him a whopping 1 point increase to any attack. Holding HP+HK makes him keep twirling his hat indefinitely. For up to 7 twirls, you can compound these increases. But for 8 twirls, you get a 50-60%(!) increase on all of Yun's attacks!

x xx 17| 5 11 14

x xx xx| 5 10 16

-----X-----

(far) x 07 19| 2 08 12(5,7) (close)

x 11 xx| 5 11 14

-----X-----

2 10 14(4,10)

4 07 13

--Zesshou Hohou (QCF+P)

LP: 14

MP: 16

HP: 17

EX: 22(8,14)

--Kobokushi (QCB+P)<a>

LP~HP: 26

--Tetsuzan Kou (DP+P)

LP: 16

MP: 18

HP: 20

EX: 22(11,11)

--Nishou Kyaku (DP+K)

LK: 18(11,7)

MK: 19(11,8)

HK: 20(11,9)

EX: 23(11,12)

Raigeki Shuu-(air)DF+K: 10

Senpui Kyaku-F+MK: 11

Dakai-F+HP: 20

<chain combo>-MP, HP, B+HP: 22(8,7,7)

*SA I-You Hou (QCFx2+P)

53 (8,16,29)

**SA II-Sourai Rengeki (QCFx2+P)

43 (10,9,6,5,4,9)

SA III-Genie Jin

(see notes)

--Notes--

<a> See Yang's section. I'm too lazy to repeat it again.

 At first I thought there was a consistent % of power Yun's attacks lost in this mode, but I was wrong. Some attacks lose a little power, some lose over

half, some don't lose at all, and one becomes even stronger! Not to mention the fact that most of his moves gain entirely new properties! For these all reasons, I decided to just give "Genei Yun" his own section.

****YUN LEE (Genei-Jin style)****

n Throw (Hiza Geri): 28(!)

F Throw (Monkey Flip): 17

B Throw (Monkey Flip): 17

PA: <same as Yun>

x xx 17| 5 11 14

x xx 16| 5 10 13

-----X-----

(far) x 05 08| 2 05 10(5,5)

x 05 xx| 4 04 07

-----X-----

2 5 12(7,5)

2 4 07

--Zesshou Hohou (QCF+P)<a>

LP~HP: 13(5,4,4)

--Kobokushi (QCB+P)

LP~HP: 17

--Tetsuzan Kou (DP+P)

LP: 10(5,5)

MP~HP: 13(5,8)

-Nishou Kyaku (DP+K)

LK~HK: 10(5,5)

Raigeku Shuu-(air)DF+K: 8

Senpuu Kyaku-F+MK: 11

Dakai-F+HP: 8<c>

--Notes--

<a> Won't knock down, unlike regular Yun's version of the move

 Ditto

<c> One reason why this move may have lost so much power is the fact that you can juggle someone repeatedly with it in the corner. The odd thing is, while in the right corner I can juggle someone 6-7 times with repeated F+HPs, in the left corner I can only do 2 in a row before they fall.

**In general, Genei Yun's moves are all faster, comboable, and can be used to juggle.

****GILL****

n Throw (Impact Claw): 27

B/F Throw (Guilty Bomb): 29

PA: +50% for all attacks. However, if hit while doing his PA, Gill takes DOUBLE damage from ANY attack! 0_0

8 14 20

8 14 20

-----X-----

5 16 23

5 14 16

-----X-----

2 11 22(14,8)

2 13 19

--Pyro/Cryo-kinesis (QCF+P)

LP~HP: 10

--Cyber Lariat (DP+P)<a>

(close) 29

(far) 11

--Moonsault Knee Drop (HCB+K)

LK~HK: 27(8,19)

--Psycho Headbutt (QCB+P)

LP~HP: 19

Palm Upper-B+MP: 17

Step Kick-F+MK: 14

**SA II-Meteor Strike (QCFx2+P)

variable

**SA III-Seraphic Wing (QCFx2+K)

96 <20 hits>

--Notes--

<a> The close version will also knock down a foe. The far version won't knock down, but instead covers a foe with fire or ice, stunning them long enough so that Gill can recover from the move with impunity (cheap!)

 A total of 16 meteors fall in this super, 8 fire and 8 ice (by my count). I believe it's impossible all 16 meteors to connect, even on Hugo. The most I can is 13. Each meteor is worth 11 points to begin with, then after every second meteor that connects, the damage reduced down (by the combo), until 5 points for the last meteors.

B) Most Damaging Lists:

Just for fun, and quick reference, I figured I'd highlight some of the most damaging moves in the game.

---TOP 10 MOST DAMAGING (NORMAL) THROWS (air/B/n/F+HP+HK)---

#1<29-tie> Necro's German Suplex (n/F behind foe)

#1<29-tie> Gill's Guilty Bomb (B/F)

#3<28> Yun's "Genei-Jin style" Hiza Geri (n)

#4<27> Gill's Impact Claw (n)

#5<26> Oro's Kuuchuu Jigoku Guruma (air)

#6<23> Hugo's Body Slam (B/F)

#7-10<21> Ken(n), Yun(n), Yang(n), Ibuki(air)

---TOP 10 MOST DAMAGING NORMAL MOVES (without power-ups)---

#1<27> Akuma's close standing HK

#2<24-tie> Hugo's close standing HP

#2<24-tie> Hugo's crouching HK

#4<23> Gill's standing HP

#5<22-tie> Alex's standing HK

#5<22-tie> Hugo's standing HK

#5<22-tie> Ken's standing HK

#5<22-tie> Makoto's jump-forward HP

#5<22-tie> Q's standing HK

#5<22-tie> Gill's crouching HP

---TOP 10 MOST DAMAGING COMMAND MOVES (w/o power-ups)---

#1<26-tie> Alex's B+HP

#1<26-tie> Makoto's F+HP
#3<23> Hugo's F+HP
#4<20-tie> Dudley's F+HP
#4<20-tie> Elena's B+HK
#4<20-tie> Necro's DB+HP
#4<20-tie> Q's B+HK
#4<20-tie> Ryu's F+HP
#4<20-tie> Yun's F+HP
#10<19-tie> Alex's F+HP, ChunLi's B+HP, Ibuki's F+HK

---TOP 10 MOST DAMAGING SPECIAL MOVES (w/o power-ups)---

#1<41> Hugo's HP Moonsault Press (360+P)
#2<38> Necro's HP E-M Blast (DP+P)
#3<33> Alex's HP Power Backdrop (HCB+P behind foe)
#4<29-tie> Alex's HP Power Bomb (HCB+P)
#4<29-tie> Elena's MK Rhino Horn (HCF+K)
#4<29-tie> Necro's German Suplex (HCF+K behind foe)
#4<29-tie> Gill's close Cyber Lariat (DP+P)
#8<27-tie> ChunLi's HK Spinning Bird Kick (ch.D,U+K)
#8<27-tie> Dudley's Short Swing Blow (HCB+K)
#8<27-tie> Gill's Moonsault Knee Drop (HCB+K)
#8<27-tie> Twelve's (***)HP A.X.E (QCB+P, tap P)

---TOP 10 MOST DAMAGING EX MOVES w/o power-ups)---

#1<33-tie> Ken's (air) Tatsumaki Senpū Kyaku (air QCB+2K)
#2<32-tie> Necro's EX Tornado Hook (HCF+2P)
#2<32-tie> Q's EX High Speed Barrage (QCB+2P)
#2<32-tie> Sean's EX Sean Tackle (HCF+2P)
#2<32-tie> Twelve's (air)(**) EX A.X.E (air QCB+P, tap P)
#6<31> Elena's EX Rhino Horn (HCF+2K)
#7<30-tie> Dudley's EX Jet Uppercut (DP+2P)
#7<30-tie> Elena's EX Spin Scythe (QCB+2Kx2)
#7<30-tie> Yang's EX Tourou Zan (QCF+2Px5)
#10<29-tie> ChunLi's EX Spinning Bird Kick (ch.D,U+2K)
#10<29-tie> Elena's EX Scratch Wheel (DP+2K)
#10<29-tie> Hugo's EX Giant Palm Bomber (QCB+2P)
#10<29-tie> Ibuki's EX Tsumuji (QCB+2K)
#10<29-tie> Oro's EX Oni Yanma (ch.D,U+2P)

---TOP 10 MOST DAMAGING SUPER ARTS w/o power-ups and non-variable)---

#1<96> Gill's Seraphic Wing
#2<84> Hugo's Gigas Breaker
#3<82> Alex's Backdrop Bomb
#4<80> Oro's Yagyou Oodama
#5<76> Ryu's Shin Shoryuken
#5<73> Alex's Hyper Bomb
#6<71> Akuma's Shun Goku Satsu
#7<69> Makoto's Seichūsen Godanzuki
#8<68-tie> Ken's (***) Shinryuken
#8<68-tie> Q's Total Destruction (QCF+K)
#10<67> Q's Deadly Double Combination

V: FUTURE FEATURES/WHAT CAN YOU DO TO MAKE THIS FAQ BETTER?

This is my first FAQ, and so I'm always open for constructive criticism. You're free to tell me I stink or have something wrong in this FAQ, as long as you explain what corrections need to be made in order to make this FAQ better. If there are other features you want to see, like data damage for all the target

combos in the game, or maybe just a certain combo, then I'll post it here if there is enough demand for it. Keep in mind that I will not put data damage for anything I can't pull off myself to verify. So if I can't do the combo for any reason (it doesn't work for the DC version, or my own personal lack of skill), then it will not be in this FAQ. Also, unblockables or glitches from the arcade version have no place in this FAQ, either.

Feedback is necessary for this FAQ to be as interesting or useful as possible. If you have any complaints, comments, compliments, or corrections, the best way to reach me is to post at the GameFAQs Dreamcast SF3: Third Strike or Fighting Game message boards. You WILL reach me much faster that way rather than e-mailing me, trust me. I very rarely check my e-mail, so if you want a prompt response, use the boards. If you insist on e-mailing me, make sure you clarify in your subject line that your mail is related to the FAQ, and do use civil and legible language, otherwise I'll most likely delete or block your mail. I would also prefer it if you do not e-mail regarding minor corrections (typos, a correction on a single move, etc.), but instead bring it to the boards.

VI: CREDITS/THANKS

--To Kao Megura, for move names, commands, translations, and great FAQs.

--To Phil Stroffolino, for information on dizzies from his Street Fighter 2 FAQ

--To Erik Suzuki/the authors of the NA DC instruction manuals, for making more sensible names for Makoto, Q, and Remy's moves @_@

--To YOU, for reading this and keeping the 2-D fighting genre alive!

--To all arcades which carry a (working version) of Third Strike, or any Capcom/SNK Playmore/Sammy game for also keeping the 2-D fighting genre alive

--To Sega, for damn good hardware in the NAOMI and Dreamcast

--To Capcom, for a damn good game

--To CJayC, for a damn good website

--To my parents, for their help

--To God, for everything

Sayounara, adios, bye-bye!

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