

Street Fighter III: Third Strike Fighting Guide

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Updated on Dec 12, 2000

STREET FIGHTER III: 3rd STRIKE
Fight for the Future (arcade version)

A comprehensive Street Fighting guide, written by SAL

FIGHTING LINGUISTICS - the meanings of abbreviations explained
PUNCHING (from weakest to strongest): Jab, Strong, Fierce; "Punch"=Any Punch button, "3Punch"=All Punch buttons

KICKING (from weakest to strongest): Short, Forward, Roundhouse; "Kick"=Any Kick button, "3Kick"=All Kick buttons

JOYSTICK MOVEMENTS: U=up, D=down, F=forward (towards opponent), B=backward (away from opponent), DF=down/forward, DB=down/back, 360=circle, 720=double circle

SEQUENCE COMMANDS: A comma (,) indicates that the two adjacent commands must be input one after another.

SIMULTANEOUS COMMANDS: A plus (+) indicates that the two adjacent commands must be input at the same time.

CHARGING: "charge" indicates you must hold the direction for at least one second before entering the next command.

BUTTON HITTING: "repeatedly" indicates that hitting the button continuously will affect the move in some way (usually by scoring more hits).

BUTTON HOLDING: "hold" indicates that holding the button down will affect the move in some way.

AERIAL MOVES: "(while jumping)" indicates that the move can only be performed while the character is jumping.

OPTIONAL AERIAL MOVES: "(air or ground)" indicates that the move can be done either while jumping or standing.

THROWS: "(when close)" indicates that the move cannot be blocked, but you must be very close to your opponent in order for it to connect.

SUPER ART (selection): Roman numerals indicate which of the three Super Arts it is in the list (I, II, or III).

SUPER ART (charges): Arabic Numerals indicate how many times the Art can be charged up (1, 2, or 3 times).

EX SUPER ARTS: "(at max. level)" indicates your Super Art bar must be fully charged the maximum number of times before you can use this move.

STREET FIGHTING BASICS - what every aspiring world warrior should know

HIGH PARRY: Tap forward on the joystick as you are about to be hit with a high-hitting attack.

LOW PARRY: Tap down on the joystick as you are about to be hit with a low-hitting attack.

AERIAL PARRY: Tap forward on the joystick as you are about to get hit while jumping.

RED PARRY: Perform a parrying technique while blocking an attack.

DASHING: Tap forward, forward on the joystick to dash towards your opponent, or back, back to dash away.

HIGH JUMP: Tap down, up on the joystick.

THROWING: Press Jab + Short together when close to the opponent.

OVERHEAD ATTACK: Press Strong + Forward together.

TAUNTING: Press Fierce + Roundhouse together. Holding down the buttons will control the duration of some characters' taunts.

KNOCKDOWN RECOVERY: Tap down on the joystick while falling to roll to your

feet.

EX SPECIALS: Some special attacks can be enhanced by executing them using two Punch or Kick buttons instead of one. Doing this uses up some of your Super Art energy.

EXTRA COSTUME COLOR: Select your character by pressing Jab + Forward + Fierce.

LEVEL 4 BONUS STAGE: Hold down + 3Kick or up + 3Punch directly before the basketball bonus stage begins. Each of these codes results in a different level 4 bonus stage.

LEVEL 5 BONUS STAGE: Hold down + Jab + Forward + Fierce or up + Short + Strong + Roundhouse directly before the basketball bonus stage begins. Each of these codes results in a different level 5 bonus stage.

ALEX (America) - the young blood

SPECIAL ATTACKS:

Flash Chop: D,DF,F + Punch

Power Bomb: F,DF,D,DB,B + Punch (when close)

Air Stampede: charge D,U + Kick

Elbow Slash: charge B,F + Kick

Rising Knee Smash: F,D,DF + Kick

Spiral DDT: F,DF,D,DB,B + Kick

Flying Cross Chop: D + Fierce (while jumping)

SUPER ARTS:

I. (1) Hyper Bomb: 360 + Punch (when close)

II. (2) Boomerang Raid: D,DF,F,D,DF,F + Punch

III. (1) Stun Gun Headbutt: D,DF,F,D,DF,F + Punch

SEAN (Brazil) - the cannonball kid

SPECIAL ATTACKS:

Sean Tackle: B,DB,D,DF,F + hold Punch

Tornado Kick: D,DB,B + Kick

Ryubi-Kyaku: D,DF,F + Kick

Dragon Smash: F,D,DF + Punch

Zenten: D,DB,B + Punch

SUPER ARTS:

I. (3) Hado-Burst: D,DF,F,D,DF,F + Punch

II. (2) Shoryu-Cannon: D,DF,F,D,DF,F + Punch repeatedly

III. (1) Hyper Tornado: D,DF,F,D,DF,F + Punch

IBUKI (Japan) - the high school ninja

SPECIAL ATTACKS:

Kunai Dagger: D,DF,F + Punch (while jumping)

Raida: F,DF,D,DB,B + Punch

Kubiori: B,DB,D,DF,F + Punch

Hien: B,D,DB + Kick

Kazekiri: F,D,DF + Kick

Tsumuji: D,DB,B + Kick repeatedly

Tsukiji-Goe: F,D,DF + Punch

Kasumi-Gake: D,DF,F + Kick

SUPER ARTS:

I. (3) Kasumi-Suzaku: D,DF,F,D,DF,F + Punch repeatedly (while jumping)

- II. (1) Yoroi-Doushi: D,DF,F,D,DF,F + Punch
- III. (1) Yami-Shigure: D,DF,F,D,DF,F + Punch

NECRO (Russia) - the living biohazard

SPECIAL ATTACKS:

- Electric Blaster: F,D,DF + Punch repeatedly
- Tornado Hook: B,DB,D,DF,F + Punch
- Flying Viper: D,DB,B + Punch
- Snake Fang: B,DB,D,DF,F + Kick
- Rising Cobra: D,DB,B + Kick
- Winding Horn: D + Kick (while jumping)

SUPER ARTS:

- I. (1) Magnetic Storm: D,DF,F,D,DF,F + Punch repeatedly
- II. (1) Slam Dance: D,DF,F,D,DF,F + Punch (when close)
- III. (2) Electric Snake: D,DF,F,D,DF,F + Punch

URIEN (Mexico) - the dark horse destroyer

SPECIAL ATTACKS:

- Chariot Attack: charge B,F + Kick
- Vicious Knee Drop: charge D,U + Kick
- Vicious Head Butt: charge D,U + Punch
- Metallic Sphere: D,DF,F + hold Punch

SUPER ARTS:

- I. (2) Tyrant Slaughter: D,DF,F,D,DF,F + Punch
- II. (2) Temporal Thunder: D,DF,F,D,DF,F + Punch
- III. (2) Aegis Reflector: D,DF,F,D,DF,F + Punch / 3Punch

AKUMA / GOUKI (Japan) - untamed fists of sin

SPECIAL ATTACKS:

- Gou-Hadou-Ken: D,DF,F + Punch (air or ground)
- Shakunetsu-Hadou-Ken: F,DF,D,DB,B + Punch
- Gou-Shouryu-Ken: F,D,DF + Punch
- Tatsumaki-Zankuu-Kyaku: D,DB,B + Kick (air or ground)
- Ashura-Senkuu: F,D,DF / B,D,DB + 3Punch / 3Kick
- Tenma-Kujin-Kyaku: D + Forward (while jumping)
- Zenpou-Tenshin: B,DB,D,DF,F + Kick
- Hyakki-Shuu: F,D,DF + Kick, then Punch / Kick / Throw

SUPER ARTS:

- I. (2) Messatsu-Gou-Hadou: D,DF,F,D,DF,F + Punch (air or ground)
- II. (2) Messatsu-Gou-Shoryu: D,DF,F,D,DF,F + Punch
- III. (2) Messatsu-Gou-Rasen: D,DF,F,D,DF,F + Kick (air or ground)
- I. II. III. (1) Shun-Goku-Satsu: Jab,Jab,F,Short,Fierce (at max. level)
- I. II. III. (1) Kongou-Koku-Retsuzan: D,D,D + 3Punch (at max. level)

YANG (Hong Kong) - the flurry blue dragon

SPECIAL ATTACKS:

- Tourou-Zan: D,DF,F + Punch (repeated up to three times)
- Senkyu-Tai: D,DF,F + Kick
- Byakko-Soushouda: D,DB,B + Punch

Zenpou-Tenshin: D,DB,B + Kick (when close)

Kaibou: F,D,DF + Kick

Raigeki-Shuu: DF + Kick (while jumping)

SUPER ARTS:

I. (1) Raishin-Mahhaken: D,DF,F,D,DF,F + Punch

II. (2) Tenshin-Senkyutai: D,DF,F,D,DF,F + Kick

III. (1) Seiei-Enbu: D,DF,F,D,DF,F + Punch

TWELVE (Russia) - pale slaughtering machine

SPECIAL ATTACKS:

N.D.L.: D,DF,F + Punch

A.X.E.: D,DB,B + Punch repeatedly (air or ground)

D.R.A.: D,DB,B + Kick (while jumping)

SUPER ARTS:

I. (2) X.N.D.L.: D,DF,F,D,DF,F + Punch

II. (1) X.F.L.A.T.: D,DF,F,D,DF,F + Kick (while jumping)

III. (1) X.C.O.P.Y.: D,DF,F,D,DF,F + Punch

MAKOTO (Japan) - a girl with a sheer karate spirit

SPECIAL ATTACKS:

Hayate: D,DF,F + hold Punch (press Kick to cancel)

Fukiage: F,D,DF + Punch

Oroshi: D,DB,B + Punch

Karakusa: F,DF,D,DB,B + Kick (when close)

Tsurugi: D,DB,B + Kick (while jumping)

SUPER ARTS:

I. (1) Seichusen-Godanzuki: D,DF,F,D,DF,F + Punch

II. (2) Abare-Tosanami: D,DF,F,D,DF,F + Kick

III. (1) Tanden-Renki: D,DF,F,D,DF,F + Punch

CHUN-LI (China) - the kicking force is back

SPECIAL ATTACKS:

Kikou-Ken: B,DB,D,DF,F + Punch

Hazan-Shu: F,DF,D,DB,B + Kick

Hyakuretsu-Kyaku: Kick repeatedly

Spinning Bird Kick: charge D,U + Kick

Yousou-Kyaku: D + Forward (while jumping)

Tenshin-Shuu-Kyaku: DF + Roundhouse

SUPER ARTS:

I. (1) Kikou-Shou: D,DF,F,D,DF,F + Punch

II. (2) Houyoku-Sen: D,DF,F,D,DF,F + Kick

III. (3) Tensei-Ranka: D,DF,F,D,DF,F + Kick

Q - the unknown

SPECIAL ATTACKS:

Dashing Head Attack: charge B,F + hold Punch

Dashing Leg Attack: charge B,F + Kick

High Speed Barrage: D,DB,B + Punch

Capture & Deadly Blow: F,DF,D,DB,B + Kick (when close)

SUPER ARTS:

I. (2) Critical Combo Attack: D,DF,F,D,DF,F + Punch

II. (1) Deadly Double Combination: D,DF,F,D,DF,F + Punch

III. (1) Total Destruction: D,DF,F,D,DF,F + Punch, D,DF,F + Punch / Kick

REMY (France) - in a cross between love and hate

SPECIAL ATTACKS:

Light of Virtue (High): charge B,F + Punch

Light of Virtue (Low): charge B,F + Kick

Rising Rage Flash: charge D,U + Kick

Cold Blue Kick: D,DB,B + Kick

SUPER ARTS:

I. (2) Light of Justice: D,DF,F,D,DF,F + Punch

II. (2) Supreme Rising Rage Flash: D,DF,F,D,DF,F + Kick

III. (1) Blue Nocturne: D,DF,F,D,DF,F + Kick

YUN (Hong Kong) - the storming white dragon

SPECIAL ATTACKS:

Tetuzankou: F,D,DF + Punch

Zesshou-Hohou: D,DF,F + Punch

Nishou-Kyaku: F,D,DF + Kick

Kobokushi: D,DB,B + Punch

Zenpou-Tenshin: D,DB,B + Kick (when close)

Raigeki-Shuu: DF + Kick (while jumping)

SUPER ARTS:

I. (1) You-Hou: D,DF,F,D,DF,F + Punch

II. (3) Sourai-Rengeki: D,DF,F,D,DF,F + Punch

III. (1) Genei-Jin: D,DF,F,D,DF,F + Punch

KEN (America) - the flaming dragon

SPECIAL ATTACKS:

Hadou-Ken: D,DF,F + Punch

Shoryu-Ken: F,D,DF + Punch

Tatsumaki-Senpoo-Kyaku: D,DB,B + Kick (air or ground)

SUPER ARTS:

I. (2) Shoryu-Reppa: D,DF,F,D,DF,F + Punch

II. (1) Shinryu-Ken: D,DF,F,D,DF,F + Kick repeatedly

III. (3) Shippu-Jinrai-Kyaku: D,DF,F,D,DF,F + Kick

HUGO (Germany) - the iron-blooded giant

SPECIAL ATTACKS:

Shock Wave: D,DB,B + Punch

Earthquake Bomb: 360 + Punch (when close)

Devastator: F,D,DF+ Kick

Monster Lariat: D,DF,F + Kick

Ultra Throw: F,DF,D,DB,B + Kick (when close)

Meat Squasher: 360 + Kick

Poison Taunt: hold Start, Fierce + Roundhouse

SUPER ARTS:

- I. (1) Gigas Breaker: 720 + Punch (when close)
- II. (2) Megaton Press: D,DF,F,D,DF,F + Kick
- III. (2) Hammer Frenzy: D,DF,F,D,DF,F + hold Punch

ELENA (Kenya) - the nature loving fighter

SPECIAL ATTACKS:

- Scratch Wheel: F,D,DF + Kick
- Rhino Horn: B,DB,D,DF,F + Kick
- Mallet Smash: F,DF,D,DB,B + Punch
- Spinning Scythe: D,DB,B + Kick (repeated up to two times)
- Lynx Tail: B,D,DB + Kick

SUPER ARTS:

- I. (3) Spinning Beat: D,DF,F,D,DF,F + Kick
- II. (2) Brave Dance: D,DF,F,D,DF,F + Kick
- III. (1) Healing: D,DF,F,D,DF,F + hold Punch

DUDLEY (England) - the boxing gentleman

SPECIAL ATTACKS:

- Jet Uppercut: F,D,DF + Punch
- Machine Gun Blow: B,DB,D,DF,F + Punch
- Ducking Straight: B,DB,D,DF,F + Kick, Punch
- Ducking Uppercut: B,DB,D,DF,F + Kick, Kick
- Short Swing Blow: F,DF,D,DB,B + Kick
- Cross Counter: F,DF,D,DB,B + Punch

SUPER ARTS:

- I. (2) Rocket Uppercut: D,DF,F,D,DF,F + Punch
- II. (1) Rolling Thunder: D,DF,F,D,DF,F + Punch repeatedly
- III. (3) Corkscrew Blow: D,DF,F,D,DF,F + Punch

ORO (Brazil) - the senjutsu master

SPECIAL ATTACKS:

- Nichirin-shou: charge B, F + Punch
- Oniyanma: charge D,U + Punch
- Niouriki: F,DF,D,DB,B + Punch
- Jinchuu-Watari: D,DF,F + Kick
- Hitobashira-Nobori: D,DF,F + Kick repeatedly (while jumping)

SUPER ARTS:

- I. (1) Kishin-Riki: D,DF,F,D,DF,F + Punch, Punch (when close)
- I. (1) Kishin-Tsuki: D,DF,F,D,DF,F + 3Punch (at max. level)
- II. (3) Yagyuu-Dama: D,DF,F,D,DF,F + Punch
- II. (1) Yagyuu-Daikon: D,DF,F,D,DF,F + 3Punch (at max. level)
- III. (1) Tengu-Stone: D,DF,F,D,DF,F + Punch
- III. (1) Tengu-Ranseki: D,DF,F,D,DF,F + 3Punch (at max. level)

RYU (Japan) - the lone fighter

SPECIAL ATTACKS:

Hadou-Ken: D,DF,F + Punch

Shoryu-Ken: F,D,DF + Punch

Tatsumaki-Senpū-Kyaku: D,DB,B + Kick (air or ground)

Joudan-Sokutou-Geri: B,DB,D,DF,F + Kick

SUPER ARTS:

I. (2) Shinkuu-Hado-Ken: D,DF,F,D,DF,F + Punch

II. (1) Shin-Syouryu-Ken: D,DF,F,D,DF,F + Punch

III. (1) Denjin-Hado-Ken: D,DF,F,D,DF,F + hold Punch

GILL (Unknown) - "the mark of my dignity shall scar thy DNA..."

SPECIAL ATTACKS (available to Twelve by using X.C.O.P.Y.):

Pyro/Cryo Kenesis: D,DF,F + Punch

Saber Lariat: F,D,DF + Punch

Psycho Head Butt: D,DB,B + Punch

Moonsault Knee Drop: F,DF,D,DB,B + Kick

SUPER ARTS (unavailable to human players in the arcade version):

(1) Resurrection: automatically activated when knocked out

(1) Meteor Shower: D,DF,F,D,DF,F + Punch

(1) Seraphic Wing: D,DF,F,D,DF,F + Kick

email any corrections, additions, or comments to:

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