

Streets of Rage 3 Enemy List

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Streets of Rage 3
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Virtual Console game for the Nintendo Wii/
Enemy Listing Guide (c) Mageknight, 2007

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====I) Introduction====

In this guide, I'll show you a list of all enemy types that appear in the game, how they fight, and the best way to handle them. Bosses will also be listed. Note that all enemies, except bosses, have color swapped counterparts that act the same, only difference being their names. I won't give a list of all names that appear, just the primary names.

====II) Version History====

v1.0: Created and completed enemy listing. (11/8/07)
v1.2: Fixed some spelling errors. (11/8/07)
v1.5: Fixed Robot X's name, fixed layout on some enemies along with adding list of their attacks. (12/31/07)

====III) Regular Enemies====

1) Garcia

-Appearance: Usually wears blue pants and a blue jacket. Has red hair.

-Attacks: Basic punches, flying elbow, knife stab.

This guy is your most common foe and you'll pretty much see him and his clones for most of the game, just like in the previous games. These guys are not hard to take down, but can overwhelm you if you get surrounded. They sometimes jump into the air to smash you with their elbows, but that is rare. Be careful if they come with knives since they will charge at you. If that happens, do an arial attack or a special attack. They can also pick up dropped knives and sometimes even pick up health items! Their health is usually weak, though there are many kinds that have a lot more. Any attack will work on them.

2) Donovan

-Appearance: Wears blue pants and no shirt. Wears sunglasses and has slight to dark skin.

-Attacks: Punches followed by an uppercut or a downward fist smash. Also does an uppercut as a stand alone attack, wield pipe.

Donovan is back from Streets of Rage 2 and is meaner than ever. His smash and uppercut attacks can knock you down. If you try to attack him from the air, there is a good chance he will counter by using an uppercut to knock you out from the sky. Donovans can pick up and use pipes against you and they might also use health items found in the stages. Donovans are a bit faster than Garcias, making grabs a bit risky. Their health varies like the Carcias, but usually have a bit more than them. Handle Donovans like a Garcia, just with more caution.

3) Goldie

-Appearance: Black pants and red vest with a yellow shirt. Has blonde hair with a red headband.

-Attacks: Basic punches, kick.

Goldie is a new enemy, but not that common like Garcias. Goldies aren't hard to take down, but they have the ability to block your attacks. If they start to block, grab and attack them. Although it is rare, Goldies may kick you, which knocks you down instantly. Goldies can also take your health items. Goldie's health are usually low, so it won't take long to finish them. Any attack will work on them, but mix up your attacks or they will start blocking.

4) Soozie

-Appearance: Gray pants, blue shirt with a belt, blone mohawk with a blue headband.

-Attacks: Slap, multislap, flying kick.

Soozie is a new female punk and can be quite annoying. Their regular slap attack may knock you down, but their multislap attack can be a real killer. If you get caught in their multislap, do a special attack to break free. Soozies can also use a flying kick to knock you down and they sometimes jump away from you to avoid your attacks. Their health is usually low. Any attack will work on them, but be careful about their slaps if you get too close.

5) Zack

-Appearance: Black pants and black shirt with a blue vest, backwards red cap, red gloves.

-Attacks: Basic punches, grab and multi headbutt, grab and hold.

Zack is as common as the Goldie punks. Their punches aren't threatening, but their grabs are. If they grab you from the front, they will headbutt you several times. If this happens, use a special attack to break free. If they grab you from behind, they will hold you so other punks can hit you. However, this can be used to your advantage. While a Zack holds you from behind, press the jump button to make your character kick their legs in the air so any foe in front of you gets hit. After your character kicks, press the jump button as soon as you land on your feet to throw the Zack over you to break free. Since Zacks have a good chance of grabbing you, don't get too close to them and stick to your attacks. Zacks have fairly low health and can also use health items.

6) McBride

-Appearance: Black sunglasses, black suit with a red tie, holds a pistol.

-Attacks: Shoot, punches followed by grab and throw.

McBride and his gunmen are not commonly found until the end of the game. They will usually stay at a distance and fire a single bullet. If you get too close to them, they will punch you a few times, then grab and toss you. Ranged attacks like weapons or Blaze's fireball work well. McBrides usually appear in groups of 2 or 3, but it is rare that only 1 will appear. Their health is usually around the same amount as yours, so it won't be easy to take them down.

7) Bongo

-Appearance: Very fat, white shirt with red pants, brown suspenders, red cap.

-Attacks: Backhand slap, fire breath, roll, co-op attack.

Bongo and his merry crew of fat men return and are harder to take down. Bongos are usually slow, but they have lots of health. They don't appear too often. Unlike in Streets of Rage 2, Bongos cannot be tossed, due to their weight. If you try to, he will fall on top of you, damaging you. Their fire breath is ranged and they will move as they use it, so roll up or down to avoid it. Bongos can curl up into a ball and plow into you. Roll or jump over to avoid it. After they roll, they will be stunned, so use that chance to attack.

Bongos have a backhand slap that can knock you down. They also have the ability to pick up a Garcia, who will do a flying elbow attack once he is in range. Bongos will always laugh at you if you get knocked down. Any attack will work on them.

8) Storm

-Appearance: Rides a motorcycle, wears a brown bomber jacket with black and yellow pants, wears a black helmet.

-Attacks: Hit and run.

Storm and his gang are back, but unlike Streets of Rage 2, they don't get off their bikes, so they will just try to run you over. Their health is extremely small, so almost any attack will do them in. When they get knocked off their bikes, the sliding bike can still damage you. There are some bikers that have more health, so you must attack them several times before they will fall. Use air attacks only. The bikers only appear in a few levels.

9) Scarab

-Appearance: Yellow jacket, silver spiked mohawk, black pants with brown boots.

-Attacks: Backhand punches, slide attack, grab and throw.

Scarabs make a return with this name instead of being called Signal from Streets of Rage 2. Scarabs can punch you, but it is rare. They mainly will try to slide into you to knock you down. Jump over or roll up or down to avoid it. Scarabs can also throw you if you get too close. Attack them hard and fast so they can't be cheap. Scarabs have a good amount of health usually, though there are some that have a lot. Don't get surrounded or they might slide into you from both ends. Scarabs are fairly common throughout the game.

10) Electra

-Appearance: Blue pants, red shirt, blonde hair, holds a whip.

-Attacks: Whip, electric whip.

Electras return and are just as annoying as they were before. Electras will whip you from a distance, but their electric whip, while slower, hurts a lot more and knocks you down. If you knock down an Electra, they will stay on the ground until you move away from them. Electras will sometimes jump away from you to avoid your attacks. Electras are not too common and come in groups of 2 or 3. Electras generally have a lot of health. Any attack will work on them, but don't get in range of their attacks.

11) Fabio

-Appearance: Muscular torso, shirtless, black pants with orange kneepads, long orange hair.

-Attacks: Kick, flying kick

Fabios are one of the most annoying enemies in the game. Their kicks will always knock you down and they also have the ability to block. Grab them if they start to block. Fabios attack in swarms and can overwhelm you if you're not careful. Fabios usually have a lot of health, though a good portion of them will have less. Stick to grab and throws since they block a lot. They don't appear too often.

12) Chiba

-Appearance: Blue clothing with orange belt, black headgear with blue headband.

-Attacks: Knockdown punch, single throwing star, triple throwing stars, low kick, grab and throw, knife slash, sword slash.

Chiba and the ninjas return and are annoying as ever. Almost all of their attacks can knock you down and they have the ability to dodge your attacks. The ninjas usually carry ninja swords and ninja knives, which they are very dangerous with. Chibas usually have a good amount of health. Ranged attacks seem to be the best way to handle the ninjas. Grab and throws are another good choice for attacks. The ninjas appear usually towards the last half of the game.

13) Rocket

-Appearance: Black clothing, brown boots, messy blonde hair, goggles.

-Attacks: Horizontal flying punch, diagonal flying kick, grab and slam.

Rockets only appear at the end of stage 6 and only one appears at the end of stage 7 if you are on the good path. Rockets generally have low health, but their attacks are extremely annoying. Regular attacks can work, but are hardly worth the effort. If they fly horizontally, do an air attack. If you see a Rocket slowly rise up, get out of the way since he will do a diagonal kick. Do not get too close to them since they will grab you, lift you above the screen, and then slam you into the ground. It is possible to grab and slam them, but the risk is hardly worth it. In stage 6, Rockets will always attack in groups.

14) XP-1

-Appearance: Gray in color normally, dome shaped head, long legs, pointy feet.

-Attacks: Dash attack, laser, back attack, self-destruct, reverse counterattack.

These robots are annoying, only because they mostly jump around, making it hard to hit them. If you stay too far from them, they will most likely use their laser or dash attack. If you grab them from behind, they will use this wierd attack on you that will force you to let go. The robots can also do long jumps, either away or towards you. Except for the gray robots, a robot may sometimes blow themselves up, so keep your distance. Their health varies quite a bit and

they only appear in stage 6 and 7 (on the good path). Any attack will work, though ranged is best.

====IV) Bosses====

A) Shiva

-Appearance: Loose dark blue clothing, red cloth belt, blue wristbands.

-Attacks: Knockdown punch, dash and upward kick, high kick, jump kick, grab and attack and slam.

Shiva, Mr. X's right hand man from the previous game returns as the boss of stage 1. He has been weakened since the last game, but it doesn't mean he will be easy to defeat. Don't stay too far from him, otherwise he will dash and kick you. If you get too close, he may grab you, so grabbing him is not really a good idea. If you do grab him, do not throw him backwards, otherwise he will land on his feet. All of his attacks has the potential to knock you down and avoiding them is difficult. Ranged attacks work best, but timing and persistence is the key. Shiva also appears as the final boss in stage 7 if you are on the bad path. In this fight, he is green, has a LOT more health, has the ability to block, and is much more aggressive.

B) Bruce and Roo

-Appearance: (Bruce) Gray boots, blue and red clothing, pointy blue and red hat, blonde hair, gray mask. (Roo) Kangaroo with blue shorts and purple boxing gloves.

-Attacks: (Bruce) Whip. (Roo) Flying kick, tornado kick, punches, sommersault kick, dash attack.

Bruce and Roo are mini bosses in stage 2. While they both have their own attacks, Bruce will sometimes use his whip to command Roo to rush and attack you. Bruce mostly will try to stay away from you and attack with his whip. Roo's attacks can hurt a lot if you are not careful. His tornado kick can combo you several times. Use a special attack if you get caught. Roo will only do use spinning sommersault kick if Bruce commands him to do it. If you grab Roo, do not throw him backwards since he will land on his feet. Both foes have a lot of health. Be fast with your attacks since if you focus on one of them for too long, the other may step in and attack. If you manage to defeat Bruce before Roo, Roo will run away and he will become playable if you use a continue.

C) Mona and Lisa

-Appearance: Messy brown hair, green bow, tight purple clothing.

-Attacks: Short flying kick, jumping spinning kick, energy attack, super energy attack, grab and throw, grab and slam, co-op attack.

These twins are the bosses of stage 2. Since they attack as a pair, it makes fighting them harder. Usually, they will be jumping from one end of the room

to the other. They will also do spinning kicks as they jump across and dodging them is too difficult. Instead, use a special attack to block and counter. If you are at a short distance from one of them, they may do a quick flying kick. Their energy attack is their ranged move. If one twin does it, she becomes immune to attacks while she does it. If both twins use it, attack is bigger and attacking the twins while they do it will hurt you! Grabbing them is risky since they can grab you. If you do grab them, don't throw them backwards since they will land on their feet. If they grab you from the front, they will throw you. If they grab you from behind, they will slam you into the floor. The twins also have the ability to throw one of their sisters into the air and she'll plunge right into you. Do a roll dodge or a special attack. Ranged attacks work best, although air attacks are a good second choice. Once one of the twins is defeated, the other one will be a bit less aggressive.

D) Axel

-Appearance: Same as Axel, but with purple gloves. Skin gets more red as he gets damaged.

-Attacks: Same as Axel's.

No, this is not the Axel you know. It's just a robot, the boss of stage 3. However, it has the same movesets as the real Axel and he does them much faster than the real Axel. Robot Axel will usually double kick you if you are too close. If you try to grab him, he will instantly use his Dragon Wing attack to knock you down. If he grabs you, he will either use Dragon Wing or toss you. Robot Axel will charge at you and use Bare Knuckle if you are too far from him. Robot Axel even has the ability to use his special co-op attack without anyone helping him! Specials and ranged specials are best for beating this fake Axel. When he misses with his Bare Knuckle attack, use that chance to attack him.

E) Yanmato

-Appearance: Purple clothing with red boots, red shoulder pads, red armlets, red helmet with yellow horns.

-Attacks: Jump slice, ninja stars. (First version) Teleport and jump slice. (Second version) Decoy illusion with jump slice. (Third version) Invisible with triple throwing stars, jump and throwing stars, dash attack.

Yanmato is actually 3 bosses for stage 4. All 3 versions can slice you with their swords and throw ninja stars at you from a distance. You can punch out the ninja stars, but it's hardly worth it. The bosses can also jump all the way to the other side of the room. If you see the boss slide back a bit, he is going to use his jump slice attack. Use a special attack or roll to avoid it. Each version also has different attacks. The first version can disappear, then reappear and use his jump slice. Use a special attack or just roll out of the way. The second version can use a decoy attack, which makes another copy of him and they both do a jump slice before forming back together on the top or bottom portion of the screen. Once they form back, quickly grab and throw them. The last version can become invisible for a few seconds and throw 3 stars at you, which are hard to avoid. He can also do a diagonal dash attack, which cannot be stopped. Ranged attacks work well, but grabbing and tossing them is the best method.

F) Robot X

-Appearance: Skeletal-like torso, green pants.

-Attacks: Multi punch, electrocution, machine gun, rockets.

The boss of stage 5 and Not the true form of Mr. X. The robot version can be a pain to take down. He will mostly keep his distance and use his machine gun. Sometimes he will fire a rocket at you, which will follow you around. Robot X won't attack until the rocket explodes, so try to get some hits in. If you get too close to him, he will punch you several times in the same way Zan uses his punches. If you grab Robot X, quickly toss him otherwise he will shock you. Air attacks work well against him. If you are on the good path and arrive at stage 7, there is one point where you will find Robot Xes speeding through the room. They only punch and use the machine gun and have far less health.

G) Jet

-Appearance: Purple suit/armor, brown boots, bald head.

-Attacks: Flamethrower, floating mines, tackle, otherwise same attacks as the Rockets.

Jet is the boss of stage 6 and is accompanied by hordes of Rockets. He has a lot of health. Jet pretty much attacks the same way as the Rockets, but he also has some of his own attacks. Jet sometimes uses a small flamethrower from his chest, preventing you from getting some attacks in. Jet can also release some floating mines that explode later on. Other than that, handle him the same way as you would with a Rocket.

H) Dr. Dahm

-Appearance: Scientist operating a crane.

-Attacks: Knock down with the crane, electrocution

Dr. Dahm operates a crane from the safety of his room near the end of stage 7 (good path), so you have to attack the crane. The crane will always follow you. Once it strikes and misses, keep doing jump kicks till it rises up. Once its health is low enough, the insides of the crane will be exposed. After that, once it strikes, do not attack it while the green sparks appear, otherwise you will be shocked. Keep moving towards the bottom of the screen since the conveyor belt you are on will try to carry you to the electrical field at the top.

I) Robot Y

-Appearance: Green robot suit with a small skeletal-like head.

-Attacks: Rockets, jump and grab and toss, grab and strangle, low kick.

The true final boss for stage 7 on the good path. Robot Y is Mr. X's true form and is difficult to take down. Robot Y mostly flies around in a

counterclockwise rotation before attacking. He can fire a few rockets at once that are hard to avoid. If Robot Y jumps at you, he will try to throw you. His strangle attack is the worst since you will be heavily damaged. Robot Y's low kick can knock you down as well. What makes this fight very tough is you only have 3 minutes to defeat him before the bombs go off in the city. If time runs out, you still have to fight, but you will not get the good ending. Many people say spamming Axel's Dragon Wing is a good way to win quickly. My method is to keep jump kicking the boss when he is on the side of the screen so he can't get any hits in on you.

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