

Street Fighter Alpha 3 Guile (A-ism) FAQ (NA)

by Ernest Sum

Updated to v0.1 on

This walkthrough was originally written for Street Fighter Alpha 3 on the PSX, but the walkthrough is still applicable to the DC version of the game.

Street Fighter Zero 3
Guile Z-ism(A-ism) for Sony Playstation by Ernest Sum
Version 0.1

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----- Introduction -----

Guile is one of the three secret characters in SF Zero 3 for Sony Playstation. He is only attainable after you have beaten him which requires your total level to reach Level 27 in order to fight him. This FAQ aims to help others use Guile effectively after you have attained him.

Key:

P- Any punch
K- Any kick
LP- Light punch
MP- Medium punch
HP- Heavy punch
LK- Light kick
MK- Medium kick
HK- Heavy kick

===== Special abilities

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Besides blocking and zero counters (alpha counters), every character has more special abilities in this game. Some of the special abilities have been changed from SF Zero 2. All the special abilities listed below are available in Z-ism.

Blocking (Both in the air and on the ground)

I believe everyone knows the command of blocking and what it is for. Therefore, I will not go into detail. Note that you have to stand and block for jump-in attacks and kneel down and block for most crouching kick attacks.

Ground recovery

If you're tripped or knocked down, press any 2Ks to roll forward. Using this will help to get close to your foe. Note that you can be thrown while rolling. Don't use it against the grapplers especially.

Air recovery

When you are knocked up into the air, press any 2Ps to flip upright to avoid being juggled because you can air block. You can control the direction of where your character lands by controlling the joystick.

Taunting

To taunt, press select. They have no practical use and should not be used unless you want to make fun of your foe. Some taunts can do damage to the enemy.

Zero counter

When blocking an attack, press Forward + punch and kick of the same strength to perform a Zero Counter. You need one level of the Super Combo bar and one notch of the Guard Crush meter.

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The guard crush meter
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Unlike in SF Zero 2, you can't win by pure turtling now because of the guard crush meter which is located under the life bar. When you block an attack, a bit of the guard crush meter which will eventually refill. If the whole guard crush meter is depleted, you will be stunned for a few seconds. After you recover, whether you get hit or whether you recover naturally, one notch of the meter will be taken away.

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Counter hits
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When you hit someone while they're in the midst of performing an attack, it will be considered as a counter hit and will do more damage than usual.

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Normal moves analysis
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LP
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Crouching- A straight weak punch. Good recovery time.
Standing- Similar to the crouching version but the shorter characters can crouch under it.
Jumping- A weak punch which goes downwards. Not very useful.

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MK
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Crouching- Similar to the crouching LP.
Standing- At close range, Guile will do a normal punch but he bends his arm slightly. At far range, he will punch upwards but it is a very weak anti-air.
Jumping- Guile will chop downwards.

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HP
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Crouching- Guile will do a punch upwards which serves as a relatively good anti-air.
Standing- At close range, Guile will do a punch upwards(not again!). At far range, he will do a straight punch with relatively good range. If you press forward and HP together on the controls, Guile will turn round once and then lash out the Spinning Back Knuckle; start-up time is slow though.
Jumping- Similar to the jumping MP.

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LK
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Crouching- Guile goes a weak kick with good range at ankle level. Short recovery time.
Standing- Another weak kick at ankle level. If you press forward and LK on the controls, Guile will jump forward with his knee outstretched; recovery time is horrible though.
Jumping- Guile will bend his leg to hit his foe with his knee. Low priority.

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MK
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Crouching- Guile does a straight kick at knee level which has very good range and short start-up time and recovery time. An excellent poke.
Standing- Guile will jump slightly, turn one round and performs a kick that hits downwards. This move is an overhead.
Jumping- A kick that goes slightly downwards, this is the best move to hit an opponent who is on the ground. This move is also a crossup.

Level 1 and 2, he will do 2 somersault kicks except that the Level 2 version is more powerful and Guile will jump much higher for the second Somersault Kick. At Level 3, he will do three Somersault Kicks. Guile does this super in a slightly different way compared to Nash. After the first Somersault Kick, Guile will do his second Somersault Kick while in the air; he will not land on the ground like Nash does. Therefore, this leaves him vulnerable even at Level 1.

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Combos

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Guile is not really a combo machine like Gen, but he can end his combos with super combos. Most of his combos require him to jump in first.

1. Jump in HP, crouching MP --> Somersault Kick
2. Jump in HP, standing HP --> Sonic Boom
3. Jump in HP, crouching LP then LK --> Sonic Boom or Somersault Kick
4. Jump in HP, crouching MP --> Somersault Strike
5. Jump in HP, standing fierce punch --> Sonic Hurricane
6. Jump in HP, crouching LP x 2, crouching LK --> Somersault Justice

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Final comments

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Guile can play very offensive or defensive. If you play offensive, corner your opponent and keep poking them. When they are getting out of reach, jump in and start poking all over again. If you play defensive, you can just wait in a corner and keep charging, doing the Sonic Boom occasionally, and the Somersault Kick as an anti-air. Guile can be a fun character to use, so I suggest playing both defensive and offensive. However, he does not seem to be more powerful than Nash so I don't know why he is a secret character!

Email me at sumsatjt@singnet.com.sg if you would like to send me any comments related to this FAQ.

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Credits

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Kao Megura <kmegura@yahoo.com>

I have used one of his disclaimers and the names of the special and super moves of Guile have been taken from his FAQ.

NT, a special Internet friend <shatty99@yahoo.com>

He has given me a lot of support for this FAQ. He gave me a list of combos for Guile though I did not use put all of them here.

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