

Street Fighter Alpha 3 Gen Z-ism FAQ

by Ernest Sum

Updated to v0.3 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
Gen Z-ism(A-ism) for Sony Playstation
Version 0.3

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Introduction
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Gen is one of the more confusing characters in this game Street Fighter Zero 3, primarily because he has 2 styles of fighting. I have written this FAQ to share my experiences using Gen Z-ism with others who are interested in using him. Though Gen has 3 isms like the other characters, he is best used in Z-ism in my opinion. This does not mean I'm condemning X-ism and V-ism. However, he is even more confusing to use in X-ism because he cannot switch styles. Instead, the styles are mixed.

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
QCF- Quarter circle forward
QCB- Quarter circle backward
DPM- Dragon punch motion(Forward, Down, Down forward)

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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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Introduction to Gen

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Gen has 2 styles of fighting, namely:

1. Ansatsu Ken: Souryuu, which is also known as Mantis style.

2. Ansatsu Ken: Ki-ryuu, which is also known as Crane style.

Both have their strengths and weaknesses which I will explain as we go along. If both styles are mastered well, Gen can be one of the deadliest characters because depending on how the fight goes, he can change styles anytime and use the style that is better.

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Ansatsu Ken: Souryuu

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In this style, Gen standing pose is: Fists clenched at chest level but with two fingers pointed downwards.

This style is very good for poking and chain combos. Gen can keep his foes at bay by poking them and when they make mistakes, he can punish them by doing his chain combos.

The main drawback about this style is that Gen has no good anti-air move. Though he has a few, they do not have high priority and lose out to many overheads.

Otherwise, most of the time, I stick to this style because I enjoy poking my foes.

To change to this style, press 3Ps. You can do this in the air.

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Normal moves analysis

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Standing

LP- Gen does a weakish jab. Has excellent recovery time. Best used for starting combos. However, the shorter characters can crouch under it.

MP- A punch that goes slightly upwards at face level. Has okay recovery and priority.

HP- Gen does an uppercut punch. A good anti-air if used correctly.

LK- Gen does a very weak kick at ankle level. Recovery time is not very good and has low priority.

MK- Gen does a kick with good range at waist level. A good poke and recovery time is okay.

*HK- Similar to the MK but he uses the opposite leg and this kick is stronger.

Crouching

*LP- Similar to the standing version except that Gen crouches and does the punch.

*MP- Gen crouches down and punches using two fingers. An extremely good poke. Recovery time is okay.

*HP- Very similar to the MP version except that he uses all of his fingers and the opposite hand.

LK- Gen will slide his kick across the ground. Doesn't have good range but excellent recovery.

*MK- Similar to the crouching LK except that he uses the pposite leg and it has better range.

*HK- Gen crouches down and stretches out his leg to kick his foe at ankle level. This has very good range but recovery time is horrible. This is also his trip.

Jumping

LP- Gen will push his hand downwards using his fingers by his waist. Not a very useful move.

MP- Similar to jump LP.

HP- Gen will first bring his clenched fist high up and moving it downwards in a flash. It takes him some time for the punch to hit, so do it early.

LK- Gen will bend his leg to hit with his knee. Priority is low.

*MK- Gen will do a kick downwards. This kick is also a crossup.

*HK- Similar to the jump MK, but I don't think it is a crossup.

*More important moves

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Special moves analysis
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Hyakurenkou Press any punch rapidly

Decription: Gen will punch rapidly by moving his hand up and down very fast.

Notes: The heavier the punch used, the faster he will move his hand. Range of this is very poor though.

Uses: This move is very good as a counter attack. When the foe trips you, tap punch rapidly to do this as a surprise move if he/she doesn't jump away.

Gekirou DPM + kick

Description: Gen will do a kick upwards.

Notes: The foe will "float" if it hits. Here, proceed to press the kick button to obtain more hits and damage. Everytime you mesh on the buttons, you will get only 3 hits. So basically, to get the full number of hits(LK Gekirou 6, MK 7 and HK 8), you will have to start out slowly and increase the speed. For the last 3 hits, mesh on the buttons. Another way to get the full number of hits is to remain at a constant relatively fast speed and mesh the buttons for the last 3 hits(Trust me, I've done it before). As you press the kick button, Gen will do the extra kicks in a systematic order. The last kick will do the most damage and will push the foe far away. This move doesn't have as much priority as a dragon punch but it is my favourite move in Gen's arsenal.

Uses: Normally, I use it as an anti-air though it loses out to many overheads. I also use it as a mistake punisher if I don't have any super bars left.

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Super combos analysis

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Zan'ei QCF 2 times + punch

Description: Gen rushes forward with his fist in front of him and penetrates through the foe's body. "Explosions" will then take place in the foe's body.

Notes: The more levels used, the faster Gen rushes and the further he moves. I strongly recommend at least using it at Level 2 because the priority at Level 1 is so low that practically any attack can trade hits with it or even knock Gen out of it. Also, Gen only rushes forward for about a third to half the screen which means if the foe is not close enough, Gen will stop right in front of him. The recovery time is horrible if missed so it is best that it is used in a combo. The foe now flies backwards and also higher after getting hit by the Zan'ei which will allow you to juggle with anything of your choice.

Uses: I use it as a long-range mistake punisher and also a combo finisher in certain cases.

Level recommended: Level 2.

Level 2 is almost as good as Level 3 in terms of speed, range and priority. If you have 3 super bars, using Level 2 leaves you with one more which you can put to a juggle combo after the Zan'ei.

Shitenshuu QCB 2 times + punch

Description: Gen does a super version of the Hyakurenkou which he end with a point using his finger.

Notes: If it hits, a timer will appear above the foe starting from 9 which will count backwards. When it reaches 0, the foe will become dizzy. Note that while during the timer is on, the foe's life bar will decrease slowly. However, if you get hit, the timer will disappear.

Uses: Normally, I use it as a mistake punisher but otherwise, I don't find it very practical.

Level recommended: Level 1

There is a risk of getting hit you don't want before the timer ends. Using more levels will mean greater risk of wasting your super bars.

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Combos

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1. LP, MP, MK --> crouching HP
2. MP, HP, after first hit, cancel --> HK
3. Jump in HP, on the ground HP, after first hit cancel --> Hykurenkou
Hint: After jump HP, keep tapping on the HP button.
4. HP, after first hit, cancel --> Zan'ei --> Gekirou
5. Crouching MK --> Zan'ei (Level 2 recommended), switch style, crouching MP --> Jyakouha

In this style, Gen can chain easily. Chain combos are easy to do as long as you don't try to cancel a heavier attack into a lighter

one. Gen is the master of chains, so you can even do a zigzag chain.

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Ansatsu Ken: Ki-ryuu
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In this style, Gen's standing pose is: fists clenched with 2 fingers pointing down, on at face level and one at chest level and he only stands on one leg.

In this style, Gen specialises in kicks and air combat. His punches have horrible lag time. However, this style is good for juggling and it is fairly more damaging than the other one so use these good points to your advantage.

Normally, I use this style against taller characters, especially Zangief. Since in this style, Gen moves faster than in the other one, it is good to use this style to play hit-and-run against grapplers.

To change to this style, press 3Ks. You can do this in the air.

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Normal moves analysis
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Standing

- LP- Similar to the Sou-ryuu version.
- *MP- Gen does a punch that goes in an upward arch which will move down. This is an overhead, meaning that the foe must stand and block this attack. Recovery time is horrible even if it hits. It also has horrible lag time.
- *HP- Gen does a punch that goes in a downward arch which will eventually move up. This is a low-level sweep, which means the foe must crouch down and block this attack. Recovery time is good it also has horrible lag time.
- Tip: Try confusing human players by doing MP and HP at different time since it is hard to anticipate whether to stand and block or crouch and block.
- LK- Gen does a kick at ankle level. Good recovery time.
- MK- Similar to the Sou-ryuu version of the standing HK.
- *HK- Gen will turn around once, lashing a kick out at the same time. He will then use the other leg to do another kick. Recovery time is okay but you can be in big trouble if the second hit misses.
- LP- Very similar to the standing LP.
- MP- A stronger version of the crouching LP.
- *HP- Gen will fold his arms and then will do a downward slap. Start-up time is horrible but if is used a counter hit, it will inflict a lot of damage.

Crouching

- *LK- Gen will do a straight kick will knock his foe upward. You can then follow with a juggle combo. This is one of the rare crouching moves which does not require the foe to stand and block.
- MK- Gen will stretch his leg across the ground to kick his foe at leg level. A good poke and recovery time is okay.
- *HK- Gen will press his palm against the ground and do an upward kick. A good anti-air but recovery time is horrible.
- LP- Similar to the jumping LP of Souryuu style.
- MP- A stronger version of jumping LP.
- HP- Gen will press both his palms downwards.
- LK- Similar to the jumping LK of Souryuu style.

- *MK- Gen will spread his whole body out which he uses the front part to hit his foe. It is also a crossup.
- *HK- Gen will do a good-ranged, straight kick. Good for air combat.

*More important moves

Uken Jump HK, press HK again

Description: After the first kick, Gen will turn around and lash out another kick.

Notes: This kick takes some time to come out, so the first kick must be done early. Use it more often against taller characters.

Jyasen Charge back, then forward + punch

Description: Gen will roll forward for a distance before he ends this move with a punch.

Notes: The heavier the punch used, the further he will roll. The rolling has very low priority because almost anything can knock Gen out of it.

Uses: Use it more often when you are fighting with fireballers as Gen will go under projectiles when doing this move.

Ouga Charge down, then up forward or up back + kick

Gen: Gen will jump to either side of the screen depending on the motion done on the direction pad.

Notes: Once he clings onto the "wall" there, the things he can do are different. If you press backward, he will do nothing. If you do nothing, he will do a flying kick at a 45 to 50 degrees. If you press forward, he will do a flying kick at a wider arch, around 30 degrees. As for pressing up, he will fly to the "ceiling" and you have another few choices of what you want him to do. If you do nothing, he will stomp straight down. If you press left or right, he will do a slanting stomp depending on the direction used on the direction pad. If you continue pressing up, he will do nothing. Each kick also knocks the opponent higher into the air than in SF Zero 2 if it connects, allowing you to juggle the foe.

Uses: This is quite a useful move against fireballers too.

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Super combos analysis
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Jyakouha QCF 2 times + K

Description: Gen will jump up and when he comes into contact with his foe, Gen will use his legs to grab him or her, turn round in the air and step on him or her.

Notes: The more levels used, the more times Gen will step on the

foe and also the further he will jump across the screen.
Level 1 almost straight up; Level 2 about half the screen;
Level 3 about 3/4 of the screen. This is an unblockable air
grab. Gen can be knocked out of this so time correctly when
attempting to do this.

Uses: Mainly use it to finish juggle combos. Also as a relatively
unreliable anti-air.

Level recommended: Depends on where the foe is.

Kouga In the air, QCB 2 times + K

Description: Gen will go a flying kick downwards and he will jump
towards the other side of the screen and performs
another flying kick.

Notes: The more levels used, the more kicks Gen will perform. He
can be controlled during this super combo. If you press LK,
he will jump to the left side of the screen and do a flying
kick to the right. If you press MK, he will jump right to
the top of his foe and stomp down. If you press HK, he will
jump to the right side of the screen and do a flying kick
to the left.

Uses: I think this is best used as a surprise attack against
unrelentless fireballers.

Level recommended: Level 1

Even if the foe gets hit by the first kick, he or she can easily
block the second as Gen takes a long time to jump to the other
side of the screen or on top of his foe.

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Combos
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1. Jump HK, Uken --> standing HK(4 hits)
2. Jump HK, Uken, crouching MP --> Jyasen
3. Jump HK, Uken, crouching LK --> Jyakouha(Level 2 at least; Gen
doesn't jump far enough for Level 1)
4. Ouga --> Jyakouha(Level 2 at least)
5. Ouga, HK --> Jyakouha(In corner)

Due to the lag time Gen has for executing certain normal moves, he
has very little chains in this style.

I recommend going to the site www.fighters.net and downloading
some of Gen's combos. Also visit the Z-ism combo guide by GDawson
if you want more combos.

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Differences between the two styles
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1. In Ki-ryuu style, Gen jumps at a wider arch than in Souryuu
style.
2. Gen moves faster in Ki-ryuu style than in Souryuu style.
3. In Souryuu style, Gen's normal moves have less lag time and
recovery time than in Ki-ryuu style.
4. Ki-ryuu style is slightly more damaging than Souryuu style.

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Strategies against certain characters(CPU)
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These are the people I normally fight when playing against the CPU. I have no chance to play against human players so kindly send me a few strategies if you have(against human players).

Birdie

He is much harder to win him here than in SF Zero 2. Normally, I stay defensive and wait for him to make mistakes, then counter. If you jump in, he will often do his standing HP which you can't air block or counter because his HP has very high priority.

Gouki

This is a tricky fight and you will have to face him upon reaching the ninth stage. You'll have to play a mix of offence and defence at the same time to ensure victory. By playing too defensive, he will get close to you and throw you. Trying to counter him during this time will be walking into your own grave because he will do his Gou Shouryuuken which has very high priority. If you play too offensive, he will use his Gou Shouryuuken to counter. Jump in and attack when you are anticipating that he is going to throw a fireball. Otherwise, stay defensive but try not to get cornered. If you get hit by his Tatsumakisenpuukyaku(Hurricane kick), USE THE AIR RECOVERY or he will juggle you with his Gou Shouryuuken.

R.Mika

You'll have to play quite defensively in this match. Don't let her get too close to you or she will do her Daydream Headlock which does a lot of damage. However, don't try to jump in and attack because she will counter you with a high-prioritized move(I think MP). Normally, I wait for her to do her Flying Peach or Shooting peach(I'm not sure which) which has very long recovery, and then give her a Gekirou or a super combo. If she does 2 LPs, that is a sign that she is going to do the Flying Peach or the Shooting Peach. If she does 2 LPs and a HP, it means she will attempt the Daydream Headlock.

Ryu

You will face this match every time you reach the fifth stage. Ryu is much easier here than in SF Zero 2, since in the latter, once he has a bar stored, every hit blocked would be alpha countered (for difficulty 8 star). But now, because there are more restrictions, I've yet to see him or in fact anyone else do an alpha counter. Normally, Ryu will do a super combo when he gets close in by doing his Tatsumakisenpuukyaku. You can play offensive but not too much because Ryu will do his Shouryuuken(Dragon punch) to fend you off.

Sakura

Sakura has no fighting style that she always sticks to. She just seems to fight in accordance to how the fight how goes. Most of the time, she will jump in to combo her Tatsumakisenpuukyaku. You can go all offensive for this battle if you like. The tricky thing about this fight though is that, you will have to crouch block most of the time because of her Haruichiban but once you see her jump, stand and block immediately.

Shin Vega

He can be easy and difficult depending on how you deal with him. Don't jump too much or you'll eat his full-screen psycho crusher. Though it looks majestic, it will not be so when you are the target as you watch 80% to 90% of your life drain away. If he is crouching, it means he is going to throw a fireball. Stay defensive in this match and only attack when he is going to throw a fireball.

Normally, I play at difficulty 4 star level, so these notes are based on my experiences at this difficulty.

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Miscellaneous information
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Gen's first mid-boss: Ryu

Gen: I didn't think anyone could withstand my honed skills...
Gen: I see the world is yet an interesting place to live in!
Ryu: Your fighting style... It's used for killing people, isn't it?
Gen: And what if it is?
Ryu: You are strong! I can sense your power just by looking at you.....

After you defeat Ryu...

Gen: I don't understand... Your style is pure... It is not like mine.
Gen: But why do I feel so empty when I look within...?
Gen: Perhaps it is because I use the "assassin's fist..."
Gen: Or... is it because of the power he has flowing through him...?

STAGE NINE [Akuma]Gen:Akuma:
Akuma: It's time to meet eternity old man.....
FINAL STAGE [M. Bison]

Gen's second mid-boss: Gouki
(You will get a special start-up before the fight begins.)

Gen is standing on the opposite side of the screen. Gouki tries to surprise Gen with a Shun Goku Satsu, but Gen counters it and then tries his Zan'ei, which Gouki similarly evades.

Gen:
Gouki:
It's time to meet eternity, old man.

After you defeat Gouki

Gen:
Gen: It would be a great honor to die in battle with a worthy foe.
Gen: But now that I've defeated you, my wish can't be granted.

Final boss: Shin Vega

Bison: Are you the one who defeated the "Master of the Fist?"
Bison: Ha ha ha... I will grant your wish as a reward for your
skill.
Gen: You are a big fool... You will be the next victim to fall.

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Final Comments
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Gen is a powerful character if used correctly. It was said before that he is 5th in overall ranking (combos, damage, etc). Try Gen if you are tired of the Shotokans and have lots of fun; you won't be disappointed. Stick with the Souryu style for the first few stages of using Gen because he is easier to use in this style. Then gradually, shift to the other style and master him with this style and congratulations! You have attained invincibility!

This is my first FAQ so feel free to send me comments. My e-mail address is sumsatjt@singnet.com.sg.

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Credits
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Thanks to Kao Megura <kmegura@hotmail.com>

For allowing me to take the names of Gen's special moves from his FAQ.

Also to my cousin, sCruB <ckeehe@mbox5.singnet.com.sg>

For helping me in the process of writing this FAQ.

Also to Michael "Svenyip" Troupe <Svenyip@Javanet.Com>
and Shawn "Shred-Man" Dumas <Shredder@Bcn.Net>

I have taken the conversations between Gen and Ryu; Gen and Shin Vega from their FAQ.

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History

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Version 0.1

Created this FAQ

Version 0.2

Added the strategies section and made some corrections

Version 0.3

Re-organised the FAQ and made more corrections

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