



and I'll answer your questions in the room. Go to #dingojellybean and I'm usually in the room most of the time. It's also just a regular chat room too, so feel free to talk about whatever you want in the room as long as you keep within the GameFAQs' Chat TOS(Which can be found on the chat page).

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For the greatest game company of all time, there hard work even with limitations shows their resilience on pleasing the fans. Heck they even answer email. Thanks a lot Capcom, you truely are the greatest.

+--+ Kao Megura  
Thanks to him for telling me about the various movelists I have missed.

+--+ Krizalid(krizalid@netzero.net)  
Thanks to him about various codes and such like palette swaps of Sakura and Dark Sakura.

+--+ CJayc(www.gamefaqs.com)  
Thanks for his great effort the to BEST gaming site on the net. It is "the best there was, the best is, and the best there ever will be."

+--+ Dingo Jellybean(bellybutton21@hotmail.com)  
And to me for typing up this FAQ.

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Movelist  
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Combos  
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-----[FAQ Introduction]-----

Well thanks guys for respecting the copyright on my FAQ. I never saw a movelist for this game, so instead of doing yet another Final Fantasy 8 FAQ, I decided to do an FAQ for this game instead. If you haven't played SFA2 or SSF2, I suggest you buy this wonderful collection of old Street Fighter games. Heck I own Super Street Fighter 2 and Street Fighter Alpha 2 for my Super Nintendo and still bought the game! Its \$30 right now, so go pick up the game(s) and bring back some old memories and some new ones if you have a Gameshark that is!

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-----[Super Street Fighter 2: The New Challengers]-----

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Any Changes?

Well this game was certainly changed from the SNES and Genesis versions. First off there are only 2 modes of play in the PSX version:

PSX version:

Arcade Mode: The standard arcade mode, chose any one of your 16 characters in the game and beat the game with that character in a best 2 out of 3 match to see that character's ending.

Versus Mode: The standard 2-player mode, pick any character against your friend and duel it out in a best of 3 match.

=====

SNES/Genesis version:

Arcade mode: The standard arcade mode, chose any one of your 16 characters in the game and beat the game with that character in a best 2 out of 3 match to see that character's ending.

Versus Mode: The standard 2-player mode, pick any character against your friend and duel it out in a best of 3 match.

Tournament Mode: The exact same mode as found in the arcade tournament in 1993. Pick any 8 participants(any 8 participants can be selected, including 8 of the same character!) and either you or a friend can participate in the tournament at anytime, you can control all 8 characters or a few, if



you chose on 1 character, that will be your character for the tournament, the other 7 characters will be randomly selected by the computer and controlled by the computer.

Group Battle Mode: A mode in which you can pick up to 8 characters against a friend in a head to head match. You can have 1 against 8, 2 vs. 4, 5 vs. 7, or any other combination. There are two other modes in this mode:

Elimination Mode: Each you will use each character out until they are defeated in a one round match. Then continue onto the next character until all characters are defeated.

Match Play Mode: This mode means that both players will use an equal amount of characters against each other and they are matched against each other until someone wins the best out of the matches, once a character loses or wins, they cannot be used again later in the Group.

Time Battle Mode: This mode is a challenge in which you can attempt to beat the Capcom all time record of 6 seconds. In this mode the speed will always be at its slowest. Also the Capcom record was held by Dhalsim, pretty sensible since how else are you going to get to your opponent in time without teleporting? Also the difficulty is set at maximum, so that time will be against you.

=====  
-----[Game Engine]-----

[Blocking]: hold against opposite direction of the attacker while being attacked.

This simple concept allows you to take no damage from regular physical attacks. This is the most basic key to winning and takes little to master. However special attacks still do damage, just a small fractional portion that it normally does. However you cannot block in the air though.

[Jumping]: hold the directional pad up/upright/upleft

This yet another simple concept is one of the most basic keys to winning as it will be useful in getting you out of many tight situations. You can't take block damage forever, and jumping is one of the keys to getting your combos started. Most combos don't even exist without jumping attacks.

[Reversals]: Perform special attack right after you get up

This is one of the hardest maneuvers to perform in the game. However mastery of this maneuver can prove invaluable. Think of this as a semi-counter to certain attacks, when you are knocked down quickly perform a special move like a Tiger Uppercut or a Hadouken and if the score at the top left or right appears, then you have performed a counter quick enough. This will counter any attack(besides the Shouryuken) and prevent further attack from your opponent. However it all depends on which special attack you perform, because if you miss or the opponent blocks, then you will be counter-counter.

[Throws]: F/B+SP/FP/FK/RK(close to opponent)

Throws in this game has been drastically toned down from Street Fighter 2 Turbo, however they still do massive damage and can tip the favors to any opponent. Air throws can also be done and a lot of air throws do more damage than ground throws, and example can be seen by Guile's air backbreaker. Watch for close opponents to try or accidentally throw, and know that you cannot combo a throw.

-----  
Combo Legend  
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Once again I will use James Chen's fabulous combo system with the touch up of Mig Rustia's combo system. Incase you are a little baffled with some of the codings in the combos this legend is here to help.

- J. -- Stands for jumping
- J.CU. -- Stands for crossing your opponent up while jumping with an attack
- C. -- Stands for crouching
- FWD. -- Stands for holding toward while perform an attack
- F. -- Stands for holding forward
- DN. -- Stands for holding down while jumping for an attack
- UF. -- Stands for jumping forward
- UB. -- Stands for jumping backwards
- DF. -- Stands for holding the controller in a down-forward position
- DB. -- Stands for a defensive crouch
- B. -- Stands for moving back
- J.D. -- Stands for jumping in with an attack that hits the opponent deep
- J.SD. -- Stands for a super deep attack while jumping in
- \ / -- Stands for landing after a jumping attack
- / \ -- Stands for jumping after a standing attack
- > -- Stands for cancelation of a normal move into a special attack
- 3P -- Stands for holding or pressing all three punch buttons at once
- 3K -- Stands for holding or pressing all three kick buttons at once
- 2P -- Stands for holding or pressing any 2 punch buttons at once
- 2K -- Stands for holding or pressing any 2 kick buttons at once
- JP -- Stands for Jab
- SP -- Stands for Strong
- FP -- Stands for Fierce
- SK -- Stands for Short
- FK -- Stands for Forward
- RK -- Stands for Roundhouse
- (air) -- Means that move can only be done in the air
- , -- An indication of moving onto the next attack

-----  
Balrog (pronounced "Bar Log")

For some reason that's how the announcer says it, for some apparent reason the announcer switched the "l" and the "r" or either its spelled the wrong way. Balrog was an ex-boxer that has been banned from the ring due to his violent nature and dirty tactics like hitting below the belt and biting of someone's ear (just kidding!). He had a sudden interest in joining Shadowlaw because he wanted to live a life of crime and riches. Then Balrog realize how good he had felt when he had one and decided to enter the World Warrior Tournament to hown his skills and see how well he would last in the fights against the strongest

fighters in the world. Also thus if he wins he would take over Shadowlaw as their new leader.

Quote: "Get up you wimp!"

-----[Dashing Punch: B(charge for 2 sec.)F+P]-----

An excellent move to use overall because it has alot of range and damage potential and is a quick counter to missed attacks like a Dragon Punch. It can easily be put in combos and has very little start up or recovery time and does good chipping damage. Although certain attacks can counter it like a projectile or some standing jabs, he is susceptible to low blows, but he is more than likely to win.

-----[Dashing Uppercut: B(charge for 2 sec.)F+K]-----

Just like his Dashing Punch, it has excellent range and does alot of damage. It can easily be put in combos and counter missed moves like a Flash Kick. This move will hit opponents in the air and is an excellent counter, but the move must be started early. Ducking opponents can completely avoid damage and Balrog can fall victim to low attacks rather easily.

-----[Shoulder Butt: D(charge for 2 sec.)U+K]-----

This is Balrog's prime anti-air attack move. Sometimes opponents can't predict when this move will come out since it comes out instantly its hard to tell when he's going to use it. Also after the first couple of frames of animation he is invincible while traveling through projectiles and attacks. The recovery time and start up delay is very minimal.

-----[Turn Punch: Hold 3P or 3K(charge for 2 sec.)then release]-----

Its a very useful move in certain situations like when Balrog is being bombarded with projectiles he can counter that with his Turn Punch because it will go through projectiles, but Dragon punches can counter it. It will do alot of damage and can chip good damage as well.

-----[Final Punch: Hold 3P or 3K(charge for 3+ sec.) then release]-----

Like his Turn Punch Blarog can charge for an attack, but the downside is that when he charges for more than 2 seconds the invulnerability is lost. The plus side is the block damage and regular damage. You can lose up to 60% of your opponent's life with this move and you can chip about 15% of their life even if they block! Its not comboable and has a start up delay and recovery time.

=====

#### Other Moves:

-----[Head Butt: F+SP or FP]-----

Basically its a grab move, constantly ram the buttons to get more hits

and more damage, you can even drain away 1/3 of your opponent's life gauge!

=====  
Combos

Two-in-One's

1. S.Jab --> Dashing Punch
2. S.Strong --> Dashing Uppercut

Other Combos

1. J.Roundhouse \ / C.Jab, C.Roundhouse
2. J.D.Fierce \ / C.Jab, C.Jab --> Dashing Uppercut or Dashing Punch  
Basically charge while you jump in, and cancel quickly.
3. J.SD.Roundhouse \ / S.Strong --> Dashing Punch
4. J.D.Fierce \ / C.Jab, C.Jab --> Jab Dashing Punch, S.Fierce  
You must hesitate for a split second after the Dashing Punch.
5. J.D.Roundhouse \ / C.Jab, C.Jab --> Dashing Uppercut, Dashing Uppercut, S.Fierce  
Turn the juice loose with this Master Blaster of Disaster combo! Sorry for the corny line, but its possibly the sweetest combo in the game, use the short Dashing Uppercut on both accounts and hesistate for a split second before pulling off the final fierce.
6. J.D.Fierce \ / S.Jab --> Dashing Punch  
Make sure you charge ahead of time for this combo to work.

-----  
Tactics

Most opponents will block most of Balrog's Dashing attacks, but you can remedy this problem. Try performing a Dashing Uppercut or Dashing Punch just out of your opponent's range then Head Butt them, make sure you don't connect at all with this otherwise you can get countered.

-----[Ending: Balrog]-----

Here Balrog stands on top of a platform, he has finally reached his goal of being number 1, and exclaims "Only in America Baby!" Here's where the difference between the arcade occurs:

SNES/Genesis: Balrog sits on a couch with money around him, and he's also smiling.

Arcade: Balrog sits on a couch with money around him, but this time two girls are at the side of him as he holds a glass of shandy in his left hand.

-----[Overall]-----

Balrog is an excellent player when used well, his combos take off massive damage and he can counter basically anything with his Shoulder Butt. The length and range of his attacks are basically unrivaled, but his main weakness is those against him with a projectile. It takes precise timing to really catch and opponent with your Turn Punch and against Ryu or Ken, Balrog really can't do much about that.

#### Blanka

Raised in the amazon jungle of Brazil, Blanka(also known as Jimmy) was forced to adapt to the new world after a plane crash. He has learned many attacks from the different animals of the jungle. He gained his electrical ability when he encountered electric eels and the eels had shocked him and sent an electrical current running through him, and thus he can make himself into a giant light bulb! However he wasn't always green, or even an animal, he was once human and he wishes to find his mother. Blanka feels that through the World Warrior tournament he can find a link to his mysterious past and also reunite himself with his mother.

Quote: "Seeing you in action is a joke!"

-----[Electricity: Press P(rapidly)]-----

This move has alot of priority. It allows Blanka to become a giant ball of electricity, once opponents get neared him they will get zapped. This is an excellent defender against air attacks and will beat out practically any jumping attacks. However he can be swept from about 3 or 4 steps distance and he is vulnerable to projectiles, but the recovery time is very minimal, and will chip twice if up close.

-----[Rolling Attack: B(charge 2 sec.)F+P]-----

An excellent move to use overall because mainly it has good priority and can be put in two-in-one combos. It does good damage and can counter missed Dragon Punches, but Blanka is still vulnerable to jumping attacks, projectiles, Dragon Punches, and a few standing attacks. The recovery time in this move is quite bad as Blanka will bounce off his opponent if they block. The stronger the button used the faster and more horizontal range that it has.

-----[Vertical Rolling Attack: D(charge 2 sec.)U+K]-----

This move has good vertical range and will hit opponents above him, it also has a bit of horizontal range in the air so Blanka can counter missed Dragon Punches even if the opponent is still in the air. It doesn't have as much priority as his electricity, but it has more range. The stronger the button used the faster it goes.

-----[Beast Leap: B(charge 2 sec.)F+K]-----

Its a fairly decent attack, the only problem with this move is that your

opponent can easily block this after they have thrown a projectile. It has a start up delay where Blanka flips back and then hurls over at his opponent in an arc form going over projectiles, but just barely. You must start this move early and its sorta like a guessing game if you want to counter attack your opponent. The recovery time is fairly decent, but Balrog and E.Honda can counter with either Sumo Headbutt or a Dashing Uppercut.

=====  
Other moves:

-----[Head Bite: F+FP]-----

A basic grab move that will have Blanka bite his opponent's head, ram the button for more hits.

-----[Head Butt: F+SP(close)]-----

This move double hits if up close and can be canceled into a 2-in-1 combo but you must cancel after the first hit, otherwise your move won't connect.

-----[Double Hit Knee: F+FK]-----

As you can tell from the title this move will double hit, and can also be canceled into a special move, but after the first hit.

=====  
Combos

Two-in-One's

1. S.FWD.Strong --> Rolling Attack  
You must cancel after the first hit, if the move double hits, you were too slow!
2. S.Strong --> Vertical Rolling Attack  
This combo works best if you are up close to your opponent.
3. C.Forward --> Rolling Attack

Other Combos

1. J.D.Fierce \ / S.Jab --> Electricity
2. J.D.Fierce \ / C.Forward --> Rolling Attack  
You must charge ahead of time for this combo to work, otherwise it won't come out.
3. J.D.Roundhouse \ / S.Strong, C.Fierce
4. J.D.Roundhouse \ / D.Strong, C.Roundhouse

-----  
Tactics

When you use your Rolling Attack you can always expect an opponent to block since you are either in a crouching position or moving back. You

might not always land a Rolling Attack, but you can mess opponents up for example:

Jab Rolling Attack, wait, Electricity

Since you land short in front of the opponent, you can counter if they decide to try and use a special move to counter attack like a Dragon Punch or Flash Kick.

Another good tactic is to fake your opponent that you are going to connect with your Rolling Attack. They will block in advance in most cases:

Jab Rolling Attack, Head Bite

This is sorta like a confusion tactic that can easily fool your opponent, the point of this move is try not to let this connect and you should stop within a step or two in front of your opponent, then while you land immediately press forward and fierce at the same time to catch them off guard.

-----[Ending: Blanka]-----

In the end Blanka finally finds his mother as they hug and cry, and he is yet to find out about his mysterious past...

-----[Overall: Blanka]-----

79/100

Blanka is a very quick character in this game, regardless of his beastly nature. He has a lot of range on his attacks and his Beast Roll and vertical Beast Roll attacks can make for a very quick reversal, and his defense is very good, thanks to his Electricity attack, standing roundhouse, and his vertical Beast Roll. However projectiles are sometimes Blanka's worst nightmare, across the screen Blanka can't really do anything about it and he is forced to jump into Ryu and Ken's ridiculous Hadouken/Shouryuken pattern at times. Controlling Blanka is another thing, he takes time to get adapted to and mastering him sometimes won't cut it against better opponents like Guile or Ryu.

=====

Cammy

Cammy now is a current member of the Delta Red special forces. She has somehow lost her memory in an accident and was founded by Delta Red units. They took her in and she went into training and the units were amazed by her quick reflexes and she was quickly moved to the top ranks in the special op forces. She now enters the World Warrior Tournament to find out about her mysterious past.

Quotes: "Your missing teeth will remind you of my victory"  
"You must enjoy being beat, let me remodel your face one more time"

-----[Cannon Drill: D,DF,F+K]-----

An excellent move with alot of horizontal range. It easily combos and can

be used to punish mistakes like missed anti-air attacks. It does good block damage and does good damage. The roundhouse version will double hit, blocking or not, when you are close to your opponent. Just watch for the recovery time though because its pretty bad and she will get countered rather easily.

-----[Thrust Kick: F,D,DF+K]-----

One of the best anti-air attacks in the game, simply because of the damage and range this move possesses. It has alot of horizontal range, and even her short version has more range than Ken's fierce Shouryuken! This move is easily put in combos and counters alot of attacks. This move has high priority over any jump in attack, but you are not invulnerable to projectiles like the Shatokens. The recovery time is pretty decent compared to most anti-air attacks as she bounces away from a blocked opponent.

-----[Spinning Knuckle: DB,B,F+P]-----

The motion might seem a little awkward, but you can make it easier for yourself to do the motion. Simply pretend that this move only has a B,F+P motion and quickly execute the move like a Sonic Boom, except that you don't have to charge for it. There are two very useful tactics involving this move, one its goes through projectiles at start up, and second it does a ton of block damage. Even if the opponent blocks this move you still won't be dissappointed by the damage done. The real downside to this move is that you can't combo it because it starts out too slow and also Cammy is vulnerable to practically any attack besides projectiles during the duration of this move. Be careful while using this move.

=====

#### Other Moves:

-----[Suplex: F/B+SP or FP]-----

A powerful move that does alot of damage, use this to counter misses and to give yourself an edge in certain fights.

-----[Thigh Press: F/B+FK or RK]-----

A very powerful move that does alot of damage, it also has alot of throw priority and good range. Use this to counter attacks missed by opponents.

-----[Air Body Throw: F/B+SP or FP(air)]-----

An excellent move to use overall, it does alot of damage and can be used to counter mistakes put out by opponents.

-----[Frankensteiner: F/B+FK or RK(air)]-----

An immensely powerful and useful move, the priority on this move rivals Chun-Li's air throw and can even take opponents out of their attacks! Use this whenever possible.



=====  
Combos

Two-in-One's

1. F.Forward --> Cannon Drill
2. C.Short --> Thrust Kick
3. S.Strong --> Cannon Drill

Other Combos

1. J.D.Fierce \ / S.Strong --> Cannon Drill
2. J.D.Roundhouse \ / S.Strong --> Thrust Kick
3. J.D.Fierce \ / C.Short, C.Forward  
This combo is kinda risky because it doesn't knock the opponent down, but the computers puts this combo on me often, so I thought I can add it in!  
(^\_^)
4. J.D.Roundhouse \ / C.Short, C.Forward --> Cannon Drill or Thrust Kick  
Well here's a little more insurance, this combo does 50% damage and can easily give you a victory, but make sure to cancel quickly!
5. J.SD.Fierce \ / S.Short, S.Short, C.Short, C.Forward --> Forward Cannon Drill or Forward thrust Kick  
This is possibly the biggest combo Cammy can pull off, she puts on the nacho with this cheap combo and it does about 55% damage, cancel quickly for best results. You may have to skip a short on smaller characters.

-----  
Tactics

Well Cammy has this annoying corner trap that I constantly put on my brother:

S.Short, S.Short --> Short Thrust Kick, S.Short, S.Short --> Short Thrust Kick, etc.

Very annoying and hard to escape, anti-air attacks(mainly the Shouryuken) can counter this nacho cheese corner trap.

Cammy's standing roundhouse can counter alot of jumping attacks, including Chun-Li's annoying Stomp Kick. Make sure you are close to your opponent when you execute the roundhouse, think of this move as her launcher in XSF. The official strategy guide calls it the Handstand Counter.

-----[Ending: Cammy]-----

Cammy defeats Bison, she goes over him and demands that he tells her everything. Bison is puzzled that Cammy defeated him, he tells her if she remembered him and also tells her about the accident. Cammy doesn't remember, Bison told Cammy that they were both once lovers, but Cammy

doesn't believe it. Cammy leaves Bison to rot and she stands outside the Shadowlaw headquarters in Thailand, here she wonders if any of it were true. Then the elite force of Delta Red comes by, they try to cheer her up and tells Cammy that she could never love a criminal like that. Cammy then cheers up and they leave in a nice scene with a helicopter. (In my opinion one of the best endings in the game, or any game for that matter! Its definitely worth the trouble to see it.

-----[Overall: Cammy]-----

86/100

Cammy is one the quicker characters in the game, she has excellent dominance with her attacks as well as her special attacks and she is an avid combo character. Her throws not only have priority but they have range as well and she will msot likely win any close throw fights. However her attacks jumping in make it almost useless because of the angle and countering her missed special attacks like the Cannon Drill and Thrust Kick are pretty easy to do since due to the recovery delay.

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Chun-Li

While at a young age her father was killed by the ruthless emperor of China, M.Bison. At this time he was the most feared ruler in the land and her father was killed simply because he refused to give the Shadowlaw his food. She has fought and trained very hard throughout her life to stop this madman and has never gotten the chance to face him in combat, but she believes through the World Warrior tournament she will find the one who has killed her father.

Quote: "I am the strongest woman in the world!"

-----[Kikouken: B(charge 2 sec.)F+P]-----

Its a pretty decent projectile and can be used in combos and corner traps. The range of this fireball no longer goes full screen, but it still has alot of range and does good damage. The speed of the projectile is pretty slow and basically anybody can jump over it. It can be used to chip damage and its fairly decent in fireball fights, but only against slow projectiles like the Yoga Fire.

-----[Hyaku Retsu Kyaku: Press K(rapidly)]-----

This move has alot of chipping potential and does alot of damage, but you cannot get more than two hits out of this move simply because the between hits are blockable. Its a really annoying move that can fustrate the heck out of opponents because it does alot of damage even if blocked and can also be used in a combo.

-----[Spinning Bird Kick: D(charge 2 sec.)U+K]-----

This move is similar to Ryu and Ken's Tatsumaki Senpueu Kyaku except its not quite as useful. It can pass through projectiles, but the priority isn't so great. An opponent can easily block under this move, but if it connects it will do alot of damage as it can string together multiple

hits, but the multiple hits are blockable. This move can be used in combos, but the tricky timing makes it useless, but this move can be used to escape from certain situations.

-----[Air Spinning Bird Kick: D(charge 2 sec.)U+K]-----

Its hard to explain exactly how to do this move, but this version is higher than her standard Spinning Bird Kick and will move to the top of the screen. The way I do this move is after I charge I continue to hold Up then press kick instead of just letting go like her regular Spinning Bird Kick. She can use this move after a wall jump or after a Stomp Kick.

-----[Stomp Kick: D+FK(air)]-----

Quite possibly the most dominating jump in attack in the game. It has so much priority that it can even trade hits with a Flash Kick or a Tiger Uppercut. Ryu's crouching fierce isn't even a match for this move and only a few moves will out prioritize this one, mainly the Dragon Punch, Chun-Li's close standing roundhouse or Cammy's close standing roundhouse. The wierd thing about this move is that you can chain it for multiple hits and can be used as an effective air combo! The recovery time is very minimal though.

-----[Neck Breaker Kick: F+RK]-----

A rather odd confusion move. Chun-Li will flip over her opponent and hit them on the back of the head with a kick, the confusing part is that opponents often forget which way to block and ends up crossing them up, but in actuality she never hits the opponent in the back of the head, this is a great way to move over projectiles as well.

-----[Flip Kick: F+FK]-----

This move is mainly used in combos and it does alot of damage if it double hits. She will flip out of the opponent's way if the opponent manages to block and Ken basically has the best chance to counter with his fierce Dragon Punch.

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#### Combos

Special Game Notes: Chun-Li

- Chun-Li can bounce off the walls, simply jump towards a wall and quickly hit the opposite direction.
- Take note that she has alot of throw priority including on the ground and in the air, use her throw to counter alot of mistakes.
- She is possibly the weakest character in the game, her attacks do less damage than all other street Fighter characters.

Two-in-One's

1. S.Fierce --> Kikouken
2. S.Short --> Hyaku Retsu Kyaku  
Basically rapidly press the kick button and the Hyaku Retsu Kyaku should cancel on its own.
3. S.Fierce --> Spinning Bird Kick  
The only tricky part is that you pull off the standing fierce at the midpoint of the move. After you charge down let your controller go at a neutral position then quickly press up and kick.
4. C.Forward --> Kikouken

#### Other Combos

1. J.Fierce \ / S.Strong, C.Roundhouse  
This her basic chain combo, you should master this one first.
2. S.Strong, S.Fierce
3. C.Forward, C.Roundhouse
4. J.Fierce \ / S.Fierce --> Kikouken  
The way to perfect this combo is that you must charge ahead of time.
5. J.Fierce \ / S.Fierce --> Hyaku Retsu Kyaku  
After the two fierces connect rapidly ram those buttons and the move will cancel.
6. J.DN.Forward, J.DN.Forward, J.DN.Forward, J.DN.Forward, J.DN.Forward  
This is her strongest combo and can easily drain half your opponent's life. Only on Sagat will this hit 5 times, on Zangief, Balrog, and T.Hawk this will hit 4 times, and all other characters it will hit 3 times.
7. J.DN.Forward, J.Roundhouse \ / S.Fierce --> Spinning Bird Kick  
Quite possibly the most dangerous combo in the game, she is the only character in the game that can jump in with multiple attacks, remember to charge in advance and cancel quickly.

#### ----- Tactics

Chun-Li's air throw has amazing priority. She can even counter midair attacks like Ryu's Tatsumaki Senpū Kyaku even in the middle of their move! But the timing is ridiculous and will take a lot of practice.

Chun-Li has this annoying corner trap and it goes like this:

Kikouken, C.Forward --> Kikouken, C.Forward --> Kikouken, etc.

It's hard to break out of and it's also hard to accomplish, a lot of practice is needed for this to work and a Dragon Punch or a Hyper Fist can break out of it.

When an opponent tries to cross you up you can pull a Flip Kick to knock them out of it or a Neck Breaker Kick.

-----[Ending: Chun-Li]-----

Chun-Li has two endings. In the arcade version you will see her mourning over her father's death at a tomb, while at the home version she stands in her win pose over Bison. You have two choices nonetheless and you can pick the choice of either being a detective or return to the life of a single girl.

Single Girl: Appears in a costume of some sort and knocks a guy senseless while having the calm look on her face. The people doesn't realize that she is Chun-Li, winner of the World Warrior tournament, until she gives them a good thrashing of course.

Detective: This is basically the same scene as the first one except she is in a detective's jacket and the quotes are different, and she still knocks a few punks senseless.

-----[Overall: Chun-Li]-----

81/100

Chun-Li is very quick and has some pretty confusing manovers. She is probably the only chain combo character in this game and her Hyaku Retsu Kyaku will do massive damage even if blocked. Her close standing roundhouse is an excellent anti-air attack manuver, but however overall her defense sucks. She has the lowest attack strength of any character in a game where every other character's attack strength is the same. Also her confusing attacks can sometimes back fire on an opponent because the player might be confused as well, and never go into a projectile fight because her projectile doesn't even go full screen's distance and it takes time to charge for it as well.

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Dee Jay

A proud man of his heritage he has trained hard over the years of his western kickboxing style. His other love is his music, he believes that with a good rythmn and kickboxing style, he feels that nothing can stop him from winning the World Warrior Tournament. He has alot of style in his techniques and also one day wishes to become a record music label artist. If he wins this tournament he will feel alot of accomplishment, since being the only person to be a label artist and a street fighting champion.

Quote: "Were my combos too much for you mon?"

-----[Double Dread Kick: B(charge 2 sec.)F+K]-----

A very powerful kick that will knock the opponent down. Only the short version of this move will hit once. This move does good block damage and also excellent damage. Sometimes the move will be blockable after the first hit, to remedy this problem make sure you are deep enough to your opponent's sprites. The second kick can be used as a semi-useful anti-air attack, but this move must be started real early. The recovery time and start up delay for this move is very minimal so use this in combos or to take away a bit of life.

-----[Max Out: B(charge 2 sec.)F+P]-----

Just like Guile's Sonic Boom, it does good damage, can be used in combos, and also the motion is Guile's! The only downside to this move is that it has just as much recovery time as a Hadouken. This can be used to keep people out in fireball fights, but stay away from Sagat and Ryu because their projectiles are much faster. Be sure to charge for this move everytime.

-----[Hyper Fist: D(charge 2 sec.)U+P(rapidly)]-----

An immensely powerful move that hits up to four times, as long as you have a rapid fire controller of course! This move can be put in combos and also be used as an anti-air attack. The downside is that when you use it as an anti-air attack the hit is rather weak and the priority is pretty low. To remedy this problem start the Hyper Fist and wait until the opponent is as close to you as possible, the first few frames of animation are invincible and you will do alot of damage with a single hit. This can also be used to go through projectiles during start up and the block damage on this move is mind boggling!

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#### Other Moves:

-----[Shoulder Toss: F/B+SP or FP]-----

A good throw with a good amount of range, the priority isn't as good as other throws, but its once of the better ones in the game because it'll throw your opponnent away from you.

-----[Backflip Toss: F/B+SP or FP]-----

Just like his Shoulder Toss, but the range is less, the plus side is the fact that it has more priority. Use this to counter miss attacks.

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#### Combos

##### Two-in-One's

1. S.Strong --> Max Out
2. C.Forward --> Double Dread Kick
3. C.Jab --> Hyper Fist

##### Other Combos

1. J.D.Fierce \ / S.Strong --> Max Out
2. J.D.Fierce \ / S.Strong --> Forward Double Dread Kick
3. J.D.Forward \ / C.Short, S.Fierce  
If you did connect deep enough the fierce will double hit. That's means if you master this combo you can be cruising to a victory, four hit style that is!!!!
4. J.CU.Forward \ / C.Jab, C.Jab, S.Strong --> Hyper Fist

Thanks to CAPCOM for this combo. Its Dee Jay's 8-hit monster and is visually impressive and does about 60% damage. Make sure you throw a strong at the midpoint of the Hyper Fist, and charge in advance for this move. But all in all deal this, and you will be king of the street fighting champs!!

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Tactics

Dee Jay doesn't carry much tactics, nor does he need to. His jumping roundhouse is a good move to knock opponents out of the air with. His crouching forward is also a knockdown. Also his crouching roundhouse has been known to go under projectiles!

-----[Ending: Dee Jay]-----

Dee Jay celebrates his victory with his music. Later he has become the fastest selling record artist in Earth's history and fans simply adore his excellent music. (Kudos to Capcom for this pretty good ending! ^\_^)

-----[Overall: Dee Jay]-----

85/100

Dee Jay is quite possibly the best combo character in the game, which is not surprising because he promotes them in his quote. He has very good speed and A LOT of priority on most of his attacks and he can really deal damage with his combos. However his projectile, while being a very effective one, takes a time to charge obviously and against Sagat, Ken, or Ryu he probably won't do that well. His combos, while being very impressive, are quite hard to master meaning that those who want to become an expert with Dee Jay must take a lot of time to learn how to use him, but trust me the combos this guy be doing are well worth the practice.

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Dhalsim

With famine and disease striking his homeland, he has made it his own priority to seek out whoever is responsible. The goal of his has led him to the World Warrior Tournament, he believes whoever is the head of this tournament is the head of Shadowlaw, an evil corrupt ruler known as M.Bison, through the years he has sought to purify his soul with the power of Yoga and he doesn't feel he can rise to another level of consciousness unless he accomplishes his goal of stopping the corrupt ruler.

Quote: "I will meditate and then destroy you"

-----[Yoga Fire: D,DF,F+P]-----

A pretty good projectile that can keep Dhalsim in those close fireball fights. The only problem with this move is that it travels too slow and opponents will be able to dodge or block the projectile rather easily. It does good damage and good block damage and can be used in an effective two-in-one combo. Just watch for the recovery time because opponents can jump over the Yoga Fire and come in for a combo.

-----[Yoga Flame: B,DB,D,DF,F+P]-----

A pretty decent move that can stop jumping in attackers. It does alot of damage and can also be put in combos, but opponents don't really have much trouble going over this move as they can just jump over it and attack Dhalsim. If the opponent is close to Dhalsim the Yoga Flame will not hit, so try to avoid that.

-----[Yoga Teleport: F,D,DF or B,D,DB+3P or 3K(2P or 2K:SNES only)]-----

On the SNES version all you need to press are just two punches or two kicks. The Dragon Punch motion plus 2P makes him teleport close and behind the opponent while the Dragon Punch motion plus 2K makes him teleport far and behind his opponent. The reverse Dragon Punch motion plus 2P makes him teleport close and infront of his opponent while the reverse Dragon Punch motion plus 2K makes him teleport away and infront of his opponent. There is a slight recovery time from this move however and opponents can quickly counter. Use this to escape corner traps, projectile fights, or to put pressure on your opponent.

-----[Instant Yoga Spear: D+RK(air)]-----

This move has good priority and can knock opponents out of certain dashing attacks like a Psycho Crusher or Sumo Head Butt. It does a decent amount of damage and has very minimal start up delay and recovery time, just watch for Ryu or Ken who can counter with a Shouryuken.

-----[Instant Yoga Mummy: D+FP(air)]-----

While its not as dominating as his Yoga Spear this move does however, have more range. It does more damage, and the recovery time is put down to a bare minimum.

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#### Other Moves:

-----[2-Hit Head Butt: FP(close)]-----

This move hits twice and does good damage, use this in combos.

-----[Yoga Nuggie: F+SP(close)]-----

Basically its a grab attack, it doesn't have much priority or range but you can ram the buttons to get more hits and more damage out of it through.

-----[Arm Throw: F+FP(close)]-----

A powerful throw, it does alot of damage and has good range and priority over most attacks. Use this to counter missed moves and attacks.

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## Combos

### Two-in-One's

1. C.Forward --> Yoga Fire
2. C.Firward --> Yoga Flame

### Other Combos

1. C.Short, C.Forward --> Yoga Flame or Yoga Fire  
Basically with this combo you must cross your opponent with the slide, time the slide at the last possible second and you will cross them up.
2. S.Jab, C.Jab, C.Roundhouse
3. S.Jab, S.Fierce  
Make sure you are close to your opponent so the fierce headbutt double hit.
4. Jab Yoga Fire --> Teleport, C.Forward --> Yoga Flame  
Funky combo, but effective, the real timing is the teleport, use this and mess with your opponent's head! Make sure you teleport behind your opponent and cancel as soon as possible. Also this move must be done from full screen's distance.
5. Jab Yoga Fire, S.Fierce  
Effective combo and also cheap! Make sure you are within range of your fierce when you throw the projectile, and don't throw the fierce Yoga Fire otherwise you'll knock them down. This is mainly a sucker combo and only suckers get caught by this combo. (^\_^)

### ----- Tactics

Dhalsim can really frustrate the opponent with his cheap tactics mainly this one:

Jab Yoga Fire, S.Roundhouse, etc.

Its very similar to the Dragon/Fireball pattern.

Also you can do this:

Yoga Fire --> Teleport, Throw

Very effective and very cheesy.

-----[Ending: Dhalsim]-----

Dhalsim goes back to his family and he teleports out of the Thailand temple. 3 years have passed and he and his son are enjoying a nice meal together, his son asks him what the picture is about and Dhalsim replies that him in his past life.

-----[Overall: Dhalsim]-----

For those of you who have played as Dhalsim in the crossover series and the Alpha series, let me remind you that he is nothing like he was in those games. Dhalsim, believe it or not, is actually one of the more preferable characters in this game. He is the only character in this game that can teleport and with his teleportations he can be one serious fighter. Watch for Dhalsim to use a lot of teleporting and Yoga Fires, its very hard to stop this kind of pattern. However this does not mean that Dhalsim does not have flaws, his teleportation can be his own demise if the opponent can pickpocket the location in which Dhalsim can land on, and jumpign in with attacks is NOT Dhalsim's specialty, this is due to the fact that he drifts and cannot combo after jumping in from an attack and also with the awkwardness of the angles on his attacks.

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#### E.Honda

While growing up in the life of Japan he was always admiring sumo wrestlers and he too hoping to one day become one himself. Now he has after gaining a couple of hundred pounds he has worked his way up to the top of the charts and is known widely in Japan. He also has his own dojo where he teaches potential sumo wrestlers about discipline and respect for your opponent with these Honda thinks that is what it takes to become a true sumo wrestler. He enters the World Warrior Tournament to teach his students how discipline can show them the way.

Quote: "Can't you do better than that?"

-----[Hundred Hand Slap: Press P(rapidly)]-----

An excellent move to use overall because of its damage potential and the fact that it chips so much damage! This can be used as an anti-air attack but its almost useless since opponents can easily jump in and counter. E.Honda can move a little bit during the duration of this move and can use it after his Bear Hug.

-----[Sumo Smash: D(charge 2 sec.)U+K]-----

Its a pretty decent attack, it longer hits on the way up like in previous games making him vulnerable to jumping attacks. It does however go through projectiles and knocks opponents down. The stronger the button used the more range that it goes. Just watch for the recovery time on this move because he can be knocked down after this move.

-----[Sumo Head Butt: B(charge 2 sec.)F+P]-----

An excellent move to use because it has alot of range and damage potential. This move can also combo and can be used to counter missed attacks from screen distance! The recovery time on this move is very minimal and during the first few frames of start up it will pass through projectiles, but only through quick projectiles.

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Other moves:

-----[Sumo Splash: D+FK(air)]-----

A pretty decent move, it has good priority and attack power. The jumping roundhouse is a better alternative to jump in attacks.

-----[Bear Hug: F+FP(close)]-----

An excellent move to use because it has good priority and good range. Ram the buttons to get more hits and more damage out of it.

-----[Sumo Toss: F+SP(close)]-----

This move has good range, but not alot of priority. use this to counter mistakes or missed attacks.

-----[Knee Bash: F+RK(close)]-----

Like the bear hug, it has god range and good priority. Ram the buttons to get more hits and more damage out of it.

=====

#### Combos

##### Two-in-One's

1. C.Strong --> Sumo Head Butt

##### Other combos

1. J.D.Roundhouse \ / S.Jab --> Hundred Hand Slap
2. J.D.Roundhouse \ / C.Strong --> Sumo Headbutt  
Make sure you charge ahead of time for this combo.
3. J.D.Roundhouse \ / S.Jab, C.Roundhouse
4. J.D.Fierce \ / S.Roundhouse  
Depending on how deep your hit was, the roundhouse should hit two times.

-----

#### Tactics

Not much here. But there is a 60% damage cheesy strategy!:

Bear Hug --> Hundred Hand Slap

Make sure you ram the buttons to get more hits out of the bear hug, then after the opponent recovers, they will land in drop in front of you! Ram the punch buttons and use Hundred Hand Slap! It doesn't matter if they block because you'll be so deep into the opponent's sprites that the Hundred Hand Slap will hit about 7 times!

-----[Ending: E.Honda]-----

E.Honda wins the tournament. He goes back home and teaches his students

about discipline while eating rice.

-----[Overall: E.Honda]-----

77/100

E.Honda is a pretty good character up close, his throw range is pretty good and his special attacks are good counters against certain situations. He has decent range on his attacks, but his priority is somewhat average or pretty weak. The main problem with his Sumo Smash is that the opponent can trip him prior to landing, and he often uses that to jump over projectiles but Ryu is his main nemesis and Ryu will 95% of the time catch E.Honda in that kind of trap, remember that and try to avoid those kind of traps.

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Fei Long

With the looks and talents of Bruce Lee, its no question that he is one of the most skilled fighters in the world. He has been asked serveral times to be in movies but has refused. He wishes to live on the legend that his father once possessed(does this mean he's Bruce Lee's son?). When he was young he wish was to be in show-business but his dedication to Kung Fu has paved another road for him. He enters the World Warrior Tournament to see if his skills are good enough to defeat the World Warriors.

Quotes: "You must learn to block or my speed will always overcome you"

"You have been trained to be a great loser, now you must learn to fight"

-----[Rekka Ken: D,DF,F+P(can be done 3 times in a row)]-----

An excellent move overall because of its damage potential, the best part is that Fei Long can chain up to three of these in a row resulting in a powerful three hit combo! Try to avoid using the last Rekka Ken because it will leave him in his pose which leaves him vulnerable to attack. Pester your opponent with the first and second Rekka Kens, then stop and do them again! This way you won't be countered and you can chip away alot of life!

-----[Shien Kyaku: B,D,DB+K]-----

Quite possibly one of the coolest looking moves in the game! This move does an unbelievable amount of damage and just as much damage as Ken's Shouryuken! This move is an excellent anti-air attack but like the Flash Kick and Tiger Uppercut, you must use it when your opponent is deep within your sprites. The Roundhouse version will double hit if up close. This move does have a bit of recovery time so avoid using it too often.

-----[Thrust Kick: F+RK]-----

This is more like a psych out quick then anything else. It starts out slow but it double hits and Fei Long has almost no recovery time from this move making it hard to counter. I've seen the computer combo this move and I'm still baffled as to how they do it.

=====  
Other Moves:

-----[Power Throw: F+SP/FP(close)]-----

An excellent throw mainly because it has good range and priority. Use this to counter mistakes and missed attacks.

-----[Hair Throw: F+FK/RK]-----

Same as above, it has alot of range and priority. Use it to counter missed attacks.

=====  
Combos

Special Game Notes: Fei Long

-- Fei Long's crouching fierce is a very useful move, about 2 or 3 of them will dizzy your opponent!

Two-in-One's

1. S.Jab --> Shien Kyaku
2. S.Fierce --> Shien Kyaku

Other Combos

1. J.D.Roundhouse \ / S.Jab, C.Roundhouse
2. J.D.Fierce \ / S.FWD.Roundhouse  
I saw the computer to do this combo and was unable to block it, but since the kick has a bit of start up delay I'm not sure how they did it.
3. S.Jab --> Rekka Ken --> Rekka Ken --> Rekka Ken
4. J.D.Fierce \ / S.Fierce --> Rekka Ken --> Rekka Ken --> Rekka Ken  
Its best if you use the fierce button for the Rekka Ken's.
5. J.Fierce \ / S.Jab --> Shien Kyaku  
One of my favorite combos in the game, cancel quickly.
6. J.D.Fierce \ / S.Fierce --> Shien Kyaku  
This one is harder to pull off but it still works, hefty damage if it connects though!

-----  
Tactics

Well not much tactics for Fei Long. You can try this annoying corner trap though:

Rekka Ken --> Rekka Ken, stop, Rekka Ken, stop, Rekka Ken, stop,  
Rekka Ken

You can make up your own patterns if you like, but avoid this tactic against Shatokens because they can break out of this trap rather easily.

-----[Ending: Fei Long]-----

A director comes and says he wants to catch that 4-hit red-dizzy combo on film (sorry I don't remember him having one!). Fei Long however does not want to join the movie industry. Later he opens up his own dojo and trains his style to millions of people. You see a statue commemorating him and students training near his statue. Apparently the style of Fei Long passes onto the people, but the game does somehow mention that he died.

-----[Overall: Fei Long]-----

88/100

Fei Long is one of the more powerful characters in this game, his devastating 5 hit combo does massive damage and two of them can end the match pretty quickly. He has excellent defense and he is a very quick and agile character with throw priority and range. However Fei Long is one of those characters with just a few flaws, make sure not to do all three Rekka Kens in a row against a blocking opponent, he stands there for the longest time and is very liable for a counter attack. Watch for his Shien Kyaku, if he misses he is just as vulnerable as a Tiger uppercut.

=====

Guile

Serving in the air force Guile is the proud soldier that fights criminals wherever they lurk. He has been known for his Flash Kick and his honor around the military and he seeks out corruption and gives his best effort to stop it. However during his mission in the jungles of Thailand his friend Charlie has died while trying to escape the camps of Shadowlaw. Guile has been sworn with vengeance ever since, and the only way he will find M.Bison is through the World Warrior Tournament.

Quote: "Are you bad enough to fight with me?"

-----[Sonic Boom: B(charge 2 sec.)F+P]-----

A prime weapon for Guile mainly because there is almost no recovery time from it! Use this often and then follow up on it to mess with your opponent's head! This projectile also comes out quick and can be used in combos. Make sure you are charging for this through out the match.

-----[Flash Kick: D(charge 2 sec.)U+K]-----

An excellent anti-air attack that has a lot of priority and a lot of range. The only problem with this move is that he can trade hits with the opponent rather easily, but to remedy this problem wait until the opponent's sprites are deep within yours and execute the Flash Kick for a clean hit. This move can be put in combos and it comes out very quick and is a good counter against missed attacks. Just make sure not to miss with this move though because the recovery time is ridiculous!

=====  
Other moves:

-----[Ground Throw: F+SP(close)]-----

This move has alot of priority and range, use this to counter missed attacks and special moves.

-----[Suplex: F+FP(close)]-----

Like the one above counter against miss attakcs and special moves.

-----[Air Throw: F+SP/FP(air) (close)]-----

The priority on this move is pretty good and also the range, but its not as powerful as Chun-Li's air throw.

-----[Back Breaker: F+FK/RK(air) (close)]-----

This move lacks range and priority but its the strongest throw in the game! It does just as much damage as Zangief's Spinning Pile Driver and is an excellent counter against air attacks.

-----[Backfist: F+FP]-----

An excellent move to use overall, mainly because it has alot of range, it combos off of his Sonic Boom, and is liable to trade hits or completely nullify fireball throwing opponents!

-----[Knee Thrust: F+FK]-----

An excellent move to use because he can follow up with it after his Sonic Boom, and this move has excellent range and does good damage.

=====  
Combos

Two-in-One's

1. S.Jab --> Sonic Boom
2. C.Short --> Flash Kick
3. C.Fierce --> Sonic Boom

4. S.Fierce --> Flash Kick

This combo will only work if you throw a fierce at the midpoint of the Flash Kick motion.

5. Sonic Boom, S.Fierce

While most two-in-one's involve the special move being the last hit, this involves the special move being the first hit!

Other combos

1. J.D.Fierce \ / C.Forward --> Flash Kick
2. J.D.Fierce \ / C.Jab --> Sonic Boom
3. J.D.Fierce \ / C.Fierce --> Sonic Boom, S.FWD.Fierce
4. Jab Sonic Boom / \ J.D.Fierce \ / C.Fierce --> Sonic Boom  
This is mainly a sucker combo and will only work if you are about 3/4's screen's distance away.
5. J.D.Forward \ / C.Strong --> Sonic Boom, C.Forward
6. C.Jab --> Sonic Boom, C.Strong --> Sonic Boom, S.FWD.Fierce  
Well Capcom and Gamepro call this the re-dizzy combo, but I'm not sure if this works in SSF2.
7. Jab Sonic Boom / \ J.D.Fierce \ / C.Jab --> Sonic Boom, C.Strong --> Sonic Boom  
Like number 4 you must be a certain distance away and your opponent has to be dumb (^\_^).
8. J.D.Fierce \ / C.Strong --> Sonic Boom, C.Forward --> Flash Kick

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Tactics

Well not much for Guile, you must always charge for your Sonic Boom and go after it and attack your opponent. You can even throw a Sonic Boom, walk up, and throw your opponent! Charging for Guile is the key to winning and always throw an attack after your Sonic Boom if your opponent counters your projectile with theirs.

-----[Ending: Guile]-----

Guile asks why Bison has killed Charlie, and Guile is angered with revenge. Before he can do anything his wife comes and tells Guile that if he kills Bison he is no better off than he is. Guile knows she's right and leaves Bison. Later they are at the comfort of his own home, but Guile still wonders about Charlie.

-----[Overall: Guile]-----

90/100

Guile is one of the most dominating characters in this game, his combo ability is only rivaled by Dee Jay and Ken. Guile has excellent throw range and priority and his defense is top notch that matches perfectly with his offensive skills. I find very little weakness in Guile besides the fact that he sounds a little dumb, however jumping in with priority is something Guile lacks and can be knocked out of the air easily. What he holds an advantage over all projectile throwers in the game is his Sonic Boom, it has basically no recovery time after the move and you can combo after it.

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Ken

The long time friend of Ryu and rival. Ken trained under the same master Ryu did, but Ken grew up differently than Ryu did. Ken was an obnoxious boy during his early years and was always out having fun on his family yacht. His parents wanted to change Ken's behavior so they sent him to Japan to learn some discipline. It was then and there that he had met Ryu who would later become his best friend. After his long training Ken went back to his home and later would meet Eliza, who would then become his girlfriend. Ever since he has met her his fighting skills have rapidly deteriorated and since he heard that Ryu was entering the World Warrior Tournament, Ken has also decide to enter the tournament as well.

Quote: "Attack me if you dare, I will crush you!"

-----[Hadouken: D,DF,F+P]-----

An excellent move overall, it comes out fast, it easily combos, and does good damage. You can even counter missed attacks from a distance with this move, and it also does good block damage. The speed is slower than Ryu's, but Ken has the second fastest projectile in the game and can easily wear down other opponents.

-----[Shouryuken: F,D,DF+P]-----

An excellent anti-air attack, it does a ton of damage, probably just as much as Sagat's Tiger Uppercut and also it hits multiple times. The jab version hits once, the strong version is powerful and hits twice, and the fierce version hits three times while lighting your opponent on fire. This move combos in just as easily as Ryu's and it does alot of block damage. The range is tremendous and has excellent horizontal range. Watch for the recovery time on this move though, only the jab version will leave you safe most of the time.

-----[Tatsumaki Senpoo Kyaku: D,DB,B+K]-----

Unlike Ryu's this move can hit up to four times and the first initial hit will hit ducking opponents. This move doesn't knock down like Ryu's but it combos just as easily and it does good damage. The hits alone are rather weak and you will need to get multiple hits to do some real damage. Like Ryu he can successfully aim this in the air to avoid attacks. There is very little recovery time from this move, but Ken can be knocked down or thrown just as he recovers from the move.

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Other moves:

-----[Shoulder Throw: F+SP/FP(close)]-----

This throw has good range and priority, use this to counter mistakes and also missed attacks.

-----[Back Roll: F+SP/FP]-----

Like the throw above, it has good range and priority, its main point is to counter or to cheese your opponent.

-----[Axe Kick: RK(close)]-----

This move double hits, but it cannot be comboed, or comboed after. It still does the same amount of damage as his regular roundhouse, so I don't see much point in using this move.

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#### Combos

##### Two-in-One's

1. S.Jab --> Hadouken
2. S.Jab --> Shouryuken
3. S.Jab --> Tatsumaki Senpoo Kyaku
4. S.Fierce --> Hadouken
5. C.Fierce --> Shouryuken
6. C.Forward --> Hadouken
7. S.Short --> Shouryuken

#### Other Combos

1. J.D.Fierce \ / C.Fierce --> Hadouken  
Master this combo and watch 50% of your opponent's life drain away!
2. J.CU.Roundhouse \ / C.Short, C.Roundhouse  
The CPU does this combo to me all the time, and I'm still baffled as to how he does it, I've managed execute this combo, but only twice!
3. J.D.Roundhouse \ / C.Forward --> Shouryuken
4. J.D.Fierce \ / C.Forward --> Hadouken  
This is an old skool combo, this does alot of damage and is a must master!
5. J.CU.Roundhouse \ / C.Short, C.Short --> Hadouken  
cheap! Cheap! Cheap!
6. J.CU.Roundhouse \ / S.Short, C.Short --> Fierce Shouryuken  
This is Ken's mosnter 6 hit combo that will literally put your opponent on fire. Cancel quick enough to get all 3 hits out of the Shouryuken.
7. J.CU.Roundhouse \ / C.Short, C.Fierce --> Hadouken  
This isn't as easy as it was in SF2T but it still works.
8. J.D.Fierce \ / \ J.Fierce --> Tatsumaki Senpoo Kyaku  
Ken could easily master this in SF2T but I think it still works.
9. J.CU.Roundhouse \ / C.Jab, C.Strong --> Hadouken

-----  
Tactics

Do I even have to mention it? Well if you did forget here ya go.

Hadouken, Jab Shouryuken, etc.

This is Ken's primo corner trap that's extremely hard to escape from.

Also when your opponent blocks your jumping attacks do this:

J.D.Roundhouse \ / C.Short, C.Short, C.Short, C.Short,  
C.Roundhouse --> Hadouken

Its annoying, but its use to keep Ken out of certain tight situations.

-----[Ending: Ken]-----

Here Ken defeats M.Bison then Eliza comes in and worries about Ken. Ken and Eliza later marry each other, the end.(not a bad ending, and it fits his personality as well, Kudos to you Capcom!)

-----[Overall: Ken]-----

94/100

Ken is the second best character in the game if you ask me, his sheer dominance and his overwhelming attacks and combos makes him quite possibly the most feared character in the game. He has excellent range on his attacks and can execute a Hadouken/Shouryuken corner trap with ease for an easy cheesy victory. He also can match speeds with any other projectile character in the game, but being all this he has very little flaws in his overall game. His Shouryuken leaves him more open than Ryu's and his throw range isn't really too good nor does it have much priority anyways.

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M.Bison

Never has the world seen such a corrupt and insane ruler. He is the leader of Shadowlaw and reigns supreme among the the World Warrior Tournament set up up by him. His fighting power and agility is un-matched and his power is a site to be witnessed. His infamous crime organization has thrown terror upon the world and that has led to a few enemies that have entered the tournament mainly Guile, Chun-Li, and T.Hawk.

Quote: "Get lost, you can't compare with my powers!"

-----[Psycho Crusher: B(charge 2 sec.)F+P]-----

An excellent move to use because it has a ton of range and it does a ton of block damage, even if it is blocked it'll do almost as much damage as if the opponent didn't block! Cheap! The combo possibilities are very minimal and this move's prime use is agaisnt missed attacks. However M.Bison can still be hit out of this by alot of jumping attacks, some

jabs, and projectiles. The recovery time is minimal, but you can be thrown when you land from this move.

-----[Scissors Kick: B(charge 2 sec.)F+K]-----

An excellent move to use overall mainly because it goes over low attacks and does alot of damage. This move can be used as an anti-air attack but only when you are deep within your opponent's sprites. The range that this move has is determined by the strength of the kick button. Use this in combos and to counter mistakes. The combo possibilities it had in SF2T are now gone, but the recovery time is minimal and it knocks down the opponent.

-----[Head Stomp: D(charge 2 sec.)U+K]-----

Its a so-so good attack. It comes out fast, but its so easily seen that its often blocked. This is mainly used to get around projectiles as Bison flies towards his opponent with a stomp to the head. The recovery time is minimal and this move does good damage. Just watch for jumping attacks and anti-air attacks because he can be taken out of the move rather easily with those attacks. After the Head Stomp M.Bison can go into his flying punch.

-----[Flying Psycho Fist: D(charge 2 sec.)U+P]-----

This is more of a confusion or surprise attack than anything else. It will have Bison flying down and smacking the opponent on the side of the head with his fist. At first it looks like he misses with his Head Stomp and lands on the otherside of his opponent then he comes down with his charged fist, this move cannot be blocked low since its a jumping attack. The recovery time is very minimal on this move.

=====

#### Other Moves:

-----[Flying Punch: UF/UB+SP/FP]-----

This move is mainly used after his Head Stomp. You can steer this move away or towards the opponent only after the Head Stomp. You can use this move alone for jump in attacks as well.

-----[Body Throw: F+SP/FP]-----

This move has alot of range and alot of priority. Its just incredible! Use this to counter mistakes and missed attacks.

=====

#### Combos

##### Two-in-One's

1. C.Jab --> Psycho Crusher
2. C.Jab --> Scissors Kick

Other Combos

1. Head Stomp, Flying Punch  
Not a combo, but if both moves connect right after each other, its more than guaranteed that your opponent will be dizzy!
2. J.D.Fierce \ / C.Jab --> Psycho Crusher
3. J.D.Fierce \ / C.Jab --> Scissors Kick
4. J.D.Fierce \ / C.Short, C.Jab --> Scissors Kick
5. J.D.Fierce \ / C.Strong, S.Forward

-----  
Tactics

Well not much here. Use your Psycho Crusher and use whatever button that will land you just behind your opponent. When you land immediately throw your opponent! Its cheap but effective!

-----[Ending: M.Bison]-----

M.Bison stands and watches over a city as his corrupt power takes over the Earth. Can anyone stop this madman?!!

-----[Overall: M.Bison]-----

89/100

M.Bison in this game is one of the more powerful characters in this game thanks ranks with the likes of Guile or Dee Jay. He has very fast speed and his attacks can often catch people by surprise and he has very good range on his attacks and also his throw range and priority is just insane. However M.Bison lacks jump in priority and he is certainly not a combo character, he will sorta have to play a pecking game to really achieve some sort of victory. His most fierce opponent is either M.Bison or Ryu, watch for them!

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Ryu

Ryu is the lone warrior that seeks eternal fight. He constantly fights and trains to become the true warrior and was an orphan when Gouken had picked him up and taught him the styles of Shatoken. Through the years he has believe that he can become the eternal champion through mastery of the Hadouken. He has left a scar on Sagat, both physically and mentally, and that has shown was true potential Ryu has. He has never suffered defeat before, and his long time rival and best friend Ken is always there to fight either against him or by his side.

Quote: "You must defeat my Dragon Punch to stand a chance"

-----[Hadouken: D,DF,F+P]-----

An excellent projectile. Not only of its range, but also of its damage

potential. This move has alot of speed and will often wear down any other projectile fighter that comes across his path, besides Sagat of course. Use this to counter moves from a distance and also put this move in combos. Watch for the recovery time though because he be easily countered with jump in attacks if he fires his Hadouken up close.

-----[Shouryuken: F,D,DF+P]-----

An excellent anti-air attack because it does alot of damage and nothing can put prioritize it. It will even go through projectiles with ease and can be put in combos rather easily. The stronger the button used the more vertical range that it has, but you should mainly stick to the jab version instead. This move will double hit if blocked up close, just watch if you miss because you will be easily countered. MAInly the jab version has almost no recovery time and you can do the Jab Shouryuken over and over again for an unstoppable victory!

-----[Tatsumaki Senpoo Kyaku: D,DB,B+K]-----

This move does good damage and has excellent range, it can be put in combos and also it knocks the opponent down with only one hit! Only during start up is he invincible through projectiles, but ducking opponents can easily avoid any damage. The recovery time on this move is minimal but he can be knocked down after the move.

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#### Other moves:

-----[Shoulder Throw: F+SP/FP(close)]-----

This throw has good range and priority, use this to counter mistakes and also missed attacks.

-----[Back Roll: F+SP/FP]-----

Like the throw above, it has good range and priority, its main point is to counter or to cheese your opponent.

-----[Axe Kick: RK(close)]-----

This move double hits, but it cannot be comboed, or comboed after. It still does the same amount of damage as his regular roundhouse, so I don't see much point in using this move.

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#### Combos

##### Two-in-One's

1. S.Jab --> Hadouken
2. S.Jab --> Shouryuken
3. S.Jab --> Tatsumaki Senpoo Kyaku

4. S.Fierce --> Hadouken
5. C.Fierce --> Shouryuken
6. C.Forward --> Hadouken
7. S.Short --> Shouryuken

#### Other Combos

1. J.D.Fierce \ / C.Fierce --> Hadouken  
Master this combo and watch 50% of your opponent's life drain away!
2. J.CU.Roundhouse \ / C.Short, C.Roundhouse  
The CPU does this combo to me all the time, and I'm still baffled as to how he does it, I've managed execute this combo, but only twice!
3. J.D.Roundhouse \ / C.Forward --> Shouryuken
4. J.D.Fierce \ / C.Forward --> Hadouken  
This is an old skool combo, this does alot of damage and is a must master!
5. J.CU.Roundhouse \ / C.Short, C.Short --> Hadouken  
cheap! Cheap! Cheap!
6. J.CU.Roundhouse \ / S.Short, C.Short --> Shouryuken
7. J.CU.Roundhouse \ / C.Short, C.Fierce --> Hadouken  
This isn't as easy as it was in SF2T but it still works.
8. J.D.Fierce \ / \ J.Fierce --> Tatsumaki Senpuu Kyaku  
Ryu could easily master this in SF2T but I think it still works in SSF2.  
Care to prove me wrong?
9. J.CU.Roundhouse \ / C.Jab, C.Strong --> Hadouken

#### ----- Tactics

DO I even have to mention it? Well if you did forget here ya go.

Hadouken, Jab Shouryuken, etc.

This is Ryu's primo corner trap that's extremely hard to escape from.

Also when your opponent blocks your jumping attacks do this:

J.D.Roundhouse \ / C.Short, C.Short, C.Short, C.Short,  
C.Roundhouse --> Hadouken

Its annoying, but its used to keep Ryu out of certain tight situations.

-----[Ending: Ryu]-----

Sagat and M.Bison stnad in their respected places on top of a platform. The crowd cheers Ryu's name but Ryu is nowhere to be found. Ryu does not believes in ceremonies and he walks off with his belongings and into the

sunset to find yet another worthy challenger. (Cool ending, and it fits his personality perfectly)

-----[Overall: Ryu]-----

97/100

Ryu in my opinion is the best character in the game. His dominance is sheer flawless and his combo ability is just an absolute monster when you put him in the hands of an expert. He is pretty quick and has an unbreakable defense and combined that with a brilliant offense, then you've got one excellent character. He can keep throwing Jab Shouryukens all day long and win the battles with ease. The only flaw I see in him is that if he does for a Strong or Fierce Shouryuken, he is liable for a counter attack, other than that he is purely the most dominating character in the game.

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Sagat

With an ambition to seek out a worthy opponent he crushes those who oppose him. He has a patch over his right eye, he recieved it when he fought Dan's father. Apparently he has killed Dan's father for his missing eye. The one true warrior he seeks to fight his Ryu, with Sagat's first defeat at the hands of Ryu he trains hard to one day avenge his defeat. Ryu was the one who left a giant scar on Sagat's chest with a very bloody Dragon Punch after Sagat had thrown Ryu to the ground and had let his guard down thinking he had defeated Ryu. Since the infamous battle in the plains of Austrailia he has been seeking Ryu ever since and by joining the World Warrior Tournament he hopes to find Ryu and even his defeat.

Quote: "You are not a warrior, your a beginner!"

-----[Tiger Shot: D,DF,F+P]-----

A very fast projectile with speeds that equal Ryu's Hadouken. It can easily take down most jumping opponents and Sagat can wear down basically any projectile besides Ryu. This can be put in combos and it does good damage and good block damage. The real disadvantage is that ducking opponents will easily avoid any damage.

-----[Low Tiger Shot: D,DF,F+K]-----

Just like the one above except Sagat can hit ducking opponents as well and can also be put in combos. It has the same speed and damage potential, but opponents like Zangief can easily jump over this! Try to mix them up and psych out your opponent with these.

-----[Tiger Uppercut: F,D,DF+P]-----

I just can't believe how powerful this move is! Its just as powerful as Zangief's Spinning Pile Driver can can easily be put in combos. It has good range and can basically take down any attack. The problem with this move is that it lacks priority unlike the Shatokens. It will not go through projectiles and alot of jumping attacks can easily trade hits



with it. To remedy this problem time this move at the last second so that the very few frames of invincible animation can hit your opponent. And unlike the last game Sagat will have an easier time comboing this move. Just watch for the recovery time because he can be easily countered.

-----[Tiger Knee: D,DF,F,UF+K]-----

The motion is a little awkward and tough to do but its one of Sagat's main weapons that can easily knock opponents out from a distance. This can be used as an anti-air attack but it must be started early. Sagat can easily combo this move in and it comes out extremely fast and will often catch opponents by surprise, the damage that it does is pretty good but not as much as his Tiger Uppercut, but the roundhouse version will double hit if up close. The recovery time is a bare minimal so use this whenever you get the chance.

=====

#### Other moves:

-----[Double Hit kicks: SK/FK/RK(close)]-----

Basically these kicks will double hit if up close, use them in combos or cancel in two-in-one combos.

-----[Body Toss: F+SP or FP(close)]-----

This throw has fair range and priority. Use this to counter missed attacks and so on.

=====

#### Combos

##### Two-in-One's

1. S.Jab --> Tiger Shot
2. C.Short --> Tiger Knee
3. S.Roundhouse --> Tiger Uppercut  
You must cancel quickly after the first hit otherwise it won't connect.

#### Other combos

1. J.D.Roundhouse \ / S.Roundhouse  
The roundhouse will only double hit on larger characters like Zangief, Sagat, T.Hawk, or Balrog. Use a forward against all other characters.
2. J.D.Roundhouse \ / S.Roundhouse --> Tiger Uppercut  
You must cancel quickly otherwise it won't connect, so don't let that kick double hit!
3. J.D.Roundhouse \ / C.Short --> Tiger Uppercut
4. J.D.Fierce \ / S.Jab --> Tiger Knee

5. J.D.Fierce \ / C.Short --> Tiger Shot

-----  
Tactics

Well first off Sagat has a fireball pattern like Ken and Ryu:

Tiger Shot, Tiger Uppercut, Tiger Shot, Tiger Uppercut, etc.

Its very frustrating to get out of and Ken and Ryu will have an easier time breaking out of this trap.

Like all characters in the game you can do a special move motion while you are on a knocked down position, use your Tiger Uppercut to stop oncoming attacks and start the motion while you are laying down.

-----[Ending: Sagat]-----

Sagat has won the World Warrior Tournament but he did not even see Ryu in the tournament. Sagat is proud of the title he has one but still not satisfied and he knows that Ryu did not get lucky on his victory and he still searches one day to even that defeat with Ryu. (Pretty sweet ending might I add!)

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T.Hawk

With his homeland being taken away from his people, his people and his family have moved to Mexico. Since then he has swore revenge on M.Bison, the leader of the World Warrior Tournament. His people and family has suffered upon Bison's acts and that is why T.Hawk has entered the World Warrior Tournament, to bring back his homeland not only for his family and people, but also for his pride.

Quotes: "Your scream sounds like a pathetic war cry!"

"My totem is too great for your desperate fighting techniques!"

-----[Thunderstrike: F,D,DF+P]-----

An excellent move and also a powerful anti-air attack. It goes through projectiles and can easily be put in combos. The only problem with this move is that opponents will have an easier time jumping over the move since it goes up diagonally. Its still a powerful weapon though, but just watch for the recovery time. The fierce version will double hit if up close.

-----[The Hawk: D+3P(air) (2P for SNES version)]-----

This move is an excellent arsenal for T.Hawk because it allows him to soar over projectiles and deck the opponent. Just make sure you start this move as soon as possible, otherwise the opponent will be able to block after the projectile or even counter you. If blocked T.Hawk bounces away from the opponent, the only thing that will counter is a projectile

or a low roundhouse.

-----[Storm Hammer: 360 Degree Motion+P(close)]-----

The motion for this is a little harder to do than Zangief's Spinning Pile Driver but its still effective and has excellent range. It does just as much damage as the Spinning Pile Driver though and unlike Zangief, it won't leave him in his miss pose if he misses with the move. The range is less than the Spinning Pile Driver, but it can still be used in an effective two-in-one combo.

-----[Condor Splash: D+FP(air)]-----

An excellent move to use, mainly because of the damage and the priority this move possess. It can also be used to cross the opponent up and into a combo. The recovery time is almost nothing and its really hard to counter this move. Use this whenever you jump in for an attack.

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#### Other moves:

-----[Elbow Smasher: F/B+RK(close)]-----

The range is very limited, but since its a hold youc an ram the buttons to get more hits and more damage out of this move.

-----[Neck Choke: F+FP(close)]-----

Like the one above, poor range and priority, use this to counter mistakes and ram those buttons to drain the enrgy out of your opponent.

-----[Overhead Throw: F/B+SP(close)]-----

This move has good priority and range, use this to counter mistakes and missed attacks.

=====

#### Combos

##### Two-in-one's

1. J.Jab \ / Storm Hammer
2. S.Short --> Thunderstrike
3. S.Jab --> Thunderstrike

##### Other Combos

1. J.D.Roundhouse \ / C.Jab --> Thunderstrike
2. J.CU.Fierce \ / S.Short, S.Jab --> Thunderstrike
3. J.CU.Fierce \ / C.Jab, C.Jab, C.Jab --> Thunderstrike

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Tactics

Well not much here, use your Hawk to go over projectiles and deck your opponent. Take advantage and start your Storm Hammer motion early while you are knocked down, and if your foe is next to you, snatch 'em!

-----[Ending: T.Hawk]-----

T.Hawk goes over M.Bison and holds him by the neck. He asks why he has driven his people and family away from his home, M.Bsion replies "because I can take whatever I want..." but T.Hawk tells M.Bison that he knows how to take care of trash like M.Bison. Later T.Hawk returns to his homeland, he finds it lifeless, but T.Hawk won't stop until he has reconstructed his homeland and will build it strong to keep out future predators. At the same time the sun rises in his land.(Pretty sweet ending! Kudos to Capcom!)

-----[Overall: T.Hawk]-----

79/100

T.Hawk is one of the more powerful characters in this game. He has very good throw range and good combo ability for a big guy. However being said, he really has to be close to do some damage, and while his Hawk Dive is really a good counter against projectiles, if not done immediately you will be countered. You must predict when the opponent will throw his projectile, otherwise you can miss and be countered.

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Vega

Nicknamed the "Spanish Ninja" why? Because he has studied under the art of Ninjitsu and he has combined it with his Bull fighting to form a nasty combination of speed and agility. But being egotistical he wears a mask to prevent his face from being scarred in battle. He believes he is the most beautiful fighter in the world and believes that beauty is strength. He enters the World Warrior Tournament so show the fighters how beauty is strength.

Quote: "Beautiful fighters never lose a battle!"

-----[Claw Roll: B(charge 2 sec.)F+P]-----

This is a pretty decent move to use overall. It hits multiple times and does alot of damage the only problem with this move is that it can be blocked during the middle of this move even if the first hit had connected. The fierce version will go full screen while the other versions will stop after a certain distance. However Vega is also vulneable to knockdowns, dragon punches, and projectiles duiring the duration of this move.

-----[Claw Dive: D(charge 2 sec.)U+K, then P]-----

This is more of a confusion that anything else. It will do good damage,

but it is easily seen as Vega jumps off the wall and decks the opponent with a claw slash. Opponents can't block it low, but opponents can knock Vega out of it in the air or when he jumps after a wall.

-----[Wall Leap: D(charge 2 sec.)U+K, then F+P or K(close)]-----

This move is an excellent move overall. It will take the opponent for a suplex ride. This move can catch opponents in the air and is quite fast. But opponents can knock Vega out of it rather easily with jumping attacks or uppercuts.

-----[Claw Thrust: D(charge 2 sec.)U+P]-----

This is also a surprise move than anything else. It does rather weak damage when compared to other attacks, but it comes out quick and its hard to counter. But its also a dead give away when Vega bounces off the wall. Its a quick attack and cannot be comboed.

-----[Double Backflip: 3P(2P for SNES version)]-----

This move is pretty useful to get Vega out of certain situations. Just never use this to get out of corner traps because Vega cannot flip forward and he can be hit at the end of this move. During the two flips he is invincible to any attack, but he himself cannot attack either.

-----[Single Backflip: 3K(2K for SNES version)]-----

Like the one above except he only does a single backflip. Its invincible to attacks but he cannot flip forward. Avoid using this in corner traps, and only use it to avoid attacks.

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#### Other Moves:

-----[Ground Suplex: F/B+SP/FP(close)]-----

A very high priority move, but it lacks the range other throws have. Use this to counter missed attacks and mistakes.

-----[Midair Choke Throw: F+SP/FP(air) (close)]-----

The priority on this move is pretty good and also has good range. The problem with this move is that Vega jumps too high and low jumping opponents are extremely hard to catch.

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#### Combos

Special Game notes: Vega

-- Vega can bounce off the walls, just hit the opposite direction as you jump towards a wall.

-- Vega can no longer climb the fence like he did in previous games.

Two-in-One's

1. S.Jab --> Claw Roll

Other combos

1. J.D.Roundhouse \ / S.Jab, C.Roundhouse

2. J.D.Fierce \ / C.Jab --> Claw Roll

You must charge ahead of time for this combo to connect, it doesn't matter if the opponent blocks in the middle of this combo because it drains alot of life anyways!

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Tactics

Not much tactic info on Vega. Although he is the best equipped when going against fireball fighters up close. His superior speed that is unmatched lets him quickly attack his opponent when they throw out a projectile, even Ryu has trouble throwing the Fireball/Dragon pattern against him! Also avoid backflips in corner traps, they just make things worst because it will leave him vulnerable to attack at the end of it.

-----[Ending: Vega]-----

A picture of Vega has him holding a rose by the mouth. Not really much of an ending here except that he has become the world's biggest narcissist! (very sick!)

-----[Overall: Vega]-----

76/100

Vega is EXTREMELY fast in this game. He has excellent agility and can bounce off of walls to confuse the opponent. He has excellent throw range and priority, his claw certainly gives him a lot of range. However he is TOO FAST for his own good, a lot of players will miss use Vega mainly because of his speed. He is no combo character and is a pecker and his special attacks like the Flying Claw Thrust can be seen a mile away, which sometimes makes it pointless to use.

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Zangief

With his usual run alongs wrestling bears for fun he realizes that his country is in a poor condition and has recieved alot of criticism. He has a strong sense of pride for his country and will do anything for his country. That's why he has decided to enter the World Warrior Tournament not only for his own pride but for his country.

Quote: "My strength is much greater than yours!"

-----[Spinning Clothesline: 3P(2P for SNES version)]-----

This move is an excellent anti-air attack and will literally snuff out any attack your opponent tries to come in with. It does alot of damage, it comes out quick, and has little to no recovery time. This move also cruises over projectiles during start up and can be easily put in combos. Watch for his feet though because he can be easily knocked down.

-----[Spinning Lariat: 3K(2K ofr SNES version)]-----

This move is similar to the one above, but this move cannot go through projectiles. It does do good damage, comes out fast and also its a good and quick counter attack. Also its not so reliable to countering jump in attacks, the good side to this move is that Zangief is invincible to low attacks during start up.

-----[Spinning Pile Driver: 360 Degree Motion+P(close)]-----

Well despite the fact that it is a 360 degree motion, if you've got either a PSX pad or an SNES pad it seems like the only take 215 degree motions because its just so easy to do! Basically if you can perfect the motion roll around the pad and press punch randomly and hopefull it will come out. The priority of this move has been lost and so has its range, but it still has good range and one of the most powerful moves in the game. Make sure you use this when you are close to your opponent otherwise Zangief will go into his miss pose and it will leave him vulnerable to attacks.

-----[Siberian Bear Crusher: 360 Degree Motion+K(far)]-----

The motion is incredibly easy to do if you have either a PSX or SNES pad. It doesn't matter what kick button you use because they all have the same range and damage potential. This move does quite a bit of damage and has excellent priority over move attacks and is easily put in combos. The one key thing about this move is that its been known to stop combos, even right in the middle of them! Use this to counter miss attacks.

-----[Siberian Suplex: 360 Degree Motion+K(close)]-----

Again if you have a PSX or SNES pad this move is very easy to do. Its basically a double slam suplex that does just as much damage as his Spinning Pile Driver. This can also be put in combos and it has high priority and good range. Use this to counter missed attacks.

-----[Diving Knee Drop: D+SK/FK(air)]-----

This move is an excellent arsenal to Zangief's offensive game because it leaves him deep enough so that he can easily combo his opponent with any of his special grabs. It will do good damage and it has decent priority, use this whenever you can.

-----[Siberian Splash: D+FP(air)]-----

This move has insane priority and it does alot of damage. Use this move to jump in and and cross up your opponent and combo them.

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Combos

Special game Notes: Zangief

- Zangief has 8 different grabs and throws, it all depends on how close you are to your opponent and what kicks and punches you use.
- Zangief is quite possibly the most dangerous combo character in the game, not only can he easily combo his throws with ease, but he can end matches very quickly with 2 or 3 combos.

Two-in-One's

1. S.Jab --> Spinning Pile Driver  
This combo works easily and it does alot of damage.
2. C.Short --> Spinning Lariat or Clothesline
3. S.Forward --> Siberian Bear Crusher
4. S.Short --> Siberian Suplex  
Make sure you are close to your opponent for this move to connect.

Other combos

1. J.DN.Fierce \ / C.Short --> Spinning Clothesline/Lariat
2. J.DN.Short \ / Siberian Suplex  
Even if the opponent blocks you'll catch them everytime! This move is very cheap, but master it and you'll master competition!
3. J.DN.Short \ / Spinning Pile Driver  
Like the one above, even if your opponent blocks, you'll catch 'em!
4. J.D.Fierce \ / S.Strong, C.Roundhouse
5. J.DN.CU.Fierce \ / S.Strong, S.Short, C.Roundhouse
6. J.DN.CU.Fierce \ / S.Strong, S.Short --> Siberian Bear Crusher
7. J.DN.D.Fierce \ / C.Jab, C.Jab, S.Jab --> Siberian Bear Crusher
8. J.DN.Short \ / S.Short, S.Short --> Siberian Bear Crusher
9. J.DN.CU.Fierce \ / C.Jab, C.Jab, C.Jab, C.Jab, C.Roundhouse

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Tactics

There aren't much tactics for Zangief. Avoid jumping over projectiles because he has a hard time going over them and he will be hit by Jab projectiles most of the time. Also combo in your grabs whenever possible



and use your Spinning Clothesline to go through opponents projectiles.

-----[Ending: Zangief]-----

Zangief and the Prime Minster of Russia dances to victory as Zangief wins the tournament. Sweet ending!

-----[Overall: Zangief]-----

88/100

Zangief in this game is truely a monster, his ability to combo in his throws with ease are just amazing. You can't escape them even if blocked and Zangief is quite possibly the most dominating character in the game. He has massive throw range and good priority on his air throw, the real serious flaw is that he can't jump over Jab projectiles from Ryu, Ken, Dhalsim, or Guile too well. He will either have to block, attempt to jump over them, or use a Spinning Clothesline to go through them, in which the last two options are very hard to do.

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Miscellaneous

Well there really isn't much codes in this game besides a few of them.

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Select more than two of the same character in Group Battle Mode

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- Go to Group Battle Mode
- At the message where it tells you to select a number of characters enter the code:
- L, R, L, R, L, R, R, L on your second controller

It's exactly what the code says. Normally in group battle mode you can only pick 2 Guile's or 2 of anybody and no more than that. With this code the 1P or 2P side can have up to 8 Ryu's!!

-----

Change key configurations before battle and CPU controlled opponent

-----

- Enter any mode
- Before the vs screen comes up hold select
- Basically hold select after you've selected your handicap in other modes

With this code, just incase you didn't get a chance to alter your configurations you can change them right before battle, also youc an set the second player side to CPU. Meaning that a CPU controlled fighter will fight you even if you are in versus mode!

-----

View Character Profiles without interruption

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- Wait after Ryu throws his Hadouken at intro screen

- You should see character profiles popping up
- Hold down L+R
- Character profiles can be viewed without interruption

Basically you must hold down the L+R buttons. If you let go that means the demo will ensue.

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-----[Super Street Fighter 2 Turbo: The Ultimate Championship]-----

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-----[Miscellaneous Game Notes]-----

About the endings in this game, the endings in this game are basically all the same as in Super Street Fighter 2, the only addition to these endings are the additional portraits found in the endings, like the picture of Ryu fighting or Chun--Li trying on a dress. The artwork on these portraits are really nice if you ask me and they looked detailed and they are worth it for beating the game with the character. Saving the portraits would really be cool though.

-----[Game Engine]-----

[Blocking]: hold against opposite direction of the attacker while being attacked.

This simple concept allows you to take no damage from regular physical attacks. This is the most basic key to winning and takes little to master. However special attacks still do damage, just a small fractional portion that it normally does. However you cannot block in the air though.

[Jumping]: hold the directional pad up/upright/upleft

This yet another simple concept is one of the most basic keys to winning as it will be useful in getting you out of many tight situations. You can't take block damage forever, and jumping is one of the keys to getting your combos started. Most combos don't even exist without jumping attacks.

[Reversals]: Perform special attack right after you get up

This is one of the hardest manuevers to perform in the game. However mastery of this manuver can prove invaluable. Think of this as a semi-counter to certain attacks, when you are knocked down quickly perform a special move like a Tiger Uppercut or a Hadouken and if the score at the top left or right appears, then you have performed a counter quick enough. This will counter any attack(besides the Shouryuken) and prevent further attack from your opponent. However it all depends on which special attack you perform, because if you miss or the opponent blocks, then you will be counter-counter.

[Throws]: F/B+SP/FP/FK/RK(close to opponent)

Throws in this game has been drastically toned down from Street Fighter 2 Turbo, however they still do massive damage and can tip the favors to any opponent. Air throws can also be done and a lot of air throws do

more damage than ground throws, and example can be seen by Guile's air backbreaker. Watch for close opponents to try or accidentally throw, and know that you cannot combo a throw.

[Super Combos]: Perform special motion plus punch or kick

The Super Combos in this game are here to bring back any character from the brink of defeat. The combo meter can be seen at the bottom left or bottom right of the screen, once your super meter is full it will say SUPER in flashing letters, then you are ready to perform a super. However supers like Vega's Rolling Crystal Flash or Zangief's Final Atomic Buster, even if you perform the motion you will not waste a level of super. You must connect with the super to reset the bar, however every round the super bar refreshes so you will have to gain up that super bar all over again. You can fill up the super meter only by successfully connecting with an attack to your opponent (blocking or not blocking it doesn't matter) or by performing a special attack like a Gou Hadouken or Hyaku Retsu Kyaku, and it doesn't matter if your special attack connects or not.

[Juggling]: Balance your opponent with series of attacks

This is also called the Volleyball Effect or VE for short. This is probably what you can call the early forms of air combos. Your opponent cannot escape from it, but juggles are hard to connect against an opponent because both you and the opponent must be in the air for the juggle combo to work. Ryu's jumping Strong is a good example of a juggle.

[Throw Parry or Grab Escape]: Do a throw motion (F/B+SP/FP/FK/RK) after throw

This will lessen the damage from throws, basically cut the overall damage down in half, although there is no message that tells you that you have performed the parry or escape successfully, you can tell if the character you are using lands on his or her feet after being thrown because you would land on your back if you did not perform the parry or escape successfully. For the grab escape you can basically ram the buttons and rock the joystick or the directional pad around, but this is a more effective and quicker way of doing it.

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Combo Legend  
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Once again I will use James Chen's fabulous combo system with the touch up of Mig Rustia's combo system. In case you are a little baffled with some of the codings in the combos this legend is here to help.

- J. -- Stands for jumping
- J.CU. -- Stands for crossing your opponent up while jumping with an attack
- C. -- Stands for crouching
- FWD. -- Stands for holding toward while perform an attack
- F. -- Stands for holding forward
- DN. -- Stands for holding down while jumping for an attack
- UF. -- Stands for jumping forward
- UB. -- Stands for jumping backwards
- DF. -- Stands for holding the controller in a down-forward position
- DB. -- Stands for a defensive crouch
- B. -- Stands for moving back
- J.D. -- Stands for jumping in with an attack that hits the opponent deep
- J.SD. -- Stands for a super deep attack while jumping in

\ / -- Stands for landing after a jumping attack  
 / \ -- Stands for jumping after a standing attack  
 --> -- Stands for cancelation of a normal move into a special attack  
 3P -- Stands for holding or pressing all three punch buttons at once  
 3K -- Stands for holding or pressing all three kick buttons at once  
 2P -- Stands for holding or pressing any 2 punch buttons at once  
 2K -- Stands for holding or pressing any 2 kick buttons at once  
 JP -- Stands for Jab  
 SP -- Stands for Strong  
 FP -- Stands for Fierce  
 SK -- Stands for Short  
 FK -- Stands for Forward  
 RK -- Stands for Roundhouse  
 (air) -- Means that move can only be done in the air  
 , -- An indication of moving onto the next attack

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#### Akuma

Akuma is the demon warrior that is feared among the World Warrior tournament. He thrives off fights against opponents and those who are strong enough can the very least survive his attacks. His powerful Shun Goku Satsu is reason enough not to mess with this bad boy(sorry, I just had to say it). He only seeks the most worthy opponents, he does not care for the weaker foes, if a weaker foe attempts to challenge him, he ignores them. He seeks after the one named M.Bison, the holder of the World Warrior Tournament, but knowing Akuma, M.Bison is just small potatoes compared to Akuma. Can anyone stop this evil being?

Quote: '.....'

-----[Gou Hadouken: D,DF,F+P]-----

This move looks EXACTLY like Ryu's Hadouken, its just given a different name. This move comes out just as fast as Ryu's, travels just as fast and is just as comboable. However opponents will be able to easily jump over this projectile and attack Akuma from above, just watch for opponents to do that. It does good block damage also, just don't over use it agaisnt quick opponents like Ken or Vega.

-----[Shakunetsu Gou Hadouken: B,DB,D,DF,F+P]-----

This is similar to Ryu's Shakunetsu Hadouken, but it hits multiple times and does a good amount of damage. This will knock the opponent down if up close and stun them from far screen's distance. This projectile will hit up to three times, but it can be dispersed by any regular old projectile. It does however, combo in as easily as his Gou Hadouken and it does a little more damage than his Gou Hadouken, not much more or significantly more but noticeably more.

-----[Zankuu Hadouken: D,DF,F+P(in the air)]-----

This move is one of the cheapest moves in the game. It has excellent horizontal range and its a great keep away tool against annoying opponents like Vega. This move does good block damage and is the only projectile that can be thrown in the game, so why is it so cheap? Well mainly because scrub Akuma uses will use this often and just take out all the fun in playing against him. Its just so hard to escape from

this move, mainly because it has excellent range and when you try to jump over it, you can't because you can't air block in this game and you will usually get hit by it. The only other person that has the best chance of escaping it is Akuma, and to do that you use the...

-----[Ashura Senkuu: F,D,DF+3P or 3K/B, D,DB+3P or 3K]-----

...Ashura Senkuu. This move is his teleport and it will glide him across the screen with a trail of mirror images left behind him. This is a great move to use to get you out of corner traps and there is almost no recovery after using this, which is excellent and you can probably even combo after it! Use this often to get yourself out of tight situations and such. The kicks go half screen and the punches go full screen's distance.

-----[Tatsumaki Zankuu Kyaku: D,DB,B+K]-----

This move is sorta like Ryu's Tatsumaki Senpoo Kyaku and Ken's Tatsumaki Senpoo Kyaku combined. It does multiple hits and each hit deals out a lot of damage. This will even juggle the opponent in the air as well and does good block damage. However the opponent can easily duck from this move and counter with an uppercut like Ryu or Guile. Use this in a combo, and only in a combo, its too easy to avoid and very easy to counter against.

-----[Gou Shouryuken: F,D,DF+P]-----

This move is the only anti-air attack that will go through projectiles, so sorry Ryu and Ken, you don't get this priveledge anymore. So you can use Akuma in this game like Ryu or Ken from Super Street Fighter 2 Turbo. Don't be surprised if you find a lot of people using this, as it will combo very easily and is the best anti-air attack in the game. No if's and's and but's about it.

=====

#### Other Moves

-----[Shoulder Grab: F/B+SP/FP]-----

This throw has good range, while the priority is lacking you can catch the opponent from a little under foot sweeping distance!

-----[Forward Roll: F/B+FK/RK]-----

This is his other grab or throw(whatever you want to call it) and it has more priority than range, so its up to you to decide when to use the throw.

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#### Combos

##### Two-in-one's

1. S.Jab --> Gou Hadouken
2. S.Short --> Gou Shoruyuken
3. C.Fierce --> Tatsumaki Zankuu Kyaku

Other Combos

1. J.D.Fierce \ / C.Forward --> Gou Hadouken
2. J.CU.Roundhouse \ / C.Short, S.Short --> Gou Shouryuken
3. J.Fierce \ / S.Jab --> Tatsumaki Senpuu Kyaku
4. (from very far screen's distance) Jab Gou Hadouken, Ashura Senkuu, C.Short --> Any special attack  
This awkward combo is similar to Dhalsim's teleport combo, you must do the motion for the Ashura Senkuu after the projectile has been thrown out and everything should be fine from there.
5. J.CU.Roundhouse \ / C.Short, C.Short, C.Short, S.Short --> Gou Shouryuken

-----  
Tactics

Well, I hate to say this over and over again, but I will, the Dragon/Hadouken pattern is one of the most effective patterns in the game and will easily take down your opponent. You can keep doing this pattern:

Jab Gou Hadouken, Jab Gou Shouryuken, etc.

Also his Gou Shouryuken will go through projectiles with ease, so you may want to keep that in mind incase an opponent close to you tries to use his projectile against you as you are knocked down.

-----[Endings: Akuma]-----

Akuma stands in one of his win poses and the credits go by as the portraits of each character go by, the funny part is that the portraits are the portraits of the characters being beaten!

-----[Overall: Akuma]-----

94/100

Well Dee Jay is the best character in the game, but Akuma takes that spot since he is the better character, and he has no super combo. Akuma in this game is pretty awkward in terms of voice, it may seem wierd after seeing him in games like Marvel Super Heroes vs. Street Fighter or Street Fighter Alpha 2 Gold, but if you haven't played the game, it probably won't sound so awkward. When he does his Tatsumaki Zankuu Kyaku, he sounds like Zangief doing either his Spinning Clothesline or his Spinning Lariat, and when he loses he sounds exactly like Ryu, who does the voice for Akuma anyways? Oh well, back to the main argument. His Gou Shouryuken is unmatched by no other anti air attack in the game, mainly because its just so comboable and it comes out quickly and has superior priority over all air borne attacks and it goes through projectiles during the entire frame of animation of the Gou Shouyuken. There are little flaws in Akuma, the real pesky thing about Akuma is the fact that someone might constantly overuse the Zankuu Hadouken, and while the Zankuu Hadouken does weak damage, it is very hard to escape from.

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Balrog (pronounced "Bar Log")

For some reason that's how the announcer says it, for some apparent reason the announcer switched the "l" and the "r" or either its spelled the wrong way. Balrog was an ex-boxer that has been banned from the ring due to his violent nature and dirty tactics like hitting below the belt and biting of someone's ear (just kidding!). He had a sudden interest in joining Shadowlaw because he wanted to live a life of crime and riches. Then Balrog realize how good he had felt when he had one and decided to enter the World Warrior Tournament to hown his skills and see how well he would last in the fights against the strongest fighters in the world. Also thus if he wins he would take over Shadowlaw as their new leader.

Quote: "Get up you wimp!"

-----[Ground Dashing Straight: B(charge for 2 sec.)DF+P]-----

This move is very similar to Balrog's Dashing Punch except for the fact that it goes under the opponent's projectile. It does excellent damage and can also be comboed with ease like the rest of his punches. The only real problem with using this move is that when you miss you will be left open for a counter attack by the opponent, so try to use it only when the opponent is either throwing the projectile or they have missed a special attack like a Somersault Kick or a Tiger Uppercut.

-----[Ground Dashing Upper: B(charge for 2 sec.)DF+K]-----

This move is similar to the first one, except this one can be used as a semi-anti air attack, its an Uppercut going down and will go under projectiles if timed right. This will easily combo and if the opponent in the air is low enough, you can knock them out of the air. The recovery time on this move is not too good, but your attack pushes the opponent so far away anyways.

-----[Dashing Punch: B(charge for 2 sec.)F+P]-----

An excellent move to use overall because it has alot of range and damage potential and is a quick counter to missed attacks like a Dragon Punch. It can easily be put in combos and has very little start up or recovery time and does good chipping damage. Although certain attacks can counter it like a projectile or some standing jabs, he is susceptible to low blows, but he is more than likely to win.

-----[Dashing Uppercut: B(charge for 2 sec.)F+K]-----

Just like his Dashing Punch, it has excellent range and does alot of damage. It can easily be put in combos and counter missed moves like a Flash Kick. This move will hit opponents in the air and is an excellent counter, but the move must be started early. Ducking opponents can completely avoid damage and Balrog can fall victim to low attacks rather easily.

-----[Shoulder Butt: D(charge for 2 sec.)U+K]-----

This is Balrog's prime anti-air attack move. Sometimes opponents can't

predict when this move will come out since it comes out instantly its hard to tell when he's going to use it. Also after the first couple of frames of animation he is invincible while traveling through projectiles and attacks. The recovery time and start up delay is very minimal.

-----[Turn Punch: Hold 3P or 3K(Charge for 2 sec.)then release]-----

Its a very useful move in certain situations like when Balrog is being bombarded with projectiles he can counter that with his Turn Punch because it will go through projectiles, but Dragon punches can counter it. It will do alot of damage and can chip good damage as well.

-----[Final Punch: Hold 3P or 3K(charge for 3+ sec.) then release]-----

Like his Turn Punch Blarog can charge for an attack, but the downside is that when he charges for more than 2 seconds the invulnerability is lost. The plus side is the block damage and regular damage. You can lose up to 60% of your opponent's life with this move and you can chip about 15% of their life even if they block! Its not comboable and has a start up delay and recovery time.

=====

#### Other Moves:

-----[Head Butt: F+SP or FP]-----

Basically its a grab move, constantly ram the buttons to get more hits and more damage, you can even drain away 1/3 of your opponent's life guage!

-----[Super Combo: Crazy Buffalo: B(charge for 2 sec.)F,B,F+P]-----

This super does an incredible amount of damage, possibly more than the Final Atomic Buster! This move has incredible range and possibly just as much as the Shinkuu Hadouken, what Balrog will do is 5 consecutive Dashing Straights for a monster 5 hit combo. It doesn't act too well against airborne opponents though, as Ryu or Sagat can jump over it and attack Balrog from above. It does excellent block damage and comes out very fast and can be easily comboed. The recovery time of this move isn't really too bad and Balrog will go through projectiles during the start up of the super combo.

=====

#### Combos

##### Two-in-One's

1. S.Jab --> Dashing Punch
2. S.Strong --> Dashing Uppercut

##### Other Combos

1. J.Roundhouse \ / C.Jab, C.Roundhouse
2. J.D.Fierce \ / C.Jab, C.Jab --> Dashing Uppercut or Dashing Punch



Basically charge while you jump in, and cancel quickly.

3. J.SD.Roundhouse \ / S.Strong --> Dashing Punch
4. J.D.Fierce \ / C.Jab, C.Jab --> Jab Dashing Punch, S.Fierce  
You must hesitate for a split second after the Dashing Punch.
5. J.D.Roundhouse \ / C.Jab, C.Jab --> Dashing Uppercut, Dashing Uppercut, S.Fierce  
Turn the juice loose with this Master Blaster of Disaster combo! Sorry for the corny line, but its possibly the sweetest combo in the game, use the short Dashing Uppercut on both accounts and hesistate for a split second before pulling off the final fierce.
6. J.D.Fierce \ / S.Jab --> Dashing Punch  
Make sure you charge ahead of time for this combo to work.
7. J.D.Fierce \ / S.Strong --> Crazy Buffalo
8. S.Jab --> Crazy Buffalo  
This combo will juggle, if you knock the opponent out of the air with your standing jab and cancel into the Crazy Buffalo immediately then you can juggle your opponent for 6 hits doing awesome damage!

-----  
Tactics

Most opponents will block most of Balrog's Dashing attacks, but you can remedy this problem. Try performing a Dashing Uppercut or Dashing Punch just out of your opponent's range then Head Butt them, make sure you don't connect at all with this otherwise you can get countered.

-----[Ending: Balrog]-----

Here Balrog stands on top of a platform, he has finally reached his goal of being number 1, and exclaims "Only in America Baby!" Here's where the difference between the arcade occurs:

SNES/Genesis: Balrog sits on a couch with money around him, and he's also smiling.

Arcade: Balrog sits on a couch with money around him, but this time two girls are at the side of him as he holds a glass of shandy in his left hand.

PSX: See arcade version.

-----[Overall]-----

81/100

Balrog is a better character in this game, his punches are just as lethal and with the addition of two new punches, it makes him even better against the Shatokens. His new dashing punches will go under projectiles if timed correctly and is an excellent way to counter Ryu and Ken, in which the last game(Super Street Fighter 2) he had a lot of trouble with against the two. His new super looks wicked and does incredible and unthinkable damage, as well as block damage, and can be very easily comboed. He might still have a little trouble against projectilers

but at least he has new weapons to defend against them. However he is a bit slow on his attacks so you may want to watch for that.

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### Blanka

Raised in the amazon jungle of Brazil, Blanka (also known as Jimmy) was forced to adapt to the new world after a plane crash. He has learned many attacks from the different animals of the jungle. He gained his electrical ability when he encountered electric eels and the eels had shocked him and sent an electrical current running through him, and thus he can make himself into a giant light bulb! However he wasn't always green, or even an animal, he was once human and he wishes to find his mother. Blanka feels that through the World Warrior tournament he can find a link to his mysterious past and also reunite himself with his mother.

Quote: "Seeing you in action is a joke!"

-----[Electricity: Press P (rapidly)]-----

This move has a lot of priority. It allows Blanka to become a giant ball of electricity, once opponents get near him they will get zapped. This is an excellent defender against air attacks and will beat out practically any jumping attacks. However he can be swept from about 3 or 4 steps distance and he is vulnerable to projectiles, but the recovery time is very minimal, and will chip twice if up close.

-----[Rolling Attack: B (charge 2 sec.) F+P]-----

An excellent move to use overall because mainly it has good priority and can be put in two-in-one combos. It does good damage and can counter missed Dragon Punches, but Blanka is still vulnerable to jumping attacks, projectiles, Dragon Punches, and a few standing attacks. The recovery time in this move is quite bad as Blanka will bounce off his opponent if they block. The stronger the button used the faster and more horizontal range that it has.

-----[Vertical Rolling Attack: D (charge 2 sec.) U+K]-----

This move has good vertical range and will hit opponents above him, it also has a bit of horizontal range in the air so Blanka can counter missed Dragon Punches even if the opponent is still in the air. It doesn't have as much priority as his electricity, but it has more range. The stronger the button used the faster it goes.

-----[Beast Leap: B (charge 2 sec.) F+K]-----

It's a fairly decent attack, the only problem with this move is that your opponent can easily block this after they have thrown a projectile. It has a start up delay where Blanka flips back and then hurls over at his opponent in an arc form going over projectiles, but just barely. You must start this move early and it's sort of like a guessing game if you want to counter attack your opponent. The recovery time is fairly decent, but

Balrog and E.Honda can counter with either Sumo Headbutt or a Dashing Uppercut.

=====  
Other moves:

-----[Head Bite: F+FP]-----

A basic grab move that will have Blanka bite his opponent's head, ram the button for more hits.

-----[Head Butt: F+SP(close)]-----

This move double hits if up close and can be canceled into a 2-in-1 combo but you must cancel after the first hit, otherwise your move won't connect.

-----[Double Hit Knee: F+FK]-----

As you can tell from the title this move will double hit, and can also be canceled into a special move, but after the first hit.

-----[Amazon River Dash: DF+SP]-----

This move is basically a counter against projectilers, this move is similar to Dhalsim's slide and will go under projectiles, but since this doesn't go too far the timing of the move will have to be pretty precise, otherwise you will be eating the projectile instead of avoiding it.

---[Super Combo: Ground Sweep Rolling Attack: B(charge for 2 sec.)F,B,F+P]---

This move isn't very comboable at all, however it goes full screen's distance in under a second and it a great counter against missed attacks from far distances. It has a start up delay though, and sometimes its a dead giveaway for the opponent, use it as a counter mainly. It does excellent damage and good block damage as well, the recovery time on this move is very minimal so its pretty safe to use. Also I must warn you that its pretty easy for the opponent to jump over this move, so use it when you definitely know when its going to connect.

=====  
Combos

Two-in-One's

1. S.FWD.Strong --> Rolling Attack  
You must cancel after the first hit, if the move double hits, you were too slow!
2. S.Strong --> Vertical Rolling Attack  
This combo works best if you are up close to your opponent.
3. C.Forward --> Rolling Attack

Other Combos

1. J.D.Fierce \ / S.Jab --> Electricity
2. J.D.Fierce \ / C.Forward --> Rolling Attack  
You must charge ahead of time for this combo to work, otherwise it won't come out.
3. J.D.Roundhouse \ / S.Strong, C.Fierce
4. J.D.Roundhouse \ / D.Strong, C.Roundhouse

-----  
Tactics

When you use your Rolling Attack you can always expect an opponent to block since you are either in a crouching position or moving back. You might not always land a Rolling Attack, but you can mess opponents up for example:

Jab Rolling Attack, wait, Electricity

Since you land short in front of the opponent, you can counter if they decide to try and use a special move to counter attack like a Dragon Punch or Flash Kick.

Another good tactic is to fake your opponent that you are going to connect with your Rolling Attack. They will block in advance in most cases:

Jab Rolling Attack, Head Bite

This is sorta like a confusion tactic that can easily fool your opponent, the point of this move is try not to let this connect and you should stop within a step or two in front of your opponent, then while you land immediately press forward and fierce at the same time to catch them off guard.

-----[Ending: Blanka]-----

In the end Blanka finally finds his mother as they hug and cry, and he is yet to find out about is mysterious past...

-----[Overall: Blanka]-----

79/100

Well in this game nothing has changed at all for Blanka besides the fact that he has a new super and a few new moves, he is basically the same. Blanka is a very quick character in this game, regardless of his beastly nature. He has a lot of range on his attacks and his Beast Roll and vertical Beast Roll attacks can make for a very quick reversal, and his defense is very good, thanks to his Electricity attack, standing roundhouse, and his vertical Beast Roll. However projectiles are sometimes Blanka's worst nightmare, across the screen Blanka can't really do anything about it and he is forced to jump into Ryu and Ken's ridiculous Hadouken/Shouryuken pattern at times. Controlling Blanka is another thing, he takes time to get adapted to and mastering him soemtimes won't cut it against better opponents like Guile or Ryu.

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Cammy

Cammy now is a current member of the Delta Red special forces. She has somehow lost her memory in an accident and was founded by Delta Red units. They took her in and she went into training and the units were amazed by her quick reflexes and she was quickly moved to the top ranks in the special op forces. She now enters the World Warrior Tournament to find out about her mysterious past.

Quotes: "Your missing teeth will remind you of my victory"

"You must enjoy being beat, let me remodel your face one more time"

-----[Cannon Drill: D,DF,F+K]-----

An excellent move with alot of horizontal range. It easily combos and can be used to punish mistakes like missed anti-air attacks. It does good block damage and does good damage. The roundhouse version will double hit, blocking or not, when you are close to your opponent. Just watch for the recovery time though because its pretty bad and she will get countered rather easily.

-----[Thrust Kick: F,D,DF+K]-----

One of the best anti-air attacks in the game, simply because of the damage and range this move possesses. It has alot of horizontal range, and even her short version has more range than Ken's fierce Shouryuken! This move is easily put in combos and counters alot of attacks. This move has high priority over any jump in attack, but you are not invulnerable to projectiles like the Shatokens. The recovery time is pretty decent compared to most anti-air attacks as she bounces away from a blocked opponent.

-----[Spinning Knuckle: B,DB,D,DF,F+P]-----

I'm glad Capcom finally changed the motion of this move, in the previous game the motion was pretty awkward and players had trouble executing it, but the half circle motion should make everybody a better player now that the motion for the Spinning Knuckle isn't too difficult. There are two very useful tactics involving this move, one its goes through projectiles at start up, and second it does a ton of block damage. Even if the opponent blocks this move you still won't be dissapointed by the damage done. The real downside to this move is that you can't combo it because it starts out too slow and also Cammy is vulnerable to practically any attack besides projectiles during the duration of this move. Be careful while using this move.

-----[Hooligan Combination: DB,D,DF,F,UF+K]-----

The motion for this move is very hard to do and practice makes perfect. There are tow things that you can do while executing this move, you can perform a Frankensteiner when you are near the opponent or you can press kick at the end of it to perform a slide kick. The slide kick does a lot of damage, just not as much damage as the Frankensteiner, and also

you may want to avoid using this, mainly because Cammy can be knocked out of it pretty easily. Watch for counters if she misses though.

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Other Moves:

-----[Suplex: F/B+SP or FP]-----

A powerful move that does alot of damage, use this to counter misses and to give yourself an edge in certain fights.

-----[Thigh Press: F/B+FK or RK]-----

A very powerful move that does alot of damage, it also has alot of throw priority and good range. Use this to counter attacks missed by opponents.

-----[Air Body Throw: F/B+SP or FP(air)]-----

An excellent move to use overall, it does alot of damage and can be used to counter mistakes put out by opponents.

-----[Frankensteiner: F/B+FK or RK(air)]-----

An immensely powerful and useful move, the priority on this move rivals Chun-Li's air throw and can even take opponents out of their attacks! Use this whenever possible.

-----[Super Combo: Spin Dive Smasher: D,DF,F,D,DF,F+K]-----

Cammy's new super in this game provides little room for her opponent when it comes to combo ability. This move is very easily comboed and it can do some serious damage if it connects, basically what Cammy will do is a roundhouse Cannon Drill into a Roundhouse multi hit Cannon Spike. It works great as a chipper and it also can cover a lot of horizontal ground as well. However since Cammy ends the super in a Roundhouse Cannon Spike, she will fall unable to block and be liable for a counter attack when she lands, you may want to watch for that while you are using it.

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Combos

Two-in-One's

1. F.Forward --> Cannon Drill
2. C.Short --> Thrust Kick
3. S.Strong --> Cannon Drill

Other Combos

1. J.D.Fierce \ / S.Strong --> Cannon Drill
2. J.D.Roundhouse \ / S.Strong --> Thrust Kick

3. J.D.Fierce \ / C.Short, C.Forward  
This combo is kinda risky because it doesn't knock the opponent down, but the computers puts this combo on me often, so I thought I can add it in!  
(^\_^)
4. J.D.Roundhouse \ / C.Short, C.Forward --> Cannon Drill or Thrust Kick  
Well here's a little more insurance, this combo does 50% damage and can easily give you a victory, but make sure to cancel quickly!
5. J.SD.Fierce \ / S.Short, S.Short, C.Short, C.Forward --> Forward Cannon Drill or Forward thrust Kick  
This is possibly the biggest combo Cammy can pull off, she puts on the nacho with this cheap combo and it does about 55% damage, cancel quickly for best results. You may have to skip a short on smaller characters.
6. J.D.Fierce \ / S.Short, C.Forward --> Spin Dive Smasher

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Tactics

Well Cammy has this annoying corner trap that I constantly put on my brother:

S.Short, S.Short --> Short Thrust Kick, S.Short, S.Short --> Short Thrust Kick, etc.

Very annoying and hard to escape, anti-air attacks(mainly the Shouryuken) can counter this nacho cheese corner trap.

Cammy's standing roundhouse can counter alot of jumping attacks, including Chun-Li's annoying Stomp Kick. Make sure you are close to your opponent when you execute the roundhouse, think of this move as her launcher in XSF. The official strategy guide calls it the Handstand Counter.

-----[Ending: Cammy]-----

Cammy defeats Bison, she goes over him and demands that he tells her everything. Bison is puzzled that Cammy defeated him, he tells her if she remembered him and also tells her about the accident. Cammy doesn't remember, Bison told Cammy that they were both once lovers, but Cammy doesn't believe it. Cammy leaves Bison to rot and she stands outside the Shadowlaw headquarters in Thailand, here she wonders if any of it were true. Then the elite force of Delta Red comes by, they try to cheer her up and tells Cammy that she could never love a criminal like that. Cammy then cheers up and they leave in a nice scene with a helicopter. (In my opinion one of the best endings in the game, or any game for that matter! Its definitely worth the trouble to see it.

-----[Overall: Cammy]-----

86/100

Well not much has changed from the last game for Cammy, she has all her special moves and regular attacks intact, not to mention a new super and also a new special attack, which is a bit odd and takes practice. Cammy is one the quicker characters in the game, she has excellent dominance with her attacks as well as her special attacks and she is an

avid combo character. Her throws not only have priority but they have range as well and she will most likely win any close throw fights. However her attacks jumping in make it almost useless because of the angle and countering her missed special attacks like the Cannon Drill and Thrust Kick are pretty easy to do since due to the recovery delay.

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#### Chun-Li

While at a young age her father was killed by the ruthless emperor of China, M.Bison. At this time he was the most feared ruler in the land and her father was killed simply because he refused to give the Shadowlaw his food. She has fought and trained very hard throughout her life to stop this madman and has never gotten the chance to face him in combat, but she believes through the World Warrior tournament she will find the one who has killed her father.

Quote: "I am the strongest woman in the world!"

-----[Kikouken: B(charge 2 sec.)F+P]-----

Its a pretty decent projectile and can be used in combos and corner traps. The range of this fireball no longer goes full screen, but it still has alot of range and does good damage. The speed of the projectile is pretty slow and basically anybody can jump over it. It can be used to chip damage and its fairly decent in fireball fights, but only against slow projectiles like the Yoga Fire.

-----[Hyaku Retsu Kyaku: Press K(rapidly)]-----

This move has alot of chipping potential and does alot of damage, but you cannot get more than two hits out of this move simply because the between hits are blockable. Its a really annoying move that can frustrate the heck out of opponents because it does alot of damage even if blocked and can also be used in a combo.

-----[Spinning Bird Kick: B(charge 2 sec.)F+K]-----

This move is similar to Ryu and Ken's Tatsumaki Senpū Kyaku except its not quite as useful. It can pass through projectiles, but the priority isn't so great. An opponent can easily block under this move, but if it connects it will do alot of damage as it can string together multiple hits, but the multiple hits are blockable. This move can be used in combos, but the tricky timing makes it useless, but this move can be used to escape from certain situations.

-----[Tenshou Kyaku: D(charge 2 sec.)U+K]-----

This is Chun-Li's new anti-air attack move in this game, while her close standing roundhouse was a very good defender against airborne opponents, it however was sometimes hard to time and Chun-Li would get attacked because she would miss with it. Now she can counter the opponent's airborne attack with her anti-air attack move. Its comboable and it will juggle the opponent in the air, but if she misses with the



move she will be liable for a counter attack coming down from the move.

-----[Stomp Kick: D+FK(air)]-----

Quite possibly the most dominating jump in attack in the game. It has so much priority that it can even trade hits with a Flash Kick or a Tiger Uppercut. Ryu's crouching fierce isn't even a match for this move and only a few moves will out prioritize this one, mainly the Dragon Punch, Chun-Li's close standing roundhouse or Cammy's close standing roundhouse. The wierd thing about this move is that you can chain it for multiple hits and can be used as an effective air combo! The recovery time is very minimal though.

-----[Neck Breaker Kick: F+RK]-----

A rather odd confusion move. Chun-Li will flip over her opponent and hit them on the back of the head with a kick, the confusing part is that opponents often forget which way to block and ends up crossing them up, but in actuality she never hits the opponent in the back of the head, this is a great way to move over projectiles as well.

-----[Flip Kick: F+FK]-----

This move is mainly used in combos and it does alot of damage if it double hits. She will flip out of the opponent's way if the opponent manages to block and Ken basically has the best chance to counter with his fierce Dragon Punch.

-----[Super Combo: Senretsuyaku: B(charge for 2 sec.)F,B,F+K]-----

One of the better supers in the game, this super combo will do massive damage if it connects as Chun-Li does a standing roundhouse into a standing forward into a horizontal moving Hyaku Retsu Kyaku that tallies up to a maximum of 6 hits. This super combo is not only comboable, but it goes through projectiles at start up as well and does decent block damage, it doesn't do too much like the Carnival Hook Kick or the Shouryu Reppa, but it still does decent block damage to say the most. The super has basically no recovery time from this move, so feel free to use it at will, just be warned that opponents can very easily jump over this super combo.

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### Combos

Special Game Notes: Chun-Li

- Chun-Li can bounce off the walls, simply jump towards a wall and quickly hit the opposite direction.
- Take note that she has alot of throw priority including on the ground and in the air, use her throw to counter alot of mistakes.
- She is possibly the weakest character in the game, her attacks do less damage than all other street Fighter characters.

1. S.Fierce --> Kikouken
2. S.Short --> Hyaku Retsu Kyaku  
Basically rapidly press the kick button and the Hyaku Retsu Kyaku should cancel on its own.
3. S.Fierce --> Spinning Bird Kick  
The only tricky part is that you pull off the standing fierce at the midpoint of the move. After you charge down let your controller go at a neutral position then quickly press up and kick.
4. C.Forward --> Kikouken

#### Other Combos

1. J.Fierce \ / S.Strong, C.Roundhouse  
This her basic chain combo, you should master this one first.
2. S.Strong, S.Fierce
3. C.Forward, C.Roundhouse
4. J.Fierce \ / S.Fierce --> Kikouken  
The way to perfect this combo is that you must charge ahead of time.
5. J.Fierce \ / S.Fierce --> Hyaku Retsu Kyaku  
After the two fierces connect rapidly ram those buttons and the move will cancel.
6. J.DN.Forward, J.DN.Forward, J.DN.Forward, J.DN.Forward, J.DN.Forward  
This is her strongest combo and can easily drain half your opponent's life. Only on Sagat will this hit 5 times, on Zangief, Balrog, and T.Hawk this will hit 4 times, and all other characters it will hit 3 times.
7. J.DN.Forward, J.Roundhouse \ / S.Fierce --> Spinning Bird Kick  
Quite possibly the most dangerous combo in the game, she is the only character in the game that can jump in with multiple attacks, remember to charge in advance and cancel quickly.
8. J.D.Fierce \ / C.Forward --> Tenshou Kyaku

#### ----- Tactics

Chun-Li's air throw has amazing prioirity. She can even counter midair attacks like Ryu's Tatsumaki Senpuu Kyaku even in the middle of their move! But the timing is rediculous and will take alot of practice.

Chun-Li has this annoying corner trap and it goes like this:

Kikouken, C.Forward --> Kikouken, C.Forward --> Kikouken, etc.

Its hard to break out of and its also hard to accomplish, alot of practice is need for this to work and a Dragon Punch or a Hyper Fist can break out of it.

When an opponent tries to cross you up you can pull a Flip Kick to knock them out of it or a Neck Breaker Kick.

-----[Ending: Chun-Li]-----

Chun-Li has two endings. In the arcade version you will see her mourning over her father's death at a tomb, while at the home version she stands in her win pose over Bison. You have two choices nonetheless and you can pick the choice of either being a detective or return to the life of a single girl.

Single Girl: Appears in a costume of some sort and knocks a guy senseless while having the calm look on her face. The people doesn't realize that she is Chun-Li, winner of the World Warrior tournament, until she gives them a good thrashing of course.

Detective: This is basically the same scene as the first one except she is in a detective's jacket and the quotes are different, and she still knocks a few punks senseless.

-----[Overall: Chun-Li]-----

83/100

Chun-Li in this game is a better improvement over the last game, while she really can't do a super high Spinning Bird Kick anymore, she still has excellent throw range and priority on her throws and her new super, the Senretsu Kyaku, it very useful, it does good block damage and can travel through projectiles and to the other side of the screen in a split second. However she really doesn't have too much priority on her attacks while jumping in and when it comes to exchanging hits, she will be on the bad end. This is because her attacks are the weakest in the game out of everybody elses.

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Dee Jay

A proud man of his heritage he has trained hard over the years of his western kickboxing style. His other love is his music, he believes that with a good rythmn and kickboxing style, he feels that nothing can stop him from winning the World Warrior Tournament. He has alot of style in his techniques and also one day wishes to become a record music label artist. If he wins this tournament he will feel alot of accomplishment, since being the only person to be a label artist and a street fighting champion.

Quote: "Were my combos too much for you mon?"

-----[Double Dread Kick: B(charge 2 sec.)F+K]-----

A very powerful kick that will knock the opponent down. Only the short version of this move will hit once. This move does good block damage and also excellent damage. Sometimes the move will be blockable after the first hit, to remedy this problem make sure you are deep enough to your opponent's sprites. The second kick can be used as a semi-useful anti-air attack, but this move must be started real early. The recovery time and start up delay for this move is very minimal so use this in combos or to take away a bit of life.

-----[Max Out: B(charge 2 sec.)F+P]-----

Just like Guile's Sonic Boom, it does good damage, can be used in combos, and also the motion is Guile's! The only downside to this move is that it has just as much recovery time as a Hadouken. This can be used to keep people out in fireball fights, but stay away from Sagat and Ryu because their projectiles are much faster. Be sure to charge for this move everytime.

-----[Hyper Fist: D(charge 2 sec.)U+P(rapidly)]-----

An immensely powerful move that hits up to four times, as long as you have a rapid fire controller of course! This move can be put in combos and also be used as an anti-air attack. The downside is that when you use it as an anti-air attack the hit is rather weak and the priority is pretty low. To remedy this problem start the Hyper Fist and wait until the opponent is as close to you as possible, the first few frames of animation are invincible and you will do alot of damage with a single hit. This can also be used to go through projectiles during start up and the block damage on this move is mind boggling!

-----[Maximum Jacknife: D(charge for 2 sec.)U+K]-----

In the last game Dee Jay's defense, while pretty good, had trouble countering that nasty jumping fierce of both Ken and Ryu. Now Dee Jay can quickly turn the tides in his favor with his new anti-air attack. It hits up to three times and will juggle the opponent in the air, however if Dee Jay so happens to miss with this move he is very liable for a counter attack because the recovery time on this move isn't too good.

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Other Moves:

-----[Shoulder Toss: F/B+SP or FP]-----

A good throw with a good amount of range, the priority isn't as good as other throws, but its once of the better ones in the game because it'll throw your opponent away from you.

-----[Backflip Toss: F/B+SP or FP]-----

Just like his Shoulder Toss, but the range is less, the plus side is the fact that it has more priority. Use this to counter miss attacks.

-----[Super Combo: Carnival Hook Kick: B(charge for 2 sec.)F,B,F+K]-----

This super does massive damage if it connects and does a little more damage than two Double Dread Kicks, it combos in greatly and it does good overall block damage. The start up delay isn't too bad and is a nice way to counter the opponent's attacks, not to mention cheesing an opponent to death. The recovery time is minimal and you really won't have to worry about counters, but you should watch for Guile or M.Bison to try and throw you after you have missed with the move.

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Combos

Two-in-One's

- 1. S.Strong --> Max Out
- 2. C.Forward --> Double Dread Kick
- 3. C.Jab --> Hyper Fist

Other Combos

- 1. J.D.Fierce \ / S.Strong --> Max Out
- 2. J.D.Fierce \ / S.Strong --> Forward Double Dread Kick
- 3. J.D.Forward \ / C.Short, S.Fierce  
If you did connect deep enough the fierce will double hit. That's means if you master this combo you can be cruising to a victory, four hit style that is!!!!
- 4. J.CU.Forward \ / C.Jab, C.Jab, S.Strong --> Hyper Fist  
Thanks to CAPCOM for this combo. Its Dee Jay's 8-hit monster and is visually impressive and does about 60% damage. Make sure you throw a strong at the midpoint of the Hyper Fist, and charge in advance for this move. But all in all deal this, and you will be king of the street fighting champs!!
- 5. J.CU.Forward \ / C.Jab, S.Strong --> Carnival Hook Kick

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Tactics

Dee Jay doesn't carry much tactics, nor does he need to. His jumping roundhouse is a good move to knock opponents out of the air with. His crouching forward is also a knockdown. Also his crouching roundhouse has been known to go under projectiles!

-----[Ending: Dee Jay]-----

Dee Jay celebrates his victory with his music. Later he has become the fastest selling record artist in Earth's history and fans simply adore his excellent music. (Kudos to Capcom for this pretty good ending! ^\_^)

-----[Overall: Dee Jay]-----

91/100

Dee Jay is everything from the last game and more, not only does his throw range have more range than the last game, but now he is an avid defense character as well with his new Maximum Jackknife. He is still an excellent combo character, heck he is now the best combo character in the game as well as the best character overall. There really aren't too many flaws with him, besides the fact that his priority on his throws are pretty weak and his attacks jumping in aren't that great.

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With famine and disease striking his homeland, he has made it his own priority to seek out whoever is responsible. The goal of his has led him to the World Warrior Tournament, he believes whoever is the head of this tournament is the head of Shadowlaw, an evil corrupt ruler known as M.Bison, through the years he has sought to purify his soul with the power of Yoga and he doesn't feel he can rise to another level of consiousness unless he accomplishes his goal of stopping the corrupt ruler.

Quote: "I will meditate and then destroy you"

-----[Yoga Fire: D,DF,F+P]-----

A pretty good projectile that can keep Dhalsim in those close fireball fights. The only problem with this move is that it travels too slow and opponents will be able to dodge or block the projectile rather easily. It does good damage and good block damage and can be used in an effective two-in-one combo. Just watch for the recovery time because opponents can jump over the Yoga Fire and come in for a combo.

-----[Yoga Flame: B,DB,D,DF,F+P]-----

A pretty decent move that can stop jumping in attackers. It does alot of damage and can also be put in combos, but opponents don't really have much trouble going over this move as they can just jump over it and attack Dhalsim. If the opponent is close to Dhalsim the Yoga Flame will not hit, so try to avoid that.

-----[Yoga Blast: B,DB,D,DF,F+K]-----

This move is a good move against jumping opponents, due to the fact that it has great range and it comes out pretty fast. The only problem with this move is that the range sucks when it comes to horizontal range, and opponents can duck under it and counter. Avoid using this unless the opponent is close to you and jumping because Dhalsim will rarely connect with this move.

-----[Yoga Teleport: F,D,DF or B,D,DB+3P or 3K]-----

The Dragon Punch motion plus 3P makes him teleport close and behind the opponent while the Dragon Punch motion plus 3K makes him teleport far and behind his opponent. The reverse Dragon Punch motion plus 3P makes him teleport close and infront of his opponent while the reverse Dragon Punch motion plus 3K makes him teleport away and infront of his opponent. There is a slight recovery time from this move however and opponents can quickly counter. Use this to escape corner traps, projectile fights, or to put pressure on your opponent.

-----[Instant Yoga Spear: D+RK(air)]-----

This move has good priority and can knock opponents out of certain dashing attacks like a Psycho Crusher or Sumo Head Butt. It does a decent amount of damage and has very minimal start up delay and recovery time, just watch for Ryu or Ken who can counter with a Shouryuken.

-----[Instant Yoga Mummy: D+FP(air)]-----

While its not as dominating as his Yoga Spear this move does however, have more range. It does more damage, and the recovery time is put down to a bare minimum.

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#### Other Moves:

-----[2-Hit Head Butt: FP(close)]-----

This move hits twice and does good damage, use this in combos.

-----[Yoga Nuggie: F+SP(close)]-----

Basically its a grab attack, it doesn't have much priority or range but you can ram the buttons to get more hits and more damage out of it through.

-----[Arm Throw: F+FP(close)]-----

A powerful throw, it does alot of damage and has good range and priority over most attacks. Use this to counter missed moves and attacks.

-----[Yoga Inferno: B,DB,D,DF,F,B,DB,D,DF,F+P]-----

This super right here does incredible damage, it hits multiple times and is basically the super version of his Yoga Flame, it covers a lot of ground, but you really can't combo it. If an opponent is far away from you and you miss, a character like Ryu can quickly throw a Shinkuu Hadouken to counter attack, watch for that. The recovery time on this move isn't too good, but it isn't bad either, just watch for opponents who jump over this move, Ryu, Ken, and Chun-Li has the best overall chance to jump over this super combo and attack Dhalsim at the same time.

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#### Combos

##### Two-in-One's

1. C.Forward --> Yoga Fire
2. C.Firward --> Yoga Flame

#### Other Combos

1. C.Short, C.Forward --> Yoga Flame or Yoga Fire  
Basically with this combo you must cross your opponent with the slide, time the slide at the last possible second and you will cross them up.
2. S.Jab, C.Jab, C.Roundhouse
3. S.Jab, S.Fierce  
Make sure you are close to your opponent so the fierce headbutt double hit.

4. Jab Yoga Fire --> Teleport, C.Forward -->Yoga Flame  
Funky combo, but effective, the real timing is the teleport, use this and mess with your opponent's head! Make sure you teleport behind your opponent and cancel as soon as possible. Also this move must be done from full screen's distance.

5. Jab Yoga Fire, S.Fierce  
Effective combo and also cheap! Make sure you are within range of your fierce when you throw the projectile, and don't throw the fierce Yoga Fire otherwise you'll knock them down. This is mainly a sucker combo and only suckers get caught by this combo. (^\_^)

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Tactics

Dhalsim can really frustrate the opponent with his cheap tactics mainly this one:

Jab Yoga Fire, S.Roundhouse, etc.

Its very similar to the Dragon/Fireball pattern.

Also you can do this:

Yoga Fire --> Teleport, Throw

Very effective and very cheesy.

-----[Ending: Dhalsim]-----

Dhalsim goes back to his family and he teleports out of the Thailand temple. 3 years have passed and he and his son are enjoying a nice meal together, his son asks him what the picture is about and Dhalsim replies that him in his past life.

-----[Overall: Dhalsim]-----

84/100

Basically in this game, Dhalsim isn't much different from Super Street Fighter 2, he gained a Yoga Blast to counter jumping in attacks, but he had to pay for it at the expense of his throw priority, his throw priority completely sucks now, and even if he tries to reverse throw the opponent will most likely have already have thrown him! Be careful! For those of you who have played as Dhalsim in the crossover series and the Alpha series, let me remind you that he is nothing like he was in those games. Dhalsim, believe it or not, is actually one of the more preferable characters in this game. He is the only character in this game that can teleport and with his teleportations he can be one serious fighter. Watch for Dhalsim to use a lot of teleporting and Yoga Fires, its very hard to stop this kind of pattern. However this does not mean that Dhalsim does not have flaws, his teleportation can be his own demise if the opponent can pickpocket the location in which Dhalsim can land on, and jumpign in with attacks is NOT Dhalsim's specialty, this is due to the fact that he drifts and cannot combo after jumping in from an attack and also with the awkwardness of the angles on his attacks.

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E.Honda

While growing up in the life of Japan he was always admiring sumo wrestlers and he too hoping to one day become one himself. Now he has after gaining a couple of hundred pounds he has worked his way up to the top of the charts and is known widely in Japan. He also has his own dojo where he teaches potential sumo wrestlers about discipline and respect for your opponent with these Honda thinks that is what it takes to become a true sumo wrestler. He enters the World Warrior Tournament to teach his students how discipline can show them the way.

Quote: "Can't you do better than that?"

-----[Hundred Hand Slap: Press P(rapidly)]-----

An excellent move to use overall because of its damage potential and the fact that it chips so much damage! This can be used as an anti-air attack but its almost useless since opponents can easily jump in and counter. E.Honda can move a little bit during the duration of this move and can use it after his Bear Hug.

-----[Sumo Smash: D(charge 2 sec.)U+K]-----

Its a pretty decent attack, it longer hits on the way up like in previous games making him vulnerable to jumping attacks. It does however go through projectiles and knocks opponents down. The stronger the button used the more range that it goes. Just watch for the recovery time on this move because he can be knocked down after this move.

-----[Sumo Head Butt: B(charge 2 sec.)F+P]-----

An excellent move to use because it has alot of range and damage potential. This move can also combo and can be used to counter missed attacks from screen distance! The recovery time on this move is very minimal and during the first few frames of start up it will pass through projectiles, but only through quick projectiles.

-----[Ouicho Nage: 360 degree motion +P]-----

This move is just funny like heck! E.Honda will grab his opponent and then slam them down in front of him and then jump up and sit on them with authority! Its pretty funny and it does massive damage, just as much damage as the Spinning Pile Driver or the Stormhammer. However the range on this move completely sucks, as you will need to be very close to your opponent if you wish for this to connect.

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Other moves:

-----[Sumo Splash: D+FK(air)]-----

A pretty decent move, it has good priority and attack power. The jumping roundhouse is a better alternative to jump in attacks.

-----[Bear Hug: F+FP(close)]-----

An excellent move to use because it has good priority and good range. Ram the buttons to get more hits and more damage out of it.

-----[Sumo Toss: F+SP(close)]-----

This move has good range, but not alot of priority. use this to counter mistakes or missed attacks.

-----[Knee Bash: F+RK(close)]-----

Like the bear hug, it has god range and good priority. Ram the buttons to get more hits and more damage out of it.

-----[Knee Kick: F+RK(semi-close)]-----

Well this move right here will require you to be close to your opponent, but out of his throw range. He has good throw range so sometimes when you try to go for the Knee Kick, you will go for the Bear Hug. I don't see a lot of uses for this move though, other than the fact that it does more damage than his normal roundhouse.

-----[Super Combo: Onimusou: B(charge for 2 sec.)F,B,F+P]-----

The Onimusou does quite a bit of damage and is also quite fast, the only problem with this move is that it is easily jumped over. This is basically a double Sumo Headbutt, it hits multiple times and does excellent block damage. You can also combo this in, but I've only seen the CPU do it, I have trouble comboing it in though. This can be used to counter certain attacks, mainly attacks that were missed like a low Roundhouse or a Somersault Kick.

=====

#### Combos

##### Two-in-One's

1. C.Strong --> Sumo Head Butt

##### Other combos

1. J.D.Roundhouse \ / S.Jab --> Hundred Hand Slap
2. J.D.Roundhouse \ / C.Strong --> Sumo Headbutt  
Make sure you charge ahead of time for this combo.
3. J.D.Roundhouse \ / S.Jab, C.Roundhouse
4. J.D.Fierce \ / S.Roundhouse  
Depending on how deep your hit was, the roundhouse should hit two times.

##### ----- Tactics

Not much here. But there is a 60% damage cheesy strategy!:

Bear Hug --> Hundred Hand Slap

Make sure you ram the buttons to get more hits out of the bear hug, then after the opponent recovers, they will land in drop in front of you! Ram the punch buttons and use Hundred Hand Slap! It doesn't matter if they block because you'll be so deep into the opponent's sprites that the Hundred Hand Slap will hit about 7 times!

-----[Ending: E.Honda]-----

E.Honda wins the tournament. He goes back home and teaches his students about discipline while eating rice.

-----[Overall: E.Honda]-----

76/100

E.Honda hasn't changed much from this game since the last game, the only real noticeable difference is the fact that he has gained a new super, but lost some priority on his attacks. He still has good throw range, just not a lot of priority, that can hurt him when he tries to throw an opponent who is trying to throw him. Also as being a big target, he is liable for some attacks jumping in and he has basically no way to defend them because his defensive skills suck. It will take a lot to win with E.Honda though, so practice will be needed.

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Fei Long

With the looks and talents of Bruce Lee, its no question that he is one of the most skilled fighters in the world. He has been asked serveral times to be in movies but has refused. He wishes to live on the legend that his father once possessed(does this mean he's Bruce Lee's son?). When he was young he wish was to be in show-business but his dedication to Kung Fu has paved another road for him. He enters the World Warrior Tournament to see if his skills are good enough to defeat the World Warriors.

Quotes: "You must learn to block or my speed will always overcome you"

"You have been trained to be a great loser, now you must learn to fight"

-----[Rekka Ken: D,DF,F+P(can be done 3 times in a row)]-----

An excellent move overall because of its damage potential, the best part is that Fei Long can chain up to three of these in a row resulting in a powerful three hit combo! Try to avoid using the last Rekka Ken because it will leave him in his pose which leaves him vulnerable to attack. Pester your opponent with the first and second Rekka Kens, then stop and do them again! This way you won't be countered and you can chip away alot of life!

-----[Shien Kyaku: B,D,DB+K]-----

Quite possibly one of the coolest looking moves in the game! This move does an unbelievable amount of damage and just as much damage as Ken's Shouryuken! This move is an excellent anti-air attack but like the Flash

Kick and Tiger Uppercut, you must use it when your opponent is deep within your sprites. The Roundhouse version will double hit if up close. This move does have a bit of recovery time so avoid using it too often.

-----[Roundhouse Hop: F+RK]-----

This is more like a psych out quick then anything else. It starts out slow but it double hits and Fei Long has almost no recovery time from this move making it hard to counter. I've seen the computer combo this move and I'm still baffled as to how they do it.

-----[Forward Hop: F/B+FK]-----

This move is basically Fei Long's anti crouch counter as it will hit any low blocking opponent, regardless if they are blocking. It has very little start up time, but it cannot be comboed.

=====

#### Other Moves:

-----[Power Throw: F+SP/FP(close)]-----

An excellent throw mainly because it has good range and priority. Use this to counter mistakes and missed attacks.

-----[Hair Throw: F+FK/RK]-----

Same as above, it has alot of range and priority. Use it to counter missed attacks.

-----[Super Combo: Rekka ShinKen: D,DF,F,D,DF,F+P]-----

This super does a lot of damage and can hit up to 6 times. Its just as comboable as it was in the last game, and it does excellent block damage as well. This super has good range and will go through projectiles at start up like the Shouryuu Reppa or Double Somersault Kick. The only problem with this move is that it is easily jumped over and the fact that if Fei Long misses, he will be stuck in his pose and be liable for a counter attack, so you may want to watch out for that.

=====

#### Combos

Special Game Notes: Fei Long

-- Fei Long's crouching fierce is a very useful move, about 2 or 3 of them will dizzy your opponent!

Two-in-One's

1. S.Jab --> Shien Kyaku
2. S.Fierce --> Shien Kyaku

#### Other Combos

1. J.D.Roundhouse \ / S.Jab, C.Roundhouse
2. J.D.Fierce \ / S.FWD.Roundhouse  
I saw the computer to do this combo and was unable to block it, but since the kick has a bit of start up delay I'm not sure how they did it.
3. S.Jab --> Rekka Ken --> Rekka Ken --> Rekka Ken
4. J.D.Fierce \ / S.Fierce --> Rekka Ken --> Rekka Ken --> Rekka Ken  
Its best if you use the fierce button for the Rekka Ken's.
5. J.Fierce \ / S.Jab --> Shien Kyaku  
One of my favorite combos in the game, cancel quickly.
6. J.D.Fierce \ / S.Fierce --> Shien Kyaku  
This one is harder to pull off but it still works, hefty damage if it connects though!
7. J.D.Fierce \ / S.Fierce --> Rekka ShinKen

-----  
Tactics

Well not much tactics for Fei Long. You can try this annoying corner trap though:

Rekka Ken --> Rekka Ken, stop, Rekka Ken, stop, Rekka Ken, stop,  
Rekka Ken

You can make up your own patterns if you like, but avoid this tactic against Shatokens because they can break out of this trap rather easily.

-----[Ending: Fei Long]-----

A director comes and and says he wants to catch that 4-hit red-dizzy combo on film(sorry I don't remember him having one!). Fei Long however does not want to join the movie industry. LAter he opens up his own dojo and trains his style to millions of people. You see a statue commemorating him and students training near his statue. Apparently the style of Fei Long passes onto the people, but the game does somehow mention that he died.

-----[Overall: Fei Long]-----

86/100

Fei Long is just sheer fun to play, he has excellent combo ability and can really dizzy the opponent quick with his attacks. He is very quick and has both great throwing priority and great throwing range. He has good range on his attacks, but people often tend to overuse the Rekka Ken too much, and when Fei Long misses with the last hit, he is vulnerable to a counter attack. His new Rekku Kyaku doesn't serve much new purposes and while jumping in for offense, his attacks aren't really dominating and someone can easily knock him out of the air.

=====

Serving in the air force Guile is the proud soldier that fights criminals wherever they lurk. He has been known for his Flash Kick and his honor around the military and he seeks out corruption and gives his best effort to stop it. However during his mission in the jungles of Thailand his friend Charlie has died while trying to escape the the camps of Shadowlaw. Guile has been sworn with vengeance ever since, and the only way he will find M.Bison is through the World Warrior Tournament.

Quote: "Are you bad enough to fight with me?"

-----[Sonic Boom: B(charge 2 sec.)F+P]-----

A prime weapon for Guile mainly because there is almost no recovery time from it! Use this often and then follow up on it to mess with your opponent's head! This projectiles also comes out quick and can be used in combos. Make sure you are charging for this through out the match.

-----[Flash Kick: D(charge 2 sec.)U+K]-----

An excellent anti-air attack that has alot of priority and alot of range. The only problem with this move is that he can trade hits with the opponent rather easily, but to remedy this problem wait until the opponent's sprites are deep within yours and execute the Flash Kick for a clean hit. This move can be put in combos and it comes out very quick and is a good counter against missed attacks. Just make sure not to miss with this move though because hte recovery time is ridiculous!

=====

Other moves:

-----[Ground Throw: F+SP(close)]-----

This move has alot of priority and range, use this to counter missed attacks and special moves.

-----[Suplex: F+FP(close)]-----

Like the one above counter against miss attakcs and special moves.

-----[Air Throw: F+SP/FP(air) (close)]-----

The priority on this move is pretty good and also the range, but its not as powerful as Chun-Li's air throw.

-----[Back Breaker: F+FK/RK(air) (close)]-----

This move lacks range and priority but its the strongest throw in the game! It does just as much damage as Zangief's Spinning Pile Driver and is an excellent counter against air attacks.

-----[Backfist: F+FP]-----

An excellent move to use overall, mainly because it has alot of range, it

combos off of his Sonic Boom, and is liable to trade hits or completely nullify fireball throwing opponents!

-----[Reverse Spin Kick: F/B+FK]-----

This move is a very excellent tool to use in Guile's arsenal if you know how to use it. Guile will jump into the air and go over low attacks and hit the opponent at the same time. There is basically no recovery time from this move at all.

-----[Knee Berserker: F+RK]-----

An excellent move to use because he can follow up with it after his Sonic Boom, and this move has excellent range and does good damage.

-----[Super Combo: Double Somersault Kick: DB(charge 2 sec.)UF,DB,UF+K]-----

This super combo is excellent for basically all purposes. Even if you use it as an anti-air attack the two kicks will juggle the opponent and you still retain full damage out of it. The recovery from this time is less than that of his regular Somersault Kick. Did I mention that this super combo does a lot of block damage? Well it does and it can be easily put into a combo. There are only two flaws with this super combo, one is that the motion is just frickin hard for some people except me, and two there is still ample time for the opponent to counter if Guile does indeed miss with his Double Somersault Kick.

=====

#### Combos

##### Two-in-One's

1. S.Jab --> Sonic Boom
2. C.Short --> Somersault Kick
3. C.Fierce --> Sonic Boom
4. S.Fierce --> Somersault Kick  
This combo will only work if you throw a fierce at the midpoint of the Flash Kick motion.
5. Sonic Boom, S.Fierce  
While most two-in-one's involve the special move being the last hit, this involves the special move being the first hit!

#### Other combos

1. J.D.Fierce \ / C.Forward --> Somersault Kick
2. J.D.Fierce \ / C.Jab --> Sonic Boom
3. J.D.Fierce \ / C.Fierce --> Sonic Boom, S.FWD.Fierce
4. Jab Sonic Boom / \ J.D.Fierce \ / C.Fierce --> Sonic Boom  
This is mainly a sucker combo and will only work if you are about 3/4's screen's distance away.

5. J.D.Forward \ / C.Strong --> Sonic Boom, C.Forward
6. C.Jab --> Sonic Boom, C.Strong --> Sonic Boom, S.FWD.Fierce  
Well Capcom and Gamepro call this the re-dizzy combo, but I'm not sure if this works in SSF2.
7. Jab Sonic Boom / \ J.D.Fierce \ / C.Jab --> Sonic Boom, C.Strong --> Sonic Boom  
Like number 4 you must be a certain distance away and your opponent has to be dumb (^\_^).
8. J.D.Fierce \ / C.Strong --> Sonic Boom, C.Forward --> Somersault Kick
9. J.D.Fierce \ / C.Fierce --> Sonic Boom, C.Forward --> Double Somersault Kick  
This combo is rather tricky, the first part is pretty easy, charge for the Sonic Boom and then QUICKLY charge for the Somersault kick at the same time you hit the low forward. If you have charged in time and you have done the motion correctly, then your combo will come out.

-----  
Tactics

Well not much for Guile, you must always charge for your Sonic Boom and go after it and attack your opponent. You can even throw a Sonic Boom, walk up, and throw your opponent! Charging for Guile is the key to winning and always throw an attack after your Sonic Boom if your opponent counters your projectile with theirs.

-----[Ending: Guile]-----

Guile asks why Bison has killed Charlie, and Guile is angered with revenge. Before he can do anything his wife comes and tells Guile that if he kills Bison he is no better off than he is. Guile knows she's right and leaves Bison. Later they are at the comfort of his own home, but Guile still wonders about Charlie.

-----[Overall: Guile]-----

90/100

Guile hasn't gained or lost effectiveness in this game, he can still follow up after his jab Sonic Boom with ease and he can also do some rather wicked combos. However, his re-dizzy combo is NOT in this game anymore, but his defense and offense are still the same, being excellent and dominating. His throw range has also remained intact as well along with his throwing priority and he has excellent priority on his air throws also.

=====

Ken

The long time friend of Ryu and rival. Ken trained under the same master Ryu did, but Ken grew up differently than Ryu did. Ken was an obnoxious boy during his early years and was always out having fun on his family yacht. His parents wanted to change Ken's behavior so they sent him to Japan to learn some discipline. It was then and there that he had met Ryu



who would later become his best friend. After his long training Ken went back to his home and later would meet Eliza, who would then become his girlfriend. Ever since he has met her his fighting skills have rapidly deteriorated and since he heard that Ryu was entering the World Warrior Tournament, Ken has also decide to enter the tournament as well.

Quote: "Attack me if you dare, I will crush you!"

-----[Hadouken: D,DF,F+P]-----

An excellent move overall, it comes out fast, it easily combos, and does good damage. You can even counter missed attacks from a distance with this move, and it also does good block damage. The speed is slower than Ryu's, but Ken has the second fastest projectile in the game and can easily wear down other opponents.

-----[Shouryuken: F,D,DF+P]-----

An excellent anti-air attack, it does a ton of damage, probably just as much as Sagat's Tiger Uppercut and also it hits multiple times. The jab version hits once, the strong version is powerful and hits twice, and the fierce version hits three times while lighting your opponent on fire. This move combos in just as easily as Ryu's and it does alot of block damage. The range is tremendous and has excellent horizontal range. Watch for the recovery time on this move though, only the jab version will leave you safe most of the time.

-----[Tatsumaki Senpoo Kyaku: D,DB,B+K]-----

Unlike Ryu's this move can hit up to four times and the first initial hit will hit ducking opponents. This move doesn't knock down like Ryu's but it combos just as easily and it does good damage. The hits alone are rather weak and you will need to get multiple hits to do some real damage. Like Ryu he can successfully aim this in the air to avoid attacks. There is very little recovery time from this move, but Ken can be knocked down or thrown just as he recovers from the move.

-----[Soto Mawashi Keri: B,DB,D,DF,F+K]-----

This move is a bit odd, its like his S.Fwd.Roundhouse found in Street Fighter Alpha 3, it does excellent damage and it can be a real nasty counter as well. The only problem with this move is that I can't seem to do a good job of comboing the move in. It may be me though, but some people claim they can combo it in off a crouching fierce. Also if you want a heel kick(Inazuma Kakato Wari) then you have to press K during the duration of this move.

-----[Nata Otoshi Geri: F,D,DF+K]-----

This kick is a bit odd, I personally never use this kick. It has good priority and does a lot of damage if you get this to connect. The delay time is also minimal.

=====

Other moves:

-----[Shoulder Throw: F+SP/FP(close)]-----

This throw has good range and priority, use this to counter mistakes and also missed attacks.

-----[Back Roll: F+SP/FP]-----

Like the throw above, it has good range and priority, its main point is to counter or to cheese your opponent.

-----[Axe Kick: RK(close)]-----

This move double hits, but it cannot be comboed, or comboed after. It still does the same amount of damage as his regular roundhouse, so I don't see much point in using this move.

-----[Super Combo: Shouryuu Reppa: D,DF,F,D,DF,F+P]-----

The Shouryuu Reppa is one of the most quickest moves in the game, not only is it so easily comboable, but it does massive damage and block damage as Ken first does a Jab Shouryuken into a flaming Fierce Shouryuken. Even if blocked this super combo does excellent block damage, but since he ends the super with his fierce flaming Dragon punch, you must watch for counters when you land. So try to do this super against an opponent who misses with an attack like the Spinning Pile Driver or a Tiger Uppercut.

=====

#### Combos

##### Two-in-One's

1. S.Jab --> Hadouken
2. S.Jab --> Shouryuken
3. S.Jab --> Tatsumaki Senpoo Kyaku
4. S.Fierce --> Hadouken
5. C.Fierce --> Shouryuken
6. C.Forward --> Hadouken
7. S.Short --> Shouryuken

##### Other Combos

1. J.D.Fierce \ / C.Fierce --> Hadouken  
Master this combo and watch 50% of your opponent's life drain away!
2. J.CU.Roundhouse \ / C.Short, C.Roundhouse  
The CPU does this combo to me all the time, and I'm still baffled as to how he does it, I've managed execute this combo, but only twice!

3. J.D.Roundhouse \ / C.Forward --> Shouryuken
4. J.D.Fierce \ / C.Forward --> Hadouken  
This is an old skool combo, this does alot of damage and is a must master!
5. J.CU.Roundhouse \ / C.Short, C.Short --> Hadouken  
cheap! Cheap! Cheap!
6. J.CU.Roundhouse \ / S.Short, C.Short --> Fierce Shouryuken  
This is Ken's mosnter 6 hit combo that will literally put your opponent on fire. Cancel quick enough to get all 3 hits out of the Shouryuken.
7. J.CU.Roundhouse \ / C.Short, C.Fierce --> Hadouken  
This isn't as easy as it was in SF2T but it still works.
8. J.D.Fierce \ / \ J.Fierce --> Tatsumaki Senpuu Kyaku  
Ken could easily master this in SF2T but I think it still works.
9. J.CU.Roundhouse \ / C.Jab, C.Strong --> Hadouken
10. J.CU.Roundhouse \ / S.Fierce --> Shouryuu Reppa

-----  
Tactics

Do I even have to mention it? Well if you did forget here ya go.

Hadouken, Jab Shouryuken, etc.

This is Ken's primo corner trap that's extremely hard to escape from.

Also when your opponent blocks your jumping attacks do this:

J.D.Roundhouse \ / C.Short, C.Short, C.Short, C.Short,  
C.Roundhouse --> Hadouken

Its annoying, but its use to keep Ken out of certain tight situations. Keep in mind that like Ryu, Ken no longer has the invincibility of his Shouryuken, so don't try to counter attack opponents with it.

-----[Ending: Ken]-----

Here Ken defeats M.Bison then Eliza comes in and worries about Ken. Ken and Eliza later marry each other, the end.(not a bad ending, and it fits his personality as well, Kudos to you Capcom!)

-----[Overall: Ken]-----

87/100

While toned down from the last game, Ken is still one of the more better characters in this game. His Shouryuken, like Ryu has been toned down since the last game, mainly due to the fact that Ken and Ryu were in fact too dominating in the last game. His Shouryuken no longer goes through projectiles in this game, but that doesn't mean that he is not an effective character in this game. He still has the second best combo ability in this game with Dee Jay being ahead of him, but just watch for Ken though, he tends to get dizzy easier than Ryu does.

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M.Bison

Never has the world seen such a corrupt and insane ruler. He is the leader of Shadowlaw and reigns supreme among the the World Warrior Tournament set up up by him. His fighting power and agility is un-matched and his power is a site to be witnessed. His infamous crime organization has thrown terror upon the world and that has led to a few enemies that have entered the tournament mainly Guile, Chun-Li, and T.Hawk.

Quote: "Get lost, you can't compare with my powers!"

-----[Psycho Crusher: B(charge 2 sec.)F+P]-----

An excellent move to use because it has a ton of range and it does a ton of block damage, even if it is blocked it'll do almost as much damage as if the opponent didn't block! Cheap! The combo possibilities are very minimal and this move's prime use is agaisnt missed attacks. However M.Bison can still be hit out of this by alot of jumping attacks, some jabs, and projectiles. The recovery time is minimal, but you can be thrown when you land from this move.

-----[Scissors Kick: B(charge 2 sec.)F+K]-----

An excellent move to use overall mainly because it goes over low attacks and does alot of damage. This move can be used as an anti-air attack but only when you are deep within your opponent's sprites. The range that this move has is determined by the strength of the kick button. Use this in combos and to counter mistakes. The combo possibilities it had in SF2T are now gone, but the recovery time is minimal and it knocks down the opponent.

-----[Head Stomp: D(charge 2 sec.)U+K]-----

Its a so-so good attack. It comes out fast, but its so easily seen that its often blocked. This is mainly used to get around projectiles as Bison flies towards his opponent with a stomp to the head. The recovery time is minimal and this move does good damage. Just watch for jumping attacks and anti-air attacks because he can be taken out of the move rather easily with those attacks. After the Head Stomp M.Bison can go into his flying punch.

-----[Flying Psycho Fist: D(charge 2 sec.)U+P]-----

This is more of a confusion or surprise attack than anything else. It will have Bison flying down and smacking the opponent on the side of the head with his fist. At first it looks like he misses with his Head Stomp and lands on the otherside of his opponent then he comes down with his charged fist, this move cannot be blocked low since its a jumping attack. The recovery time is very minimal on this move.

=====

Other Moves:

-----[Flying Punch: UF/UB+SP/FP]-----

This move is mainly used after his Head Stomp. You can steer this move away or towards the opponent only after the Head Stomp. You can use this move alone for jump in attacks as well.

-----[Body Throw: F+SP/FP]-----

This move has alot of range and alot of priority. Its just incredible! Use this to counter mistakes and missed attacks.

-----[Super Combo: Knee Press Knightmare: B(charge for 2 sec.)F,B,F+K]-----

The devastating super that fits M.Bison's modus operandi perfectly, not to mention the name of the super! This super does massive damage and it can be easily comboed if you charge it right and release it upon impact of his standing strong. First M.Bison does a Roundhouse Scissors Kick and then followed by another super roundhouse Scissors Kick! It does massive block damage and can really bring the tide over to Bison's favor, however at the last footsweep at the end of the super will leave M.Bison open to a counter attack.

=====

#### Combos

##### Two-in-One's

1. C.Jab --> Psycho Crusher
2. C.Jab --> Scissors Kick

#### Other Combos

1. Head Stomp, Flying Punch  
Not a combo, but if both moves connect right after each other, its more than guaranteed that your opponent will be dizzy!
2. J.D.Fierce \ / C.Jab --> Psycho Crusher
3. J.D.Fierce \ / C.Jab --> Scissors Kick
4. J.D.Fierce \ / C.Short, C.Jab --> Scissors Kick
5. J.D.Fierce \ / C.Strong, S.Forward
6. J.D.Fierce \ / S.Strong --> Knee Press Nightmare

-----  
Tactics

Well not much here. Use your Psycho Crusher and use whatever button that will land you just behind your opponent. When you land immediately throw your opponent! Its cheap but effective!

-----[Ending: M.Bison]-----

M.Bison stands and watches over a city as his corrupt power takes over the Earth. Can anyone stop this madman?!!

-----[Overall: M.Bison]-----

87/100

If you ask me basically M.Bison has not changed much from the last game, he is just as dominating as before and with his new super it just makes M.Bison in this game is one of the more powerful characters in this game thanks ranks with the likes of Guile or Dee Jay. He has very fast speed and his attacks can often catch people by surprise and he has very good range on his attacks and also his throw range and priority is just insane. However M.Bison lacks jump in priority and he is certainly not a combo character, he will sorta have to play a pecking game to really achieve some sort of victory. His most fierce opponent is either M.Bison or Ryu, watch for them! Also there is one fault in his game plan, his Flying Psycho Fist is more predictable now and it doesn't really confuse the opponent as much.

=====  
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Ryu

Ryu is the lone warrior that seeks eternal fight. He constantly fights and trains to become the true warrior and was an orphan when Gouken had picked him up and taught him the styles of Shatoken. Through the years he has believe that he can become the eternal champion through mastery of the Hadouken. He has left a scar on Sagat, both physically and mentally, and that has shown was true potential Ryu has. He has never suffered defeat before, and his long time rival and best friend Ken is always there to fight either against him or by his side.

Quote: "You must defeat my Dragon Punch to stand a chance"

-----[Hadouken: D,DF,F+P]-----

The king of all projectiles, the only difference in this game from the last game is that it comes out quicker, but the overall projectile speed is slower. However it still combos pretty easily and it doesn't leave Ryu as open as it did in the last game because he can bust out with a Shouryuken against a jumping opponent instead of having to wait for the Hadouken motion to finish like it did in Super Street Fighter 2.

-----[Shouryuken: F,D,DF+P]-----

Becareful about the Shouryuken in this game guys, it does the same amount of damage and is just as easily comboable like the last game and will double hit if it is blocked but the only problem with the Shouryuken in this game is that it no longer goes through projectiles! It still does go through projectiles but it must be done very early at the start up point. If you however are playing in Super mode for Ryu, it will go through projectiles though like it did in Super Street Fighter 2. Just watch for counters if you miss with the Strong or Fierce versions because you will be liable for a counter attack.

-----[Tatsumaki Senpoo Kyaku: D,DB,B+K]-----

This move does good damage and has excellent range, it can be put in

combos and also it knocks the opponent down with only one hit! Only during start up is he invincible through projectiles, but ducking opponents can easily avoid any damage. The recovery time on this move is minimal but he can be knocked down after the move.

=====  
Other moves:

-----[Shoulder Throw: F+SP/FP(close)]-----

This throw has good range and priority, use this to counter mistakes and also missed attacks.

-----[Back Roll: F+SP/FP]-----

Like the throw above, it has good range and priority, its main point is to counter or to cheese your opponent.

-----[Axe Kick: RK(close)]-----

This move double hits, but it cannot be comboed, or comboed after. It still does the same amount of damage as his regular roundhouse, so I don't see much point in using this move.

-----[Fierce Dash: F+FP]-----

This move is rather odd, but its very quick and I think it hits the opponent as they are blocking low, so I'm not sure if this is an anti crouch counter, but from the look of things it is questionable. However this move is still one of Ryu's best moves believe it or not because it comes out a lot quicker than his normal fierce punch.

-----[Overhead Counter: F+SP]-----

This is Ryu's anti crouch counter as it cannot be blocked low. So to those old school turtlers, you will have to find a new way to hide in your shell. Watch the start up delay though, it sucks and Ryu can be swept if the opponent can predict it early enough, and watch for the recovery time if Ryu misses because he will be liable for a counter attack.

-----[Super Combo: Shinkuu Hadouken: D,DF,F,D,DF,F+P]-----

Like his regular Hadouken but much more powerful, this does about 50% damage! No lie and can really bring about the tide in Ryu's favor if he ever needs it. This super combo hits up to 5 times and does good block damage, but not equal to the amount of 5 blocked Hadoukens though. This move is just as comboable and is a bit faster than his regular projectile. However opponents can easily jump over this, besides Zangief, and can come in for an attack in the animation that Ryu does his Shinkuu Hadouken. You must watch out for that because you will have wasted a super combo!

## Two-in-One's

1. S.Jab --> Hadouken
2. S.Jab --> Shouryuken
3. S.Jab --> Tatsumaki Senpuu Kyaku
4. S.Fierce --> Hadouken
5. C.Fierce --> Shouryuken
6. C.Forward --> Hadouken
7. S.Short --> Shouryuken

## Other Combos

1. J.D.Fierce \ / C.Fierce --> Hadouken  
Master this combo and watch 50% of your opponent's life drain away!
2. J.CU.Roundhouse \ / C.Short, C.Roundhouse  
The CPU does this combo to me all the time, and I'm still baffled as to how he does it, I've managed execute this combo, but only twice!
3. J.D.Roundhouse \ / C.Forward --> Shouryuken
4. J.D.Fierce \ / C.Forward --> Hadouken  
This is an old skool combo, this does alot of damage and is a must master!
5. J.CU.Roundhouse \ / C.Short, C.Short --> Hadouken  
cheap! Cheap! Cheap!
6. J.CU.Roundhouse \ / S.Short, C.Short --> Shouryuken
7. J.CU.Roundhouse \ / C.Short, C.Fierce --> Hadouken  
This isn't as easy as it was in SF2T but it still works.
8. J.D.Fierce \ / \ J.Fierce --> Tatsumaki Senpuu Kyaku  
Ryu could easily master this in SF2T but I think it still works in SSF2.  
Care to prove me wrong?
9. J.CU.Roundhouse \ / C.Jab, C.Strong --> Hadouken
10. J.CU.Roundhouse \ / C.Forward, C.Strong --> Shinkuu Hadouken
11. C.Fierce / \ J.Strong(juggle)  
This is a three hit combo that does good damage, the jumping strong will double hit, but you must use the crouching fierce to knock the opponent into the air while the opponent is in the air.

## ----- Tactics

DO I even have to mention it? Well if you did forget here ya go.

Hadouken, Jab Shouryuken, etc.

This is Ryu's primo corner trap that's extremely hard to escape from.



Also when your opponent blocks your jumping attacks do this:

J.D.Roundhouse \ / C.Short, C.Short, C.Short, C.Short,  
C.Roundhouse --> Hadouken

Its annoying, but its used to keep Ryu out of certain tight situations. Also note that the SHOURYUKEN IS NO LONGER INVINCIBLE! Yep that's right folks, and avoiding those projectiles will be harder and more difficult than ever.

-----[Ending: Ryu]-----

Sagat and M.Bison stand in their respected places on top of a platform. The crowd cheers Ryu's name but Ryu is nowhere to be found. Ryu does not believe in ceremonies and he walks off with his belongings and into the sunset to find yet another worthy challenger. (Cool ending, and it fits his personality perfectly)

-----[Overall: Ryu]-----

90/100

Ryu in this game is still one of the better characters in this game, however with his Shouryuken being not as invincible as it was in Super Street Fighter 2 really makes him at a disadvantage point. He can however still do a lot of nifty combos and his priority both jumping in for offense and his defensive skills are top notch and only rivaled by Guile and Ken. He is still an excellent character to use in this game, but he has lost the best spot to Dee Jay! See Dee Jay for more details! But anyways, Ryu has gained throwing range from the last game but he has lost throw priority and he also has excellent juggle abilities as well.

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Sagat

With an ambition to seek out a worthy opponent he crushes those who oppose him. He has a patch over his right eye, he received it when he fought Dan's father. Apparently he has killed Dan's father for his missing eye. The one true warrior he seeks to fight his Ryu, with Sagat's first defeat at the hands of Ryu he trains hard to one day avenge his defeat. Ryu was the one who left a giant scar on Sagat's chest with a very bloody Dragon Punch after Sagat had thrown Ryu to the ground and had let his guard down thinking he had defeated Ryu. Since the infamous battle in the plains of Australia he has been seeking Ryu ever since and by joining the World Warrior Tournament he hopes to find Ryu and even his defeat.

Quote: "You are not a warrior, your a beginner!"

-----[Tiger Shot: D,DF,F+P]-----

A very fast projectile with speeds that equal Ryu's Hadouken. It can easily take down most jumping opponents and Sagat can wear down basically any projectile besides Ryu. This can be put in combos and it does good damage and good block damage. The real disadvantage is that ducking opponents will easily avoid any damage.

-----[Low Tiger Shot: D,DF,F+K]-----

Just like the one above except Sagat can hit ducking opponents as well and can also be put in combos. It has the same speed and damage potential, but opponents like Zangief can easily jump over this! Try to mix them up and psych out your opponent with these.

-----[Tiger Uppercut: F,D,DF+P]-----

The Tiger Uppercut has changed in this game, it still does massive damage but now it does at most 7 hits! It hits multiple times now and it just looks so frickin cool to watch when Sagat connects with it! I am just literally amazed, but its still as comboable as ever and it works as a great anti-air attack and will juggle the opponent since it hits multiple times. However if it is blocked it only hits two times and that being bad if blocked because Sagat has more recovery time now than ever! Yep that's right, you want the multi hit uppercut you will have to pay for it, watch for serious counters and two-in-ones if you miss with this attack.

-----[Tiger Knee: D,DF,F,UF+K]-----

The motion is a little awkward and tough to do but its one of Sagat's main weapons that can easily knock opponents out from a distance. This can be used as an anti-air attack but it must be started early. Sagat can easily combo this move in and it comes out extremely fast and will often catch opponents by surprise, the damage that it does is pretty good but not as much as his Tiger Uppercut, but the roundhouse version will double hit if up close. The recovery time is a bare minimal so use this whenever you get the chance.

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#### Other moves:

-----[Double Hit kicks: SK/FK/RK(close)]-----

Basically these kicks will double hit if up close, use them in combos or cancel in two-in-one combos.

-----[Body Toss: F+SP or FP(close)]-----

This throw has fair range and priority. Use this to counter missed attacks and so on.

-----[Super Combo: Tiger Genocide: D,DF,F,D,DF,F+K]-----

This move is just simply devastating. It does massive damage and its just so comboable! First Sagat does a forward multi-hit Tiger Knee followed by a Fierce Tiger Uppercut! Even if blocked this move does massive block damage and it can really turn the tides over to Sagat! However you must be careful when you are using this super combo because Sagat does a Tiger Uppercut at the end of it and that means that leaves room for a counter. Just watch for your opponent to miss with an attack because this will go through projectiles at start up!

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## Combos

### Two-in-One's

1. S.Jab --> Tiger Shot
2. C.Short --> Tiger Knee
3. S.Roundhouse --> Tiger Uppercut  
You must cancel quickly after the first hit otherwise it won't connect.

### Other combos

1. J.D.Roundhouse \ / S.Roundhouse  
The roundhouse will only double hit on larger characters like Zangief, Sagat, T.Hawk, or Balrog. Use a forward against all other characters.
2. J.D.Roundhouse \ / S.Roundhouse --> Tiger Uppercut  
You must cancel quickly otherwise it won't connect, so don't let that kick double hit!
3. J.D.Roundhouse \ / C.Short --> Tiger Uppercut
4. J.D.Fierce \ / S.Jab --> Tiger Knee
5. J.D.Fierce \ / C.Short --> Tiger Shot
6. J.D.Roundhouse \ / S.Roundhouse(one-hit) --> Tiger Uppercut

### ----- Tactics

Well first off Sagat has a fireball pattern like Ken and Ryu:

Tiger Shot, Tiger Uppercut, Tiger Shot, Tiger Uppercut, etc.

Its very frustrating to get out of and Ken and Ryu will have an easier time breaking out of this trap.

Like all characters in the game you can do a special move motion while you are on a knocked down position, use your Tiger Uppercut to stop oncoming attacks and start the motion while you are laying down.

-----[Ending: Sagat]-----

Sagat has won the World Warrior Tournament but he did not even see Ryu in the tournament. Sagat is proud of the title he has one but still not satisfied and he knows that Ryu did not get lucky on his victory and he still searches one day to even that defeat with Ryu. (Pretty sweet ending might I add!)

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T.Hawk

With his homeland being taken away from his people, his people and his family have moved to Mexico. Since then he has swore revenge on M.Bison, the leader of the World Warrior Tournament. His people and family has suffered upon Bison's acts and that is why T.Hawk has entered the World Warrior Tournament, to bring back his homeland not only for his family and people, but also for his pride.

Quotes: "Your scream sounds like a pathetic war cry!"

"My totem is too great for your desperate fighting techniques!"

-----[Thunderstrike: F,D,DF+P]-----

An excellent move and also a powerful anti-air attack. It goes through projectiles and can easily be put in combos. The only problem with this move is that opponents will have an easier time jumping over the move since it goes up diagonally. Its still a powerful weapon though, but just watch for the recovery time. The fierce version will double hit if up close.

-----[The Hawk: D+3P(air) (2P for SNES version)]-----

This move is an excellent arsenal for T.Hawk because it allows him to soar over projectiles and deck the opponent. Just make sure you start this move as soon as possible, otherwise the opponent will be able to block after the projectile or even counter you. If blocked T.Hawk bounces away from the opponent, the only thing that will counter is a projectile or a low roundhouse.

-----[Storm Hammer: 360 Degree Motion+P(close)]-----

The motion for this is a little harder to do than Zangief's Spinning Pile Driver but its still effective and has excellent range. It does just as much damage as the Spinning Pile Driver though and unlike Zangief, it won't leave him in his miss pose if he misses with the move. The range is less than the Spinning Pile Driver, but it can still be used in an effective two-in-one combo.

-----[Condor Splash: D+FP(air)]-----

An excellent move to use, mainly because of the damage and the priority this move possess. It can also be used to cross the opponent up and into a combo. The recovery time is almost nothing and its really hard to counter this move. Use this whenever you jump in for an attack.

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Other moves:

-----[Elbow Smasher: F/B+RK(close)]-----

The range is very limited, but since its a hold youc an ram the buttons to get more hits and more damage out of this move.

-----[Neck Choke: F+FP(close)]-----

Like the one above, poor range and priority, use this to counter mistakes and ram those buttons to drain the energy out of your opponent.

-----[Overhead Throw: F/B+SP(close)]-----

This move has good priority and range, use this to counter mistakes and missed attacks.

-----[Super Combo: Double Typhoon: 360 motionx2+P]-----

This move is just like Zangief's Final Atomic Buster, while it has a lot of damage potential, the range on this move is a bit weaker than that of the Final Atomic Buster, and you will have a hard time connecting with it against your opponent. If you do manage to connect with the super T.Hawk will first do a Fierce Stormhammer followed by a Jab Stormhammer! Like Zangief's Final Atomic Buster you will not lose your super if you miss with it, you will only lose your super if you connect with it. Also I might want to add that this super is comboable!

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#### Combos

Two-in-one's

1. J.Jab \ / Storm Hammer
2. S.Short --> Thunderstrike
3. S.Jab --> Thunderstrike

#### Other Combos

1. J.D.Roundhouse \ / C.Jab --> Thunderstrike
2. J.CU.Fierce \ / S.Short, S.Jab --> Thunderstrike
3. J.CU.Fierce \ / C.Jab, C.Jab, C.Jab --> Thunderstrike
4. J.CU.Fierce \ / S.Jab --> Double Typhoon

#### ----- Tactics

Well not much here, use your Hawk to go over projectiles and deck your opponent. Take advantage and start your Storm Hammer motion early while you are knocked down, and if your foe is next to you, snatch 'em!

-----[Ending: T.Hawk]-----

T.Hawk goes over M.Bison and holds him by the neck. He asks why he has driven his people and family away from his home, M.Bison replies "because I can take whatever I want..." but T.Hawk tells M.Bison that he knows how to take care of trash like M.Bison. Later T.Hawk returns to his homeland, he finds it lifeless, but T.Hawk won't stop until he has reconstructed his

homeland and will build it strong to keep out future predators. At the same time the sun rises in his land. (Pretty sweet ending! Kudos to Capcom!)

-----[Overall: T.Hawk]-----

79/100

T.Hawk is one of the more powerful characters in this game. He has very good throw range and good combo ability for a big guy. However being said, he really has to be close to do some damage, and while his Hawk Dive is really a good counter against projectiles, if not done immediately you will be countered. You must predict when the opponent will throw his projectile, otherwise you can miss and be countered.

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Vega

Nicknamed the "Spanish Ninja" why? Because he has studied under the art of Ninjitsu and he has combined it with his Bull fighting to form a nasty combination of speed and agility. But being egotistical he wears a mask to prevent his face from being scarred in battle. He believes he is the most beautiful fighter in the world and believes that beauty is strength. He enters the World Warrior Tournament so show the fighters how beauty is strength.

Quote: "Beautiful fighters never lose a battle!"

-----[Claw Roll: B(charge 2 sec.)F+P]-----

This is a pretty decent move to use overall. It hits multiple times and does alot of damage the only problem with this move is that it can be blocked during the middle of this move even if the first hit had connected. The fierce version will go full screen while the other versions will stop after a certain distance. However Vega is also vulneable to knockdowns, dragon punches, and projectiles duiring the duration of this move.

-----[Claw Dive: D(charge 2 sec.)U+K, then P]-----

This is more of a confusion that anything else. It will do good damage, but it is easily seen as Vega jumps off the wall and decks the opponent with a claw slash. Opponents can't block it low, but opponents can knock Vega out of it in the air or when he jumps after a wall.

-----[Wall Leap: D(charge 2 sec.)U+K, then F+P or K(close)]-----

This move is an excellent move overall. It will take the opponent for a suplex ride. This move can catch opponents in the air and is quite fast. But opponents can knock Vega out of it rather easily with jumping attacks or uppercuts.

-----[Claw Thrust: D(charge 2 sec.)U+P]-----

This is also a surprise move than anything else. It does rather weak

damage when compared to other attacks, but it comes out quick and its hard to counter. But its also a dead give away when Vega bounces off the wall. Its a quick attack and cannot be comboed.

-----[Double Backflip: 3P]-----

This move is pretty useful to get Vega out of certain situations. Just never use this to get out of corner traps because Vega cannot flip forward and he can be hit at the end of this move. During the two flips he is invincible to any attack, but he himself cannot attack either.

-----[Single Backflip: 3K]-----

Like the one above except he only does a single backflip. Its invincible to attacks but he cannot flip forward. Avoid using this in corner traps, and only use it to avoid attacks.

-----[Red Scarlet: D(charge 2 sec.)U+K]-----

This is Vega's new anti-air attack, and its a great counter against air borne opponents, in the last game Vega could do very little to counter airborne opponents, all he could do was use his semi-powerful roundhouse kick or do either a single backflip or a double backflip. I haven't really found a way to combo this move in though, but there is small recovery time in this move, but you can still be countered if you miss.

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#### Other Moves:

-----[Ground Suplex: F/B+SP/FP(close)]-----

A very high priority move, but it lacks the range other throws have. Use this to counter missed attacks and mistakes.

-----[Midair Choke Throw: F+SP/FP(air)(close)]-----

The priority on this move is pretty good and also has good range. The problem with this move is that Vega jumps too high and low jumping opponents are extremely hard to catch.

-----[Super Combo: Rolling Claw Dive: DB(charge 2 sec.)DF,DB,UF+K]-----

This move is one of the most wicked motions to do in Capccom history. However mastery of this motion is very good since this super will do a a lot of damage, you can do a Rolling Barcelona Attack in the air by pressing P near your opponent, or you can go for the Rolling Izuna Drop by pressing F/B+SP/FP/FK/RK near your opponent. The Rolling Barcelona Attack does massive damage and also does a lot of block damage and its basically a win win situation. Vega barely has any recovery time from the super so its safe to pull off, the Rolling Izuna Drop does just as much damage as Zangief's Final Atomic Buster, the only real part of the super is trying to connect with it because it lacks range, if you miss with the move you will do the Rolling Barcelona Attack instead. But if you do manage to connect with the Rolling Izuna Drop Vega proceeds in

multiple Backdrops towards your opponent that is both visually impressive damage wise and eye candy wise. However Vega's super can be completely wasted because he is vulnerable to basically any attacks while in the air, including throws, and if the opponent manages to connect you will have wasted a super. Be careful while using it!

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#### Combos

Special Game notes: Vega

-- Vega can bounce off the walls, just hit the opposite direction as you jump towards a wall.

-- Vega can no longer climb the fence like he did in previous games.

Two-in-One's

1. S.Jab --> Claw Roll

#### Other combos

1. J.D.Roundhouse \ / S.Jab, C.Roundhouse

2. J.D.Fierce \ / C.Jab --> Claw Roll

You must charge ahead of time for this combo to connect, it doesn't matter if the opponent blocks in the middle of this combo because it drains alot of life anyways!

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#### Tactics

Not much tactic info on Vega. Although he is the best equipped when going against fireball fighters up close. His superior speed that is unmatched lets him quickly attack his opponent when they throw out a projectile, even Ryu has trouble throwing the Fireball/Dragon pattern against him! Also avoid backflips in corner traps, they just make things worst because it will leave him vulnerable to attack at the end of it.

-----[Ending: Vega]-----

A picture of Vega has him holding a rose by the mouth. Not really much of an ending here except that he has become the world's biggest narcissist! (very sick!)

-----[Overall: Vega]-----

76/100

Vega is EXTREMELY fast in this game. He has excellent agility and can bounce off of walls to confuse the opponent. He has excellent throw range and priority, his claw certainly gives him a lot of range. However he is TOO FAST for his own good, a lot of players will miss use Vega mainly because of his speed. He is no combo character and is a pecker and his special attacks like the Flying Claw Thrust can be seen a mile



away, which sometimes makes it pointless to use.

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#### Zangief

With his usual run alongs wrestling bears for fun he realizes that his country is in a poor condition and has recieved alot of criticism. He has a strong sense of pride for his country and will do anything for his country. That's why he has decided to enter the World Warrior Tournament not only for his own pride but for his country.

Quote: "My strength is much greater than yours!"

-----[Spinning Clothesline: 3P]-----

Prior to this game the Sinning Clothesline would sail through projectiles pretty easily, however while it still sails through projectiles the timing of the move is really hard to execute if you want to go through projectiles, but this move does a lot of damage and can be easily comboed.

-----[Banishing Fist: F,DF,D+P]-----

This move does have an awkward motion to it, but it can realy help Zangief against projectilers. This is because in the last game Zangief had trouble jumping over jab projectiles, this move can be comboed also and it does quite a bit of damage. Use it wisely as youc an leave yourself open if you attempt to catch an opponent with it but miss.

-----[Spinning Lariat: 3K]-----

This move is similar to the one above, but this move cannot go through projectiles. It does do good damage, comes out fast and also its a good and quick counter attack. Also its not so reliable to countering jump in attacks, the good side to this move is that Zangief is invincible to low attacks during start up, so an opponent that is about to sweep you isn't going to happen.

-----[Spinning Pile Driver: 360 Degree Motion+P(close)]-----

The range on this move has significantly increased in this game, it has more range than it appears and its just as comboable as ever. The only real problem with this move is that when Zangief attempts to go for this move and misses, he is liable for a counter attack, just like his Siberian Bear Crusher. However this is one of the most powerful reversals in the game and can really set the tone against your opponent. What I like to do is to tick my opponent with two jabs into the Spinning Pile Driver, yes it has that much range. Its cheap and cheesy yes, but it can really give you the edge against certain opponents, especially Ryu.

-----[Siberian Bear Crusher: 360 Degree Motion+K(far)]-----

This move is a pain to do with the PSX pad, but its not as bad as the arcade joystick. What you really want to do with this move is to use it as a far counter, incase an opponent lands far out of your normal reach.

The range has gone down a bit since the last game, but in a combo its just as effective. Try avoiding using this against far opponents with projectiles like Ryu, however using this close against projectiles means that Zangief will more than likely win.

-----[Siberian Suplex: 360 Degree Motion+K(close)]-----

Well this move can be a pain to do in the arcades but if you get right down to the bare of it, it can be done rather easily. All it takes is practice. This move will combo in very nicely with the rest of his attacks and is a serious counter against missed attacks like a Shoryuken or a Cannon Drill.

-----[Diving Knee Drop: D+SK/FK(air)]-----

This move is an excellent arsenal to Zangief's offensive game because it leaves him deep enough so that he can easily combo his opponent with any of his special grabs. It will do good damage and it has decent priority, use this whenever you can.

-----[Siberian Splash: D+FP(air)]-----

This move has insane priority and it does alot of damage. Use this move to jump in and and cross up your opponent and combo them.

-----[Super Combo: Final Atomic Buster: 360 Degree Motionx2+P]-----

This is the super that will send chills down your opponent's spine! This move does massive damage as Zangief will do a Siberian Suplex into a Spinning Pile Driver! Each one of those grabs do enough damage on its own, but to combine them into one giant Final Atomic Buster really makes Zangief more feared in the game than he already is. The only real serious downside to this move is that the range is lacking, it has just about as much range as his Spinning Pile Driver, however the good side is that you will not waste your super meter if you attempt to use it from a far screen distance because your super meter will only go down if you connect with it.

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### Combos

#### Special game Notes: Zangief

- Zangief has 8 different grabs and throws, it all depends on how close you are to your opponent and what kicks and punches you use.
- Zangief is quite possibly the most dangerous combo character in the game, not only can he easily combo his throws with ease, but he can end matches very quickly with 2 or 3 combos.

#### Two-in-One's

##### 1. S.Jab --> Spinning Pile Driver

This combo works easily and it does alot of damage.

2. C.Short --> Spinning Lariat or Clothesline
3. S.Forward --> Siberian Bear Crusher
4. S.Short --> Siberian Suplex  
Make sure you are close to your opponent for this move to connect.

#### Other combos

1. J.DN.Fierce \ / C.Short --> Spinning Clothesline/Lariat
2. J.DN.Short \ / Siberian Suplex  
Even if the opponent blocks you'll catch them everytime! This move is very cheap, but master it and you'll master competition!
3. J.DN.Short \ / Spinning Pile Driver  
Like the one above, even if your opponent blocks, you'll catch 'em!
4. J.D.Fierce \ / S.Strong, C.Roundhouse
5. J.DN.CU.Fierce \ / S.Strong, S.Short, C.Roundhouse
6. J.DN.CU.Fierce \ / S.Strong, S.Short --> Siberian Bear Crusher
7. J.DN.D.Fierce \ / C.Jab, C.Jab, S.Jab --> Siberian Bear Crusher
8. J.DN.Short \ / S.Short, S.Short --> Siberian Bear Crusher
9. J.DN.CU.Fierce \ / C.Jab, C.Jab, C.Jab, C.Jab, C.Roundhouse
10. J.DN.D.Forward \ / C.Strong --> Banishing Flat

#### ----- Tactics

In this game there are more tactics for Zangief to try and pick apart his opponent. He can use his Banishing Flat to absorb and attack his opponent's projectile. While his throw range has been shortened a bit in this game, he can still combo his throws with ease. Against Ryu what you really want to do is use your Banishing Flat often, Ryu can do little to counter this besides a Shouryuken. Basically block close attacks and while you are blocking do the motion for the special grabs and quickly grab your opponent, even if they try to go for an attack. His grabs are that fast to grab people right out of attacks.

-----[Ending: Zangief]-----

Zangief and the Prime Minster of Russia dances to victory as Zangief wins the tournament. Sweet ending!

-----[Overall: Zangief]-----

84/100

Zangief will be able to still combo in his throws like he did from the last game. However his Final Atomic Buster is hard like heck to connect. If you rely too much on his Final Atomic Buster to pull you through a victory, then you are looking at the wrong way. Zangief has some priority while jumping in, especially with his Body Splash or his Knee Drop and

can really set him up for some great combos. Watch for his throw range in this game though, it has gone down since the last game and he really won't win much throwing fights unless he reverse throws against an opponent who is trying to throw him.

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### Miscellaneous

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Play as Akuma/Gouki  
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- + Go to either Arcade mode or Versus Mode
- + Move Cursor over to Ryu
- + Hit L1 and R1 SIMULTANEOUSLY
- + Your character portrait will be replaced by a black and blank box
- + You are now playing as Akuma!

-----  
Play Against Shin Akuma  
-----

- + Select Arcade Mode
- + Select any character that you wish
- + Score at least 5 perfects, 8 super finishes, and not lose a match
- + When you reach M.Bison's stage, the announcer will not yell 'Fight!' but instead Shin Akuma will teleport from behind and step up in front of M.Bison and perform the Shun Goku Satsu
- + Hopefully you will be able to beat him as M.Bison's body will remain on the floor through the match.

NOTE: I want to point out that this is the way I fight Shin Akuma. While my theory might be out of line, but I think they are about right. I'm not sure if it should happen on random though, but Shin Akuma is very tough. This is Shin Akuma and not Akuma, and please don't email me about a Gameshark code on how to play as him because I do not have the code nor do I know what the code is to playing as him either. Also watch for Shin Akuma to do his Shun Goku Satsu during the match, it will take you down rather quickly and it is blazing fast. He has a double air Zankuu Hadouken, my strategy to beating him is to try and throw him often, he might tech hit from the grab but you can inflict easy damage this way.

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-----[Game Engine]-----

[Blocking]: hold against opposite direction of the attacker while being attacked.

This simple concept allows you to take no damage from regular physical attacks. This is the most basic key to winning and takes little to master. However special attacks still do damage, just a small fractional portion that it normally does. In Street Fighter Alpha 2 however, you can block attacks in the air like projectiles or Shouryukens, you can't however block super combos and regular attacks.

[Jumping]: hold the directional pad up/upright/upleft

This yet another simple concept is one of the most basic keys to winning as it will be useful in getting you out of many tight situations. You can't take block damage forever, and jumping is one of the keys to getting your combos started. Most combos don't even exist without jumping attacks.

[Reversals]: Perform special attack right after you get up

This is one of the hardest maneuvers to perform in the game. However mastery of this maneuver can prove invaluable. Think of this as a semi-counter to certain attacks, when you are knocked down quickly perform a special move like a Tiger Uppercut or a Hadouken and if the score at the top left or right appears, then you have performed a counter quick enough. This will counter any attack(besides the Shouryuken) and prevent further attack from your opponent. However it all depends on which special attack you perform, because if you miss or the opponent blocks, then you will be counter-counter.

[Throws]: F/B+SP/FP/FK/RK(close to opponent)

Throws in this game has been drastically toned down from Street Fighter 2 Turbo, however they still do massive damage and can tip the favors to any opponent. Air throws can also be done and a lot of air throws do more damage than ground throws, and example can be seen by Guile's air backbreaker. Watch for close opponents to try or accidentally throw, and know that you cannot combo a throw.

[Super Combos]: Perform special motion plus (?)punch or (?)kick

In this game all super combos have various different variable levels of the same super. The strength in each super is determined by how many punches or kicks you press after you have performed the super. For example a level 1 super requires you to press one kick button or one punch button, however a level 1 super doesn't do very much damage at all. However if you press all three punch buttons at the same time after you do the motion for the super, the attack power on the super will be significantly higher. However, three level 1 supers do more damage than a level 3 super as does two level 1 supers and one level 2 super does more damage than a level 3 super. Even if you have one level of super and you hit all three attack buttons, you still will come out with a level 1 type super. Some supers may alter depending on the level used like Rose's Aura Assault, or some may stay basically the same like Ryu's Shinkuu Hadouken or Sagat's Tiger Cannon. You can build up your super meter by several ways, use your strong punch, fierce punch, forward kick, or roundhouse kick either against the opponent or away from the opponent, it does not matter since you will still gain levels of super. However using a jab and short away from the opponent will

not gain you any super meter at all, attacking the opponent and having it successfully connect will gain you some super meter faster than while not attacking the opponent. Doing a special attack will gain you some super meter as will throws.

[Juggling]: Balance your opponent with series of attacks

This is also called the Volleyball Effect or VE for short. This is probably what you can call the early forms of air combos. Your opponent cannot escape from it, but juggles are hard to connect against an opponent because both you and the opponent must be in the air for the juggle combo to work. Ryu's jumping Strong is a good example of a juggle.

[Tech Hits]: Do a throw motion(F/B+SP/FP/FK/RK) after throw

Tech Hits in this game are exactly like in throw parrys or grab escapes from Super Street Fighter 2 Turbo. This time a message will pop up to tell you that you have performed the move successfully. Immediately after being either thrown or grabbed, perform the throw motion and you will have performed a tech hit. The same goes for a grab, however if you are caught in the middle of a grab and did not perform the throw motion successfully, ram the buttons and rock the directional pad to try and escape any more further damage done by the grab. However Tech Hits in this game do not work too well as they are basically useless, you will only lessen the game by about 10% at most, but if your a point junkie than go ahead.

[Alpha Counters]: B,DB,D+K or P while blocking an attack

Depending on which button you press, your character will perform a different counter attack. Each character in the game has two different types of counter attacks, sometimes you may trade hits with your counter attack or you may out prioritize your opponent's attack or the opponent's attack may out prioritize you, you will need to find which one is best for you. If you press a certain button after the complete Alpha Counter motion, you will perform a regular attack depending on which button you have pressed, the regular attacks however will do a lot of damage if they are used in a counter. Don't always use your Alpha Counters though, the Alpha Counters will consume up one level of super for each character.

[Safety Roll]: B,DB,D+P after being knocked down(like a Shouryuken or throw)

If you don't want an opponent to pursuit you and continue his or her attacks as you get up, you can perform a Safety Roll as you will roll away from your opponent and avoid a further pursuit attack. However you must watch where you may land, sometimes an opponent can easily predict where you will land.

[Custom Combo]: 2K+P/K+2P(level 1 minimum)

The Custom Combos in this game will allow you to create your own barrage of rapid fire assaults towards your opponent. You will need at least one level of super to initiate the Custom Combo, once you start the Custom Combo you can be knocked out of it by a hit or a throw of any kind and your character will automatically move forward very quickly. In this mode you can cancel your attacks one after another, chaining multiple fierce punches or projectiles and you are given infinite juggles as well. Just be warned that you cannot block and if an opponent jumps over you, then you cannot block.

[Auto Guard/Manual]: Choose either one after selecting character

In Auto Guard mode you will be able to block attacks automatically without having to think about blocking. This is mainly here for beginners at the game. There are very bad disadvantages to using the

Auto Guard mode though, when you block a regular attack you will take block damage, and when you block a special attack or a super combo you will take twice as much block damage from your opponent. The only time the Auto Guard will not work is when you are in your animation of attacking. Also note that in Auto Mode you will only receive one level of super and you would fill it up as normally as you would a regular super meter. However your super meter will fill up three times faster and performing a super only requires the simple button pressing of the same strengthened punch and kick (Jab and Short, Strong and Forward, Fierce and Roundhouse). Depending on which two buttons you press will determine which super you will use, like if you were to press Jab and Short for Zangief, Zangief will perform his level 1 Final Atomic Buster, if Zangief does a Strong and Forward he will perform an aerial Russian Slam, however for the fierce and roundhouse buttons Zangief will perform his Final Atomic Buster, mainly because he only has two different super combos. For characters that have 4 or more supers, a certain super will not be available through the simplified super motions, like a Shun Goku Satsu or the Legendary Taunt. You can start Custom Combos as well, but you will only be given a very limited amount of time because it is just a level 1 super. Also note that you cannot be defeated by a regular attack while blocking in Auto Guard Mode, even though regular attacks cause block damage and in the air you can block super combos. The Manual command allows you full control of your character, you will have all access to three levels of super meter and you will not sustain block damage from regular attacks or obtain twice as much block damage from special attacks and super combos, but you will have to remember how and when to block.

[Taunt]:Select

Taunts in this game are just made to tease people in battle, you can only taunt once per round and some characters have different taunts if you hold the directional pad while hitting select. Be warned that taunting leaves you open, and while some taunts may hit the damage will always be minute, and if you win with it you will get one of those special symbols at under your life bar.

[Projectile Strength]

Projectile strength in this game is determined by how close you are to your opponent, your projectiles will do very little damage if you are far away from your opponent, but if you are close you can get maximum damage out, this includes projectile supers like the Sonic Break or Tiger Cannon as well.

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Combo Legend  
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Once again I will use James Chen's fabulous combo system with the touch up of Mig Rustia's combo system. In case you are a little baffled with some of the codings in the combos this legend is here to help.

- J. -- Stands for jumping
- J.CU. -- Stands for crossing your opponent up while jumping with an attack
- C. -- Stands for crouching
- FWD. -- Stands for holding toward while perform an attack
- F. -- Stands for holding forward
- DN. -- Stands for holding down while jumping for an attack

UF. -- Stands for jumping forward  
 UB. -- Stands for jumping backwards  
 DF. -- Stands for holding the controller in a down-forward position  
 DB. -- Stands for a defensive crouch  
 B. -- Stands for moving back  
 J.D. -- Stands for jumping in with an attack that hits the opponent deep  
 \/  
 -- Stands for landing after a jumping attack  
 /\  
 -- Stands for jumping after a standing attack  
 --> -- Stands for cancelation of a normal move into a special attack  
 3P -- Stands for holding or pressing all three punch buttons at once  
 3K -- Stands for holding or pressing all three kick buttons at once  
 2P -- Stands for holding or pressing any 2 punch buttons at once  
 2K -- Stands for holding or pressing any 2 kick buttons at once  
 JP -- Stands for Jab  
 SP -- Stands for Strong  
 FP -- Stands for Fierce  
 SK -- Stands for Short  
 FK -- Stands for Forward  
 RK -- Stands for Roundhouse  
 (air) -- Means that move can only be done in the air  
 , -- An indication of moving onto the next attack  
 ?(P) -- An indication telling you can press any number of punches  
 ?(K) -- An indication telling you can press any number of kicks

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#### Adon

Adon is one of the great masters of the different styles of Muai Thai, his quick reflexes and his agility is a keen sense that he possesses. Adon however feels that Sagat was a disgrace to not only his own country where the people hailed Sagat, but also to the art in which Sagat studied under. With the painful and unforgettable loss to Ryu, Adon wishes to challenge Sagat to prove who really is the master of Muai Thai, and while being sometimes rather ignorant and egoist, Sagat will have his hands full when he meets Adon.

-----[Rising Jaguar: F,D,DF+K]-----

This is an excellent anti-air attack move that does excellent damage and is a great anti-air attack defender. This move will hit twice and juggle the opponent in the air and also can be comboed in rather easily. Its a quick move and has a lot of priority, however if Adon misses he will be in for a counter attack as he lands because the recovery time isn't too good. Just watch for it and mainly use the short version the most often.

-----[Jaguar Tooth: F,DF,D,DB,B+K]-----

This is one of Adon's best moves believe it or not, it connects the majority of the time mainly because its just so lightning quick. It has a bit of a start up delay and cannot be comboed, but once Adon bounces off the wall, the opponent will mainly try to attack you or out prioritize you, but will fail miserably. The kick button used will determine the location of which Adon will land with his kick, this is a great way to fool your opponent and also to go over projectiles. There is very little disadvantages to using this because Adon has no recovery dealy time from this move at all, and it has a lot of priority and an opponent who tries to counter attack with a Shouryuken will either be too late on using it or too early on using it.



-----[Jaguar Kick: D,DF,F+K]-----

This move is a bit awkward, the short version will go far horizontally but low vertically, the roundhouse version will go short horizontally but high vertically, and the forward version is basically a combination of the two other versions. Consider this as a surprise attack, it cannot be comboed however, but the recovery time is basically non-existent. You can use this to go over projectiles against an opponent, but this move is often blocked and the priority on this move is fairly decent but a few uppercuts can counter this move rather easily.

-----[Jaguar Elbow: F+SP]-----

This is Adon's anti-crouch counter, this will damage any low opponent regardless if they are blocking or not, but watch for it though. This move has start up delay and will leave Adon open to an attack for a short while, if Adon does not touch the opponent with this move, then he is also liable for a counter attack, just be careful when using it. I tend to use this move when the opponent is knocked down and I time it so that when the opponent gets up they will either have to block the move, get it by it, or counter it and the opponent will rarely counter against the attack, if of course you did time the Jaguar Elbow correctly.

-----[Jutting Kick: DF+FK]-----

This kick is a bit odd, useful at times to avoid high attacks, but its not at all very fast as his other special attack moves.

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Super Combos

-----[Super Combo #1: Jaguar Variable Assault: D,DF,F,D,DF,F+(?)P]-----

This move is a bit odd, however one thing is that it can combo rather easily and it does a good amount of damage. However you may want to save your levels on level 1 though because it just lacks a lot of horizontal range. On Level 2 Adon will finish it off with a quick Rising Jaguar, on level 3 Adon can do one of three things. If you do a level 3 Jaguar Variable Assault, Adon will do the complete combo that ends in a quick Jaguar Tooth tallying a total of 6 hits, if you press K Adon will do a quick combo followed by a double hit Rising Jaguar that totals up to seven hits, and if you press punch after doing the motion for a level 3 Jaguar Variable Assault, Adon will end the combo in somewhat of a E.Honda Hundred Hand Slap type of fashion, but depending on how fast you ram the buttons will determine how much more hits you will get, I got 22 hits one time doing that.

-----[Super Combos #2: Jaguar Revolver: D,DF,F,D,DF,F+(?)K]-----

This move is one of the more awkward supers in the game, it does a lot of damage, but it cannot be comboed. This is due to the fact that there is start up delay while using this move, it won't combo and sometimes, heck most of the times Adon will go over his opponent using this move and only when the opponent is in the corner will Adon have a chance of connecting towards the opponent. The recovery time on this move is very minimal and it will do a lot of block damage as well, just make sure your opponent is in the corner for this to connect.

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Combos

1. S.Strong --> Rising Jaguar
2. J.Forward \ / S.Jab --> Rising Jaguar
3. J.Fierce \ / S.Jab, S.Short --> Rising Jaguar

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Tactics

Well what you can do with Adon a lot is use the Jaguar Tooth often, it confuses the opponent at times and does a lot of damage. You can try to mix and match the Jaguar tooth patterns occasionally as well, because that will confuse a human opponent often. Try to avoid jumping in because the priority on the attacks are not too good.

-----[Ending: Adon]-----

Adon has defeated Sagat and holds a small tournament to challenge worthy opponents. However one of Adon's opponents was serverely beaten by the one with moves similar to Ryu and with red hair, Adon knows who this challenger is, and Akuma only challenges the worthiest.

-----[Overall: Adon]-----

80/100

Adon is a quick and resilient character with agile speed and good priority against airborne opponents. Watch for Adon to use his Jaguar tooth often, its a great way to not only confuse the opponent but a great tactic against projectiles throwers as well like Ryu or Sagat. However Adon really does suck when it comes to jumping in with attacks, the awkwardness of his jumping attacks and the angles that they come in makes it basically completely useless and Adon is more than likely to get knocked out of the air. His supers however are effective, but watch when using his Jaguar Revolver, you will tend to miss with the attack sometimes.

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Akuma

Akuma is known as the demon warrior, he lives off the evil intent and decimates his opponents with a single stroke of the Shun Goku Satsu. The Shun Goku Satsu was released in the hands of Akuma when his master Goutetsu would not teach him the fatal art of the Shatoken. Ignoring the warnings brought by his sensai, Akuma sealed his fate and performed the Shun Goku Satsu on his master Goutetsu after a long and hard fought battle by both Akuma and Goutetsu. Akuma believed Goutetsu to be a fool for not teaching him the fatal arts as Akuma used Goutetsu as a guinea pig. However Akuma's brother Gouken would not let Akuma go away, he searched for Akuma, but Akuma found him as he would know Gouken would come after him. The two had fought a fierce battle, but it was Akuma who remained victorious and performed the Shun Goku Satsu, however Gouken's body, unlike Goutetsu's body, was never found and Gouken has left sight of Akuma without a trace, not even Akuma knows where to find Gouken. Then enter Ryu, the student of Goutetsu who seeks to find

Akuma and to challenge him, not only to beat him for the sake of Goutetsu but to become the true warrior that Ryu wishes to become. However, Akuma is still a very powerful warrior and has not been defeated, but then again he has never met of an old assassin named Gen, he has only heard of him.

-----[Gou Hadouken: D,DF,F+P]-----

The prime weapon of Akuma, it does a good amount of damage and is very easily comboed. You can use this move to play keep away towards an opponent and also as a way to get some block damage off on your opponent. The start up delay is basically minimal and there is very little recovery time and countering it without the use of an Alpha Counter is almost impossible. However watch for opponents who will tend to jump over this, as it is pretty easy to jump over and an opponent can come in for a combo.

-----[Shakunetsu Gou Hadouken: B,DB,D,DF,F+P]-----

This move is similar to his Gou Hadouken, except the only difference with this move than his Gou Hadouken is that it hits multiple times and it does excellent damage, but not much more so than the Gou Hadouken. This will hit up to three times and do three pixels of block damage and will light the opponent on fire with this move. This has a bit of a start up delay, more so than his Gou Hadouken and will make him an open target ofr airborne attacks, you can still combo this, just only off of his fierce punch or roundhouse kick. Be careful when you are using this because the recovery time is worst than the Gou Hadouken.

-----[Zankuu Hadouken: D,DF,F+P(air)]-----

This move was very cheap in the last game, however the range on this move has been toned down since Street Fighter Alpha. It goes at more of an acute angle now and basically what that means is that the Zankuu Hadouken has less horizontal range. You can combo after it if you can connect correctly with it and you can play keep away with it, but its much easier to avoid this time than in Super Street Fighter 2 Turbo and Street Fighter Alpha, making it almost useless.

-----[Gou Shouryuken F,D,DF+P]-----

The Gou Shouryuken is one of the best anti-air attacks in the game. However, since the ability to go through projectiles is basically gone, you will have to watch for that. It does great damage when put in a combo and it also does well against airborne opponents, and it is also very comboable and comes out very quickly. Try not to miss with this move though because you will be countered on your way down, and even a blocking opponent in the air can land before you and counter attack your mistake.

-----[Tatsumaki Zankuu Kyaku: D,DB,B+K]-----

This is Akuma's best weapon to use on the ground and also it can give him a boost while jumping across the screen. While the move can be easily ducked under by most players, it still is a pretty safe move to use because of the lack of recovery time on the move. It combos in very nicely and does good damage. However a ducking opponent can counter with a crouching fierce like Charlie or Ken, so you may want to watch for that.

-----[Ashura Senkuu: F,D,DF+3P or 3K/B,D,DB+3P or 3K]-----

This is Akuma's teleport and it will have Akuma sailing across the screen as sweet a@@ shadow images sail behind him. This is mainly used as a tactic to either escape corner traps or to confuse the opponent and attack. However don't go crazy over the teleports because the opponent will be able to easily counter if they can predict where you will land. The forward motions will make Akuma go forward, the back motions will make Akuma go backwards, the punches will go full screen's distance while the kicks will go only half a screen's distance.

-----[Tenma Kujin Kyaku: F,DF+FK(air)]-----

This move is a very quick and high priority jump in attack, however the problem with this move is that its so hard to do in the air and you may even mess up with it and that will give room for your opponent to counter attack you before you can recover from your mistake. It does good damage and comes down pretty fast, however the only way you will be able to do it is to jump forward.

-----[Senpuu Kyaku: F+FK]-----

This is just a simple hop kick, its a shorted version of his regular demon hurricane. Its quick and has basically no recovery time, and it also goes over low attacks.

-----[Overhead Collarbone Chop: F+SP]-----

This is basically Akuma's anti crouch counter. While you cannot combo this move in, it works great against low blocking opponents because you cannot block this low and it must be blocked high. However the start up delay on this move can be easily seen and Akuma can get countered before he even connects with it, if Akuma does not connect with this against a blocking or non blocking opponent, he will be left momentarily to an attack.

-----[Forward Roll: D,DB,B+P]-----

This roll is pretty much useless, it will go through projectiles if you can time it near the beginning of the move, but it goes very slow and the opponent can trip Akuma up while Akuma is in the middle of this. You can get behind your opponent with this roll, but it really sets up Akuma for a counter attack. Be careful when you are using the Forward Roll.

-----[Hyakki Gou Shou: D,DF,F,UF+P, then P]-----

Well this move is rather useless because you have to be close to your opponent to actually connect. After Akuma flips into the air press P right before you hit your opponent and he will sorta grunt while he hits the opponent with his fist. I wouldn't use this much at all.

-----[Hyakki Gou Sai: D,DF,F,UF+P, then P(close)]-----

This is an excellent anti-air attack because it comes out quick and does some serious damage. What Akuma will do is jump up into the air and if the opponent is in the air with him he will grab his opponent and then slam him down. This has good priority and comes out quite quick, but the recovery time is horrible so don't pull this out of nowhere.

-----[Hyakki Gou Sen: D,DF,F,UF+P, then K]-----

Well what Akuma will do is flip into the air and perform a full collision body drop right on top of his opponent's head dealing good damage. However this will not hit in the air, but as it comes down it has good priority as well. But if Evil Ryu misses he will be left open for an attack.

-----[Hyakki Gou Tsui: D,DF,F,UF+P, then K(close)]-----

Basically the same as Akuma's Hyakki Gou Sai, it will grab the opponent out of the air and slam the opponent down doing good damage and having good priority. But if Akuma misses he will be left open to attack.

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### Super Combos

-----[Super Combo #1: Messatsu Gou Hado: B,DB,D,DF,F,B,DB,D,DF,F+(?)P]-----

This super combo will have Akuma doing his start up pose for his Shakunetsu Gou Haouken and then release the Messatsu Gou Hado. However this move is a bit faster than the Shakunetsu Gou Hadouken, but the start up delay will really keep you down. Watch for your opponent to jump over this move, its hard to connect at most times. The level 1 version will hit 5 times, the level 2 version will hit about 6 times and a level 3 version will hit 8 times.

-----[Super Combo #2: Messatsu Gou Shouryuu: D,DF,F,D,DF,F+(?)P]-----

Like Ken's Shouryuu Reppa, it is very comboable and comes out very quickly and can juggle your opponent. It is invincible to all attacks during start up, so if you and Ken or another Akuma use this against each other, you will pass right through each other. This does good block damage as well as normal damage. However avoid using this too often because Akuma will be left open to a counter attack as he lands from the super. A level 1 version will hit four times, a level 2 version will hit 6 times, and a level three version will have Akuma do three waves of Gou Shouryukens and hit 7 times.

-----[Super Combo #3: Tenma Gou Zankuu: D,DF,F,D,DF,F+(?)P]-----

The Tenma Gou Zankuu is a great way to keep your opponent at bay, it has a little more range than his regular Zankuu Hadouken, but it can do a lot of block damage as well as normal damage. However unlike the other two of his super combos, the opponent can air block this super. After Akuma performs this super he will jump out of his animation and land, during the duration of this an opponent like Ken or Zangief can grab Akuma out of the air with either the Shinryuken or the Aerial Russian Slam. Don't use it too often unless you are positive it will connect.

-----[Super Combo #4: Shun Goku Satsu: JP, JP, F, SK, FP]-----

This is the move everybody fears, the dread Shun Goku Satsu. This move is unblockable and does a heck of a lot of damage, it does probably just as much damage as the Final Atomic Buster if not more. However you cannot combo this in and during the middle of this move Akuma can

be knocked out of this rather easily, even a jab can bring him out of it or a throw. Its best used on a dizzy opponent, don't use this on a downed opponent unless its the computer because its very easy to escape from this move.

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Combos

1. C.Short --> Gou Hadouken
2. J.Fierce \ / C.Fierce --> Tatsumaki Senpoo Kyaku
3. C.Fierce --> Messatsu Gou Shouryuu  
This will work either if the opponent is on the ground or in the air, the fierce will knock your opponent back into the air and make sure you quickly cancel to balance your opponent.
4. J.Fierce \ / S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shouryuken  
One of the rare juggle combos in the game, its pretty hard to do though.
5. J.Fierce \ / C.Forward --> Tatsumakai Zankuu Kyaku, Messatsu Gou Shouryuu  
Like the one above, except you can replace it with a super instead of the Gou Shouryuken.
6. Zankuu Hadouken \ / C.Forward --> Gou Hadouken  
You must be right atop your opponent for this combo to work, otherwise the opponent can block the rest of your combos after getting hit by the Zankuu Hadouken.

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Tactics

Well for Akuma there are a lot of different tactics that he can use. For one you can have Akuma continuously build up a level of super for his Tenma Gou Zankuu, once a level is charged up you can fire away at the opponent, this will deal out good block damage to the opponent and you can continuously do this and keep your opponent away, just make sure that your opponent who is playing against you is not bigger than you. Also Akuma's crafy Ashura Senkuu is a great way to avoid resurgant attacks from your opponent and is also a nice way to set up your opponent as well.

-----[Ending: Akuma]-----

Akuma defeats Gen and looks at the moon, the moon flashes pcitures of who he thinks were worthy opponents like Gen, Ryu, and M.Bison. He thinks to himself and perhaps the world was not as weak as he thought anymore. Then perhaps Akuma may be the next to die, then he laughs to himself.

-----[Overall: Akuma]-----

87/100

Akuma is a very quick and swift character with amazing combo ability, the Ashura Senkuu is a great addition to Akuma's arsenal, it allows him to escape any type of attack with ease or to give him the jump on his opponent. His supers are very effective and they cover a lot of range in a short amount of time. Turtling opponents will find it difficult to block all the time against Akuma, mainly because of the overhead

collarbone slice chop and his Shun Goku Satsu. However using Akuma's teleport too often can lead to his demise, if an opponent can successfully predict when and where the opponent will land, they can easily counter attack, and watch for Akuma to miss with his special attacks like his Gou Haoduken or Tatsumaki Zankuu Kyaku, every single one of his special attacks can be avoided and countered rather easily.

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### Birdie

The street punk of England is one of the bad boys from his native country that likes to cause trouble. In an attempt to join Shadowlaw he will fight the leader in hopes that he can join his army, Birdie was raised from the streets of England in a profound manner, he does not have any know relatives and his background is often too unclear and always a bit vague. However, while his exterior and his personality might hide his intelligence, he is probably one of the better thinking street fighters out there believe it or not.

-----[Bull Head: B(charge for 2 sec.)F+P]-----

This is a very good move to use, its invincible during start up delay and will go through projectiles if it is timed correctly. However while this move reaches across the screen pretty fast, the opponent can often see it and block the move in time. You can combo this in after the first hit of his crouching fierce though, but other than that you can use it as a counter attack against missed attacks or just to punish your opponent who misses with a special attack like a Shouryuken or a Somersault Kick.

-----[Choke Chain: 360 degree motion+P(close)]-----

This move is a very lethal move if it connects, you cannot tech hit special grabs obviously, but once connected you will have already done as much damage as some level 1 supers. Birdie will grab the opponent with his chain and slam them over and over again twice for incredible damage, while its not as strong as Zangief's Spinning Pile Driver, it still does a lot of damage. Just make sure that you are in throw range though, because obviously you cannot throw from a distance. And don't use this out of nowhere because Birdie will go into his miss pose and we left open to a counter attack.

-----[Bullhorn: Hold either 2P or 2K and release]-----

This move is basically the same as the Bull Head except Birdie will turn red once he executes the move. Birdie can do two of these consecutively if he charges both the kicks and punches at the same time, however if you release both the punches and the kicks at the same time, Birdie will only do one Bullhorn, release the punch or the kick first and after it release the kick or punch charge and Birdie will pull off two consecutive Bullhorns. Watch for this move though, it will do a lot of damage but the problem with this is that Birdie can be sweep before he reaches the opponent. Watch for that and use it mainly as a counter attack and you can also treat this liek you would the Final Punch, charge long enough to get enough damage out of it.

-----[Birdie Splash: D+FP(in air)]-----

Well this move is like Zangief's Siberian Splash, it has excellent

priority and it does good damage and will beat out basically anything. Just watch for the opponent to counter with a special anti-air attack like a Shouryuken or Somersault Kick.

-----[Bull Drop: F+RK]-----

This basically is a smaller version of his Bull Horn, it does good damage and its a good counter towards attacks. However the recover and start up delay really sucks, so watch out.

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#### Super Combos

-----[Super Combo #1: Bull Revenger: D,DF,F,D,DF+(?)P or K]-----

Well this super combo is a bit odd, what Birdie will do is jump at you and attempt to catch you, however it is sometimes hard to catch the opponent, if Birdie does catch you he will do his Choke Chain, once, one in a half, or two times. However Birdie cannot catch the opponent in the air and he can be knocked out of it rather easily. This does a lot of damage if it manages to connect though. A level 1 version will do a regular Choke Chain, a level 2 will do a regular Choke Chain and an extra slam and a level 3 will do a double Choke Chain. The punches will go about half a screen's distance while the kicks will go full screen's distance.

-----[Super Combo #2: The Birdie: B(charge for 2 sec.)F,B,F+P]-----

This super will do good damage as it can be comboed and will do good block damage. However, the problem with this move is that an opponent will usually see it coming. Use this to counter an opponent's missed attack like a Shouryuken or some similar manuver. This will also juggle the opponent and it has massive range. A level 1 version will have Birdie do three Bull Heads, a level 2 version will have Birdie do three Bull Heads, but each one of the Bull Heads will double hit, and a level 3 version will have Birdie do 3 Bull Heads, this will get the opponent dizzy, then Birdie will taunt and do two more Bull Heads.

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#### Combos

1. C.Fierce --> Bull Head
2. J.CU.DN.Fierce \ / Choke Chain or Bandit Chain  
The point of this combo is to have your opponent crossed up, don't do the motion for the move immediately as you land, wait a tiny split second and complete the motion and capture your opponent.
3. J.DN.Fierce \ / C.Fierce --> Bull Head, Bullhorn  
This combo will take some practice, what you want to do is charge for the Bullhorn after you hit your crouching fierce, then release.

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#### ----- Tactics

There isn't really much tactics for Birdie, what you can do is keep



charging for the Bullhorn and release it when the opponent misses with the attack. However I want to note that Birdie's throw range is fairly decent, while not anywhere near the caliber of Zangief's throw range it can still grab opponents from afar.

-----[Ending: Birdie]-----

The ending for Birdie is not what most people expected, Birdie defeats M.Bison and convinces M.Bison that he is worthy to join his army of Shadowlaw, M.Bison wants Birdie to join his army now, but Birdie knows that M.Bison was just going to use him all along, he leaves M.Bison to suffer his defeat.

-----[Overall: Birdie]-----

72/100

Birdie has good throw range and excellent priority on his attacks. His supers are effective at most times and he has good combo ability. However Birdie's recovery time from a lot of his moves suck, a smart, heck the opponent doesn't even have to be smart, opponent will always counter Birdie's missed Bullhead or Bullhorn with a super or a quick attack. His defense utterly is down the drain, he really can't do much against jumping airborne attackers.

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Cammy

Cammy, the mysterious English girl that has cat like reflexes, however her memory was erased in a car accident. Since then she has only regained a few memories from her past, M.Bison has found her and used as a sort of biological weapon. She is keen on her fighting skills and has trained under Shadowlaw, but as each day passes by a portion of her memory returns to her. But her personality is stiff, being stone cold(no pun intended) in her heart she could care less about her opponent, but what if one day all her memories were to return? What would happen to M.Bison?

-----[Spiral Arrow: D,DF,F+K]-----

Well this is an excellent surprise attack because it has some speed and range and is also excellent for countering missed supers or Dragon Punches. This can do quite a bit of damage but if the opponent blocks this your in for some heat because just like it was in Super Street Fighter 2 you can be tripped afterwards or be eating a super. The Roundhouse version will hit twice if up close though.

-----[Cannon Spike: F,D,DF+K]-----

An excellent anti-air attack move because it comes out quick and does good damage. Always use the short version unless the opponent is far away because this has extreme range potential. Her Short Version will basically leave her safe because even if the opponent blocks this she will be pushed away and land safe enough to block afterwards. But if she completely misses she will fall unable to block.

-----[Spin Kunckle: F,DF,D,DB,B+P]-----

Well I love how Capcom has left this move alone since Super Street

Fighter 2. In Super Street Fighter 2 it was an excellent counter against up close fireballers, and this move can pass through projectiles. Also its really good for is block damage. Despite the fact that this hits two times it can really chip away at the lifebar and also if it connects its also really powerful. She basically has no recovery time from doing this but she can be swept when she is in the middle of this move.

-----[Hooligan Combination: BD,D,DF,F,UF+P]-----

This has got to be one of the most confusing tactics in the game. What Cammy will do is roll herself into a ball and spin at your opponent, when she lands she will do a slide kick that will immediately knock down an opponent. She can't hit in the air with this and this move cannot be comboed. Also the opponent has loads of time to attack her and its also a dead giveaway when she rolls into a ball. What you can do is go into her patented Frankensteiner by pressing F or B+2K and she will immediately slam the opponent. You can cancel this out by pressing a kick button anytime you want as well.

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### Supers Combos

-----[Super Combo #1:Spin Drive Smasher: D,DF,F,D,DF,F+(?)K]-----

The Spin Dive Smasher is one of the more effective super combos in the game. It does a lot of damage, and it is highly comboable, the super has good range, but the second portion of the super can be air blocked. This move does good block damage, but if Cammy misses with the super she will be liable to a counter attack as she falls down from the super combo. This will go through projectiles during start up as well, but avoid using this from out of nowhere, as it can be easily countered.

-----[Super Combo #2: Psycho Streak: B(charge for 2 sec.)F,B,F+(?)P]-----

This super is a bit odd, what Cammy will do is taunt, but at the same time that she taunts M.Bison will come out and do his Psycho Crusher. This super will do good damage, but its a bit weaker than his regular Psycho Crusher. It does excellent block damage and will absorb projectiles, but sometimes an opponent can jump over the Psycho Crusher by M.Bison. However if the opponent is close to Cammy, the Psycho Crusher will go through the opponent.

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### ----- Tactics

There isn't very much tactics for Cammy, however she will win a lot of throwing games in a close match. Playing defense is probably the best measure for winning with Cammy. Playing as Cammy is sorta like a waiting game against better opponents like Ryu, however she can go totally offensive against weaker opponents like Zangief or Sodom. What you can do is jump up and meet the opponent and air throw them, Cammy has the most air throw priority in the game.

-----[Endings: Cammy]-----

None were given to Cammy because you cannot use her in Arcade Mode!

-----[Overall: Cammy]-----

85/100

Cammy in this game is very dominating when it comes to playing defense. She is quick and agile and can counter attacks with ease rather quickly and she is an avid combo character. However, her attacks jumping in are pretty awkward at times, while not all of them, her jumping attacks are not too dominating. Against stronger opponents like Ryu or Ken, she is often at times out matched because of their projectiles and anti air attacks, and the recovery time on half of her special moves and super combos literally suck.

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Charlie

From the jungles near Thailand, Charlie and Guile were sent after M.Bison to bring him in for questioning about illegal drug operations and illegal smuggling of weapons of mass destruction. It is Charlie's goal that all corruption must end in the navy, army, and for the security of the people. Charlie and Guile has been trying to find a way to bring in M.Bison or stop him for his crimes and also to take down Shadowlaw, but when Charlie meets M.Bison, something is bound to occur.

-----[Sonic Boom: B(charge for 2 sec.)F+P]-----

This is one of Charlie's prime moves and very similar to Guile's Sonic Boom from previous games. It comes out quick and does good damage and can be easily comboed or used to chip away at an opponent's lifebar. However, Charlie does not even recover from the Sonic Boom near as fast as Guile did, but he recovers from his projectile motion faster than any other character in the game. Watch for opponents who will jump over and attack Charlie from above though.

-----[Somersault Kick: D(charge for 2 sec.)U+K]-----

This is Charlie's main anti air attack as it will do good damage and it has excellent priority over basically any airborne attack besides Akuma's Tenma Gou Zankuu. This is very easily comboed and the Short version of it cannot be air blocked, muchlike the weakest version of all special anti-air attacks cannot be blocked. However the recovery time on this move basically sucks and avoid using it out of nowhere as it is pretty easy to counter.

-----[Backfist: F+FP]-----

While Charlie cannot use the Backfist after a Sonic Boom like Guile can its still a very good move to use because of the speed at which this move comes out and the priority that this move provides. There is almost no start up delay to using this move and also there is basically no recovery delay either.

-----[Top Kick: F+FK]-----

This move is basically an anti-crouch counter. It does good damage and will often catch opponents by surprise and it can really annoy your opponent when you use this move because often a human opponent can get fooled by it, thinking its just a regular attack. This move will also

hop over low attacks as well and it starts out quick and has basically almost no recovery time making it a pretty safe move to use.

-----[Sobat Kick: F+RK]-----

This move is the move you should use after you have thrown a Sonic Boom. It comes out quick and it does a lot of damage, it has the most horizontal range of any of his regular attacks and has excellent priority with basically no recovery time.

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[Super Combo #1: Sonic Break: B(charge for 2 sec.)F,B,F+(?)P, then P rapidly]

For this super to get the full effect you will need to press the punch button afterwards rapidly. You will need to press the button pretty fast though because if you press the punch button too slow the rest of the Sonic Booms will not come out. It does good damage, but the level 1 version won't do very much damage as all. It comes out quick and has good combo ability, but each Sonic Boom can be rendered useless by a projectile. A level 1 version will have Charlie throw out a maximum of two Sonic Booms, a level 2 version will have Charlie throw out a maximum of three Sonic Booms and a level 3 version will have Charlie throw out a maximum of 4 Sonic Booms. However even if you do a level 3 super, but not press punch afterwards, you will only get one Sonic Boom to come out. Each Sonic Boom from this super can be nullified by a regular projectile, and against a Shinkuu Hadouken, a level 2 Shinkuu Hadouken can nullify completely a level 3 Sonic Break while a level 3 Shinkuu Hadouken will nullify a level 3 Sonic Break and still go through and hit Charlie, basically the amount of hits the super does will determine if the super will go through the Sonic Booms or not. Don't use the Sonic Break against an airborne opponent though, the rest of the Sonic Booms will not juggle the opponent after the first Sonic Boom connects.

-----[Super Combo #2: Cross Fire Blitz: B(charge for 2 sec.)F,B,F+K]-----

This super is very effective in combos and also as a counter attack. This has good priority and will do excellent damage as well as block damage. The Cross Fire Blitz however doesn't have too much horizontal range if you want to catch an opponent from afar, so most likely an opponent will be able to block in time. However this will juggle an airborne opponent but the only problem with it is that it won't juggle the opponent with all the hits and some of the hits will fail to connect, thus weakening the super. The recovery time on this isn't too bad though and opponents will have a tough time counter the move if Charlie misses with it.

---[Super Combo #3: Somersault Justice: DB(charge for 2 sec.)UF,DB,UF+(?)K]---

This super will do quite a bit of damage no matter what level you use it at. It's Charlie's strongest super(why wouldn't it be? The motion is hard to pull off anyways, but at least Capcom gave us a nice incentive for pulling it off) and it is very comboable and does an insane amount of block damage. This super will juggle the opponent as well and serves as a great air defender against airborne opponents. Just watch out when using it because it has horrible recovery time and it allows an opponent ample time to counter attack.

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Combos

1. C.Fierce --> Sonic Boom
2. C.Forward --> Somersault Kick
3. Sonic Boom, Sobat Kick
4. J.Fierce \ / C.Jab --> Somersault Justice/Cross Fire Blitz

5. C.Fierce --> Somersault Justice

Basically in this combo knock the opponent out of the air with your uppercut and quickly cancel into the super, it will juggle the opponent if you are quick enough.

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Tactics

There isn't too much tactics for Charlie however, but what you always must do to win is charge. It doesn't matter what move you are charging for, just as long as you are charging your on your way to victory. Charging is very essential for Charlie to win, just like Guile in the previous Street Fighter games as well as Street Fighter Alpha 3.

-----[Endings: Charlie]-----

Charlie finally finds and defeats M.Bison. He wants M.Bison to spill his guts about the smuggling operations of Shadowlaw and tells M.Bison that there is a chopper coming in at about 5 minutes. However, the chopper arrives and shoots Charlie in the back as Charlie falls into the giant waterfall in Venezuela, however his dog tag remains behind with blood stains on it. One of M.Bison's soldiers wishes to check to see if Charlie is dead or not, but M.Bison tells of the soldier that no one could have survived that shooting or that fall. And even if Charlie did survive he wouldn't be back, would he?

-----[Overall: Charlie]-----

88/100

Charlie in this game is one of the best characters in the game. He has excellent defensive skills and also one of the best anti-air attacks in the game. His supers are very effective and he is one of the best combo characters in the game and he has excellent reach and range on his attacks both jumping in on an opponent and on defense. The problem with Charlie is that he must constant charge to be effective, a Charlie that does not charge will usually result in a defeat, and comboing in the charge motion supers can be a pain for some people.

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Chun-Li

Chun-Li was only a little girl when she had witnessed the death of her own father. However she did not know who killed her father and since then been enraged and seeks out revenge. To do this she must train hard to avenge her father's death, through the years she sought out the one who killed her father but has never found out who. She then joins Interpol, a secret spy organization sought out to stop and end all

corruption provided by Shadowlaw. She believes that with conclusive evidence, that the head leader of the Shadowlaw corporation is the killer of her father.

-----[Kikouken: B,DB,D,DF,F+P]-----

Well her projectile is pretty good but far from being the best. Her fireball has a bit of a start-up delay and is barely comboable. It does good damage in its own rights. But like all other fireballs she has a recovery time from this and opponents can easily jump over this.

-----Spinning Bird Kick: D(charge 2 sec.)U+K-----

NOTE: You must be in Super Street Fighter 2 mode to do this!

Well this move is almost identical to Ryu's Tatsumaki Senpū Kyaku but except she spins upside down with her legs spinning around. This can hit up to multiple times doing good damage, but opponents can easily duck under this move. Well I wish the move was the charge down motion instead because she had the ability to control whether it was low Spinning Bird Kick or a High Spinning Bird Kick. She can do this in the air but she must bounce off a wall to do it because she won't have enough time to charge for the move unless she bounces off the wall.

-----[Tenshokyaku: D(charge 2 sec.)U+K]-----

This is Chun-Li's anti air attack but it really isn't that strong and she will curve at a 60 degree angle but this will catch opponents basically 99% of the time. What Chun-Li will do is rise into the air kicking her opponent three times (depending on which kick button used). If she misses she is open to attacks and supers but she can pick opponents off the ground with this.

-----[Senenshu: F,DF,D,DB,B+K]-----

Well this is her anti-crouch attack but this is her strongest special move, this move is similar to Adon's Jaguar Teeth because her Short version will go into a high arc while the Roundhouse version is used to attack crouchers from long distances (or was it the other way around?). She basically has no recovery time from this so feel free to use it.

-----[Hyakuretsukyaku: K(rapidly)]-----

This is mainly the bulk of her offense, but she needs multiple hits to really rack up the damage because a single hit is rather weak. But this move can really do a lot of block damage and its a good counter against missed attacks. However, after the first few hits against a blocking opponent, she will get pushed away rather quickly, but the recovery time on this move is only as long as you rapidly push the kick button.

-----[Stomp Kick: D+FK(air)]-----

This move is a good jump in attack because it comes out quick and it has a lot of priority while jumping in. You can't combo off of this move because even if you do connect against a blocking or non-blocking

opponent, you will bounce away from them. If this connects against an opponent, it will automatically knock them down.

-----[Neckbraker Kick: DF+RK]-----

Well this is also her anti-crouch counter but it moves really slow but sometimes it confuses your opponent because she flips around and sometimes the opponent will block the wrong way. This move does good damage but becomes extremely predictable after just a few uses so watch out.

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### Supers Combos

-----[Super Combo #1: Kikoushou: D,DF,F,D,DF,F+(?)P]-----

Well a good anti-air attack to say the least because opponents will get hammered if they try to attack and this move does good damage as well as excellent block damage. She has good recovery time from this and it will hit multiple times, this super will juggle the opponent for a couple hits and serves as a great anti-air attack and the recovery time is very quick, I don't see much disadvantages in using this unless you miss with it.

-----[Super Combo #2: Senretsu Kyaku: B(charge 2 sec.)F,B,F+(?)K]-----

A the Thousand Burst Kick at its best! Well not actually, it does excellent block damage and is easily comboed that even a baby can do it but it does very little damage when compared to most level 1 supers even on level 3 the damage stinks! But she has almost no recovery time from this super and it can be easily put into combos and used as a counter against missed attacks.

-----[Super Combo #3: Hazan Tenshou Kyaku: DB(charge 2 sec.)F,B,UF+(?)K]-----

This is one of the best looking supers in the game and it is also her strongest super. The only problem with this is that the motion is just so hard to do and sometimes when I do it the Senretsu Kyaku comes out. But if this connects it does a tremendous amount of damage and can be used as an excellent anti-air attack maneuver.

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### Combos

1. S.Fierce --> Kikoushou
2. J.Fierce \ / S.Fierce --> Kikoushou
3. J.Fierce \ / C.Forward --> Hyaku Restu Kyaku/Senretsu Kyaku/Hazan Tenshou Kyaku

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Tactics

Well for Chun-Li, what I usually do is get into a throwing game, since her throw range and priority both on the ground and in the air are excellent. Her defense is good as well with her special attack, super combo and her standing roundhouse keeps opponents out of the air. Avoid jumping in on people with anti-air attacks like Ryu or Charlie since her stomp kick won't be enough to overpower them.

-----[Endings: Chun-Li]-----

NOTE: Chun-Li's ending can be altered, but just a tiny bit. If you beat the game in her Alpha uniform the first picture of the ending has her in her Alpha uniform, while you beat her in her Street Fighter 2 uniform the first picture of the ending will have her in her Street Fighter 2 uniform.

Chun-Li defeats M.Bison, however he escapes away and M.Bison tells Chun-Li that he was the one who killed her father. She finally learns the truth, but the next scene has her back at Interpol headquarters. She looks out the window and tells to herself and her father that this is the last time she will cry, next time she will settle the score.

-----[Overall: Chun-Li]-----

85/100

Chun-Li is a very quick character in this game, and she has excellent combo abilities. Her supers are very effective and she has excellent defensive skills. However she doesn't have much priority on her jumping attacks and going into an offensive rythmn can be a pain against better characters like Ryu. Also make note that she can bounce off walls as well.

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Dan

Dan is the ever going enthusiast of starting his own fighting style. He has studied under the Shatoken style for many years, but however he has used that form of art to create his so called strongest style. But this was not what had inspired Dan, his father was his inspiration for this Saikyou style, but it was all ended when Sagat had met Dan's father in battle. A fierce battle was waged between Sagat and Dan's father, it was Dan's father that gave the missing eye to Sagat, but it was Dan's father that had paid with the price of his own life. Now Dan is out for revenge of his father, and his honor.

-----[Gadouken: D,DF,F+P]-----

Don't even bother using this. It has no range and unlike in MSHSF this is not one of the strongest projectiles. I would sorta call this Dan's S.Fierce with good range, but extremely poor range if you want to use it in a projectile.

-----[Kouryuken: F,D,DF+P]-----

Well if you want a powerful anti-air attack you've got one! This is even stronger than Ryu's Shoryuken. The only problem with this is that it goes straight up lacking the range the other Shatoken'ers have. But this can still hit opponents on the ground. Like all Dragon Punches it has



recovery time. Dan often flashes at random while it doesn't do extra damage it will make him invincible during the duration of the Kouryuken.

-----[Dankuu Kyaku: D,DB,B+K]-----

Short-           A short Knee Hop  
Forward-         A short Knee Hop with an extra kick  
Roundhouse-     A short Knee Hop with two extra kicks

Basically the same Gale Kick he had since his last Alpha encounter. An excellent move to counter miss supers and Dragon Punches. This is also a powerful 3 hit combo (Roundhouse version) that can drain your opponent's lifebar very fast. This is also an excellent chipper but sometimes Dan will land on the other side of the opponent. This is not as comboable as it was in the crossover series because it has a start-up delay.

-----[Taunt: Select]-----

Well Dan is the only one who can taunt unlimitedly. This will gain his Super meter fairly fast. But this leaves him open to attack.

-----[Jumping Taunt: Jump+Select]-----

This gains his Super meter very little because it's so safe as he can immediately block as he is coming down.

-----[Rolling Taunt: D,DB,B+Select or D,DF,F+Select]-----

This will gain Dan's super meter very quickly because the opponent has loads of time to attack him. What Dan will do is roll and come out with a taunt. Don't use this unless you like eating supers for breakfast, brunch, lunch, supper, dinner, and a midnight snack!

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### Supers Combos

-----[Super Combo #1: Shinkuu Gadouken: D,DF,F,D,DF,F+(?)P]-----

Well even though his Gadouken has no range whatsoever, on a level 3 this super can go up to 3/4 screens distance! Depending on which level you use will determine the range of this super I guess. It does do a lot of damage though, even more than other projectile supers. This can be a good ample chipper as well, so use it just before your opponent gets up.

-----[Super Combo #2: Kouryuu Rekka: D,DF,F,D,DF,F+(?)K]-----

If you want to use this super, use it when you're at level 3. Level 1 has basically no range just like in MSHSF. Level 3 is just a brilliant super as it will easily chain off his C.Short. Level 3 can deal a ton of damage and it has pretty good range. But if he misses he will be asking for it.

-----[Super Combo #3: Hisshou Biraiken: D,DB,B,D,DB,B+(?)K]-----

Basically the "beating you with no one's help but my own fists" super.

What Dan will do is engage in an auto combo that just does a ton of damage. You should save it for a level 3 super because it looks awesome on level 3 and the damage is mind boggling! However this super doesn't have much range and you must be right next to your opponent otherwise they will get hit a few times and be able to block. But this is an all around excellent chipper.

-----[Super Combo #4: Chouhatsu Densetsu: D,DF,F,D,DF,F+Select]-----

His super taunt that gives the opponent so much time to attack. Whoever blocks this the entire way is a mark of a true bamma. Dan will hurl a ton of taunts at you giving the opponent a full 15 seconds to attack. Don't use this unless you are absolutely sure of a victory otherwise you will be eating a super, guaranteed. Even if the opponent doesn't have a super he can just build it while Dan is in the middle of his taunt.

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#### Combos

1. C.Fierce --> Gadouken
2. S.forward --> Kouryuken
3. J.Roundhouse \ / C.Fierce --> Any Super  
Well just don't use Super Combo #4!

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#### ----- Tactics

Well for Dan he must fight close, this is due to the fact that Dan has not taught himself well enough for a longer ranged projectile. In fact fighting close is one of Dan's specialties, his throw range is superb actually and he can reverse throw with the best of them. Keep close to your opponent and block attacks up close, then counter.

-----[Endings: Dan]-----

Dan yells out 'Yahoo I did it!' in Japanese(I think) and is proud that he has avenged his father's death, he then starts his own small dojo to train people in his strongest sytle. Yahoo!

-----[Overall: Dan]-----

74/100

Well what can you expect? This is Dan remember? He doesn't have much range on his projectile, scratch that, the range on his roundhouse kick has more range than his Gadouken! But on the plus side Dan has excellent priority on his attacks and he can easily win over an offensive opponent with his defensive skills. His Kouryuken is a nasty counter on jumping attacks, and Dan has incredible throw range as well. However Dan's weakness is his egoism, players have a tendancy to taunt with Dan quite often, and that leads to his downfall rather quickly.

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## Dark Sakura

NOTE: Dark Sakura's background and moves are basically the same, however when I use her, she has no Shun Goku Satsu! Or at least I can't execute it! Does anybody know the true button sequences for Dark Sakura's Shun Goku Satsu?

An obnoxious school girl who loves to get into a fight. It wasn't always like this though, before you would be like a good school girl and do her studies get good grades and so on. That all stopped until she heard of Ryu a person with keen fighting skills and has high respect for his opponents regardless whether they win or lose. That is when she decided she would become a Shatokener herself by studying the moves of Shatoken and perfecting them on her own rights, that is why her style seems so awkward. She would kill for the chance to meet Ryu(not literally of course) and get a chance to fight him and have him instruct her about the fighting Style Shatoken. Now she hopes that her training will top Ryu and hopefully that he can become her master.

-----[Hadouken: D,DF,F+P (opt.)then P rapidly]-----

Well her projectile is pretty good but make sure you don't keep pressing the button afterwards because she will charge for her bigger fireball and it will take alot more time to bring out and it will have considerably less range but it will do more damage but its not too much more because the extra damage is barely noticable. Like all fireballers she has some recovery time after she has thrown it so watch out.

-----[Shououken: F,D,DF+P]-----

Well this isn't exactly the best anti-air attack because she will glide across the floor before she actually goes into the Dragon Punch motion, but her Jab version is excellent for anti-air attacks. This can hit up to six times by itself and is highly comboable and does a good amount of chip damage as well as normal damage but if she misses she will fall back down unable to block.

-----[Shunpuu Kyaku: D,DB,B+K]-----

Well unlike the Tatsumaki Senpuu Kyaku this goes in sorta of an awkward arc but the short version barely goes the distance while the Roundhouse version goes full screen in a 180 degree arc. This is barely comboable despite the fact that it has practically no start up delay so I guess the fact is that Sakura doesn't really have any attacks that will stun the opponent long enough for this move to connect. But if she misses she will be free to safely block because this move practically has no recovery time afterwards. While in X-ISM mode Sakura can do this in the air.

-----[Sakura Otoshi: B,D,DB+K then P]-----

This move is a bit odd, personally I don't even know what this is suppose to do, it has huge start up delay and you can't even combo it in, even if it does connect it does pitiful damage as it will only hit once. But then again I guess it fits her funky Shatoken like style.

-----[Overhead Swing Axe Kick: F+FK]-----

Basically this is her anti-crouch counter but it has a bit of a start up delay making it uncomboable. But it can be used often just as the opponent just gets up from a knockdown so they have no chance of countering it unless they decide to waste a super and use an Alpha Counter.

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### Supers

-----[Super Combo #1: Shinkuu Hadouken: D,DF,F,D,DF,F+(?)P]-----

Just like Ryu's Shinkuu Hadouken, it comes out pretty fast, is highly comboable, and does a good amount of damage. She can not continuously hit the punch button for a bigger fireball to come out though and this also has recovery time just like all other fireball supers. This move has a bit of a start up delay though, but it will still combo, however it gets very weak the farther it goes, make sure you use it up close, it also does good block damage as well.

-----[Super Combo #2 Haru Ichiban: D,DB,B,D,DB,B+(?)K]-----

A wicked funky ground based Tatsumaki Senpoo Kyaku kick that has Sakura spinning on the ground and coming fast towards her opponent hitting multiple times and causing good damage and a ton of chipping damage. This is an excellent super against missed supers or Dragon Punches alike even if the opponent is a half-screen distance away. Use this whenever you can because it is extremely comboable and has basically no recovery time.

-----[Super Combo #3: Midare Zakura: D,DF,F,D,DF,F+(?)K]-----

This is one of Sakura's most effective supers in the game, it does a lot of damage and will go through projectiles at start up. This move also does a lot of block damage and has quite a bit of range, even if you catch the opponent out of the air it will still juggle them, but only the tip of each Shououken will connect, thus weakening the super severely. Watch for the recover time on this move, its sucks and when she falls back to the ground she is liable to a counter attack.

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### Combos

1. S.Short --> Hadouken
2. S.Strong --> Shunpoo Kyaku
3. J.Roundhouse \ / S.Strong --> Shunpoo Kyaku
4. J.Fierce \ / S.Short, S.Jab --> Midare Zakura

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### Tactics

Well for Sakura playing offensively is key for her victory, she has excellent potential offensive skills and has good throw range as well as decent throw priority. Just avoid playing defensively with her, she really can't do much against jumping opponents as her Shououken is a bit awkward to use and her crouching fierce comes out too slowly.

-----[Endings: Dark Sakura]-----

NOTE: Dark Sakura's ending is exactly the same as Sakura's ending.

Sakura finally defeats Ryu, she asks Ryu if he would become her teacher but Ryu knows himself that he cannot train her because he has not fully trained himself. Just as he is about to leave, Sakura wants to get a picture of him, she does and the next day when she goes to school her friend asks of Ryu, Sakura shows her the friend the picture, but then suddenly the school bell rings and they must hurry before they are late to class!(also the funky Sakura theme plays at this time)

-----[Overall: Dark Sakura]-----

83/100

Dark Sakura is an excellent combo character and also an excellent custom combo character, she is one of the better characters in the game as her offensive skills are basically top notch. However her defensive skills aren't too good and smart opponents can take advantage of this and she is a bit slow for a character her size and missing with attacks and recovering quickly are simply not her specialty because the majority of her attacks can be over powered by other jumping attacks from the opponent.

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Dhalsim

Dhalsim's country is grief stricken with unger, disease, and famine. He knows that the leader of Shadowloo is behind this and he will not stop until he finds and punishes the culprit. It is his belief that a reaction follows an action, and Dhalsim wants to prove that his just actions will provide a right reaction in which he wants his family and his people to live in greater prosperity.

-----[Yoga Fire: D,DF,F+P]-----

His basic projectile move. It does good damage but travels slower than most projectiles. Like all projectiles, it should be used when far away from the opponent and should be avoided when near the opponent. You should use it when they get up so that they can take some block damage.

-----[Yoga Flame: F,DF,D,DB,B+P]-----

The use of this puzzles me, while its a semi-good counter against jump in attackers, he has the Yoga Blast anyways, but this does a bit more damage than his Yoga Fire and it covers more of his frontal area. Don't use it too often though because a jumping opponent like Ryu can easily attack Dhalsim from above.

-----[Yoga Blast: F,DF,D,DB,B+K]-----

This is his anti-air attack that deals quite a bit of damage. But if blocked opponents can tend to come in for an attack. Do not use this when your near your opponent because it'll most likely miss him or her. This also lacks a lot of horizontal range as well.

-----[Yoga Spear: D+K(air)]-----

Short-           twenty degree angle, has a lot of horizontal range  
Forward-         forty degree angle, has moderate horizontal range  
Roundhouse-     eighty degree angle, extremely poor horizontal range, but  
                  good surprise attack.

Basically his attack that is used air borne and has good priority as it will cancel out a lot of normal attacks used against him.

-----[Yoga Mummy: D+FP(air)]-----

The same as his Short Yoga Spear except that it has more horizontal range and it moves quicker. The priority on this move isn't too great however, but the recovery time is better though.

-----[Yoga Teleport: F,D,DF+3P or 3K or B,D,DB+3P or 3K]-----

A good tactic that dates all the way to the original Street Fighter 2. He can also use this in the air as it will leave him safe to block because this has almost no recovery delay! Depending on which motion and which set of buttons you press, you will land either far away and behind your opponent, close and behind your opponent, far away in front of your opponent, or close and in front of your opponent. You should teleport right behind your opponent after you have thrown your Yoga Fire and immediately throw him or her as they are still in their block stance. Sure it's cheap but this is Dhalsim, he lacks a lot of cheap qualities anyways and it takes a lot of skill to master him.

-----[Yoga Slide: DF+K]-----

This is an all around excellent move to use because of the fact that it travels under all projectiles except Sagat's low Tiger Shot. The timing is extremely easy to time and you can easily escape fireballs with this move and attack the opponent while they are still in fireball stun animation and the recovery time is almost nothing, but you should use the Roundhouse version most of the time though.

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### Supers Combos

-----[Super Combo #1: Yoga Inferno: D,DF,F,D,DF,F+(?)P]-----

This super really lacks some range, but it can deal out multiple hits doing good damage and block damage. This thing will sorta drag the opponent into it forcing them to take block damage. This super has sorta of a vortex effect that brings the opponent in giving it a little more range. When your opponent is low on energy you should use this and just chip him or her to death. On level three this thing seems to take forever because it deals out so much hits!

-----[Super Combo #2: Yoga Strike: D,DF,F,D,DF,F+(?)K]-----

Ouch! Even on Level 1 this thing hurts! This is obviously his strongest super but the opponent must be in the air for this to work even if the opponent is right next to Dhalsim he will miss. But this is an incredibly effective anti-air attack, but on level 3 this thing deals out a ton of damage as he slams the opponent down three times! But opponents can still hit Dhalsim out of it even though they are in the air but they often miss because this thing comes out so fast. I don't think this can be tech hit out of like in the crossover series because I tried and to no avail.

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### Combos

1. What? Dhalsim combos? Can't think of any!

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### ----- Tactics

Well not much for Dhalsim, what you want to do a lot is keep throwing projectiles and teleporting behind your opponent or teleporting in front of them to fool them. Don't jump too often because Dhalsim lands like he has a parachute or something because of how he drifts to the ground, this gives the opponent more chances and opportunities to counter attack or just knock Dhalsim out from the air.

-----[Endings: Dhalsim]-----

Dhalsim has finally defeated M.Bison, all those figures in the back are the world warriors he has defeated. He meditates in front of a tree, there are other villages near by him and cheering for Dhalsim as he has brought them medicine and food back into their country. Dhalsim believes that he has created bad karma (hinduism, this is in which a person will live out another life as another person without memory of previous existence), but his wife says no, and Dhalsim hopes she's right.

-----[Overall: Dhalsim]-----

75/100

Dhalsim can have some pretty crafty maneuvers and abilities. His teleport allows him to get out of tight situations and also get the jump on opponents, and also he has good ground throw range. His lengthy arm attacks and kick attacks allows him to attack without even doing motions or moving, however these limbs can be hit and he does not have good defense or offensive capabilities, and also his throw priority isn't too good, you have to watch for that.

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### Evil Ryu

Left by the evil presence of Akuma on the day that Ryu had fought Akuma on his small island off the coast of Japan. He was not sure of what Akuma had meant about him reaching his untapped potential. Ryu made his way back to the island of Japan, he trained hard and fought hard against

opponents who would challenge him, yet at the same time he was still trying to figure out what Akuma had meant on what he had said. It was not really all that easy to figure out, Ryu did not even understand. With this frustration of not knowing what Akuma had said and realizing that his master Goutetsu had died in the works of Akuma, Ryu could not bottle his emotions any longer. He started to act a bit strange and when his friend Ken decided to stop by for another round of a fight, Ryu had refused. Something told Ken that Ryu was not right, regardless he did not really care much and thought that Ryu was probably going over something tough and needed to be alone. However Akuma's patience would not hold Akuma back any longer, he seeked Ken and challenged him into a fight. Sensing on how Ken was egoistic, he thought Akuma was mere small potatoes. That would prove his downfall, but while Ken gave a good fight for Akuma, it was clear that Ken could not defeat him. Akuma mysteriously did not perform the Shun Goku Satsu on Ken, after hearing about this Ryu had become enraged. So enraged he swore revenge for Ken, but that was not the enraged that I was talking about. He began to study under the dark side of the Shatoken karate, knowing that there is both good and evil in every art, Ryu knows that he himself cannot contain his powers forever. After being heavily influenced by the dark side, Ryu had learned the Shun Goku Satsu, an art in which if performed on another individual would spell eternal doom for the user. No one has ever come back alive after performing the art, well that is if you don't count Akuma. Evil Ryu sets off in hopes of finding Akuma, but in fact it maybe Akuma that is in hopes of finding Ryu.

-----[Hadouken: D,DF,F+P]-----

The basic fireball that dates all the way to Street Fighter in 1987 that's still a hit today. Use this often when your away from your opponent of in combos. Don't try to use this up close because opponents will usually jump over this and attack you while you are still in stun animation.

-----[Shoryuken: F,D,DF+P]-----

The basic anti-air attack that is a great defender against air-borne opponents. This is a strong attack that can be used in combos but if he misses he will be left open to attack on the way down. This move does serious damage and the jab version cannot be air blocked,

-----[Tatsumaki Senku Kyaku: D,DB,B+K]-----

Evil Ryu veers off as he lifts off the ground while spinning one leg in a helicopter motion and any opponent who gets hit will suffer moderate damage. This move only hits once but that one hit can equal the damage done by Ken's 5 hit or Akuma's 3 hit hurricane. This is basically a safe move to use but don't use the roundhouse version from a distance or opponents will throw projectiles to counter and also don't use it against opponents who are ducking because Ryu can be hit by a regular anti-air attack like Ken's C.Fierce.

-----[Hop Kick: F+MK]-----

Basically a short kick that is overlooked. This kick comes out quite fast and also goes over low attacks and has practically no recovery delay afterwards. This can also go into his Shin Shoryuken might I add.



-----[Overhead Crouch Counter: F+MP]-----

Don't use this too often because it has a long start up delay. Use this when opponents have nothing to do but crouch block all day. I would use this just as the opponent is coming up so they can't counter it(only by Alpha counters of course) if they block low and it is only blockable high.

-----[Shakunetsu Hadouken: D,DF,F+P(up close)]-----

This projectile is Ryu's old Shakunetsu Hadouken from Super Street Fighter 2, however it requires the same motion as his regular Hadouken but you must be close to your opponent, and your opponent will light on fire if you connect with it. It has the same uses, and you do extra damage with it.

-----[Fireball Fake: D,DF,F+Select]-----

I see no purpose in this move actually. He still recovers from this so I don't know what Capcom was thinking when they put this here. Just stay away from this move because this does no damage whatsoever.

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### Supers Combos

-----[Super Combo #1: Shinkuu Hadouken: D,DF,F,D,DF,F+(?)P]-----

The super projectile move created by Evil Ryu in Super Street Fighter 2 Turbo. It does good damage and will combo in rather easily and does excellent block damage. It will juggle the opponent for the first few hits, but after that the rest of the Shinkuu Hadouken is wasted. Like all projectiles in the game(including super versions of them) the closer you are to the opponent the more damage that you will do. The recovery time on this move is not too bad and its certainly longer than his regular Hadouken.

-----[Super Combo # 2: Shinkuu Tatsumaki Senpu Kyaku: D,DB,B,D,DB,B+(?)K]-----

The hyper version of his hurricane kick goes as he pummels the opponent back and forth. This has absolutely no horizontal range whatsoever unless you are near the opponent. This move does insane block damage and also a lot of regular damage, its comboable and can juggle an opponent. However when it juggles the opponent, it only does a few hits and that's it, the rest of your super is completely wasted! Also if Ryu does not connect with this, not even towards a blocking opponent, then he can be seriously countered, possibly by a projectile super like a Messatsu Gou Hado.

-----[Super Combo #3: Messatsu Gou Shouryuu: D,DF,F,D,DF,F+(?)K]-----

This is basically an evil version of the Shouryuu Reppa, it combos real easily and does a lot of damage. It goes through projectiles from the starting frames of animation and it does good block damage. However,

Evil Ryu can get countered as he comes down from the super if he misses.

-----[Super Combo #4: Shun Goku Satsu: JP, JP, F, SK, FP]-----

Well Evil Ryu's version of the Shun Goku Satsuis exactly like Akuma's Shun Goku Satsu. It doesn't have the range or the speed of Shin Akuma's Shun Goku Satsu but it still does the same damage and is also unblockable. You can't combo this in either, and your opponent must be semi-dumb to be caught in this. What I mean by that is often you can catch turtlers, however if your opponent misses with an attack that is the time to pull it off and catch opponents on their way down from a super or special attack like a Somersault Kick Tiger Genocide. Just watch how you use it though because three levels of super are very hard to earn in this game and Evil Ryu can be easily knocked out of this move.

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#### Combos

1. C.Fierce --> Hadouken
2. J.Fierce \ / C.Forward --> Tatsumaki Senpoo Kyaku
3. J.Roundhouse \ / C.Strong --> Shinkuu Tatsumaki Senpoo Kyaku  
Cancel quickly for this combo, it won't work if you are late canceling.

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#### ----- Tactics

Well there are plenty of different tactics for Evil Ryu. What you mainly want to do for Ryu is jump in towards your opponent and combo them. You can keep the fireball pressure against your opponent as well, but be warned that the Hadouken/Dragon pattern is not even a fraction as effective as it was in the old Street Fighter games. Evil Ryu's throw range has been weakened as well, so you may want to watch for that. What you can do is teleport often, it can confuse the opponent, but only use it if it does not confuse you because the tables can turn.

-----[Endings: Evil Ryu]-----

NOTE: Evil Ryu's ending is exactly the same as Ryu's. If you want the real ending you will have to buy Street Fighter Alpha 3 and see for yourself!

Ryu defeats Akuma, but it was a weakened Akuma. Akuma's island sinks and tells Ryu to find his full inner strength, and when he does they shall meet again(he is referring to Evil Ryu, the ending can be found in Street Fighter Alpha 3). The island sinks and all that is left is the feeling of Akuma's evil presense, in which Ryu can sense. He drifts alone in the water as the ending fades off...

-----[Overall: Evil Ryu]-----

98/100

Evil Ryu is just one of the best characters in the game, his ability to combo is just amazing and his overall defensive and offensive skills are without equal. He has good throw range and priority on the ground and in the air, and he has excellent priority and range on his regular attacks. I find very little disadvantages in him, except for the fact that his

Hadouken is very slow compared to the previous SF games and the fact that he has more recovery time on his Shinkuu Hadouken than in the last game. However with the help of the Shun Goku Satsu and his Ashura Senkoo makes him an improvement over Ryu as it will allow him to catch turtling opponents and also allow him to get out of tight situations and also allow him to get the jump on his opponent.

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## Gen

Gen is the age old street fighter, however his age is always deceiving amongst his opponents. Only those of the truest warriors can sense the strength inside him, he is not only quick for his age, he is a deadly fighter and is also known as an assassin. His fighting ability is unmatched and often an opponent has to suffer the consequences for underestimation. He seeks the one named Akuma, the one who possesses the power of the Shun Goku Satsu, and it is Gen's only wish to die in battle against a worthy opponent.

-----[Preying Mantis Style: 3P]-----

Well as you all know Gen has two different fighting styles and he can switch whenever he wants like when he's in the air or after a knock down. Having two different styles in his possession makes him a very versatile player because each style plays completely different from each other as all his normal attacks, special attacks, and super combos are completely different. In this mode Gen is an all around combo master. He can successfully chain combos in a ZigZag motion like Jab, Short, Strong, Foward, Fierce, Roundhouse or even a reverse ZigZag(like Akuma in X-COTA) Short, Jab, Foward, Strong, Roundhouse, Fierce. But he can most likely chain up to four hits, but his attacks are really weak and it will take quite a bit of time and attacks for him to cause any real damage.

-----[Hyakurenkou: Press P (rapidly)]-----

This is exactly like E.Honda's Hundred Hand Slap, except Gen cannot move while in this. This does good damage and is way too easy to combo in. This move will do good block damage, but often Gen gets pushed away from it while using it against an opponent, the recovery time is only as bad as you hold onto the punch buttons, so you may want to be careful about that.

-----[Preying Mantis Leap: F,D,DF+K then K]-----

Boy I simply love this move! It juggles the opponent and does up to 7 hits! Once Gen connects he will kick the opponent and after a few hits he will do sorta a Lui Kang Bicycle kick diagonally in the air. This does alot of damage and will also catch ground opponents and also serves as an excellent anti-air attack because Gen practically has no recovery time from this. However, I am still puzzled as to how the CPU gets 7 hits out of this move.

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-----[Super Combo #1: Zan'ei (Touch of Death): D,DF,F,D,DF,F+(?)P]-----

Boy I really hate this move. This does alot of damage and also it slowly drains your life and you can become dizzy after a while. What Gen will do is the souped up version of his Hyakurenkou as he barrages his fist that ends with him pointing his finger at his opponent. When it connects not only will it do a great deal of damage, it can steadily drain your life bar away with each count of the countdown above the opponent's head. When the counter reaches "0" the opponent automatically becomes dizzy(if he hasn't hit Gen during the duration of this timer) allowing you to do this trick all over again. Capcom should have made this a complete level 3 super because of all the benefits it has. Also Gen players will also try to play keep away with you as well so just don't let this thing connect because the damage is herendous and it can be accomplished over and over again until your defeated.

-----[Super Combo #2: Shitenshuu: D,DB,B,D,DB,B+(?)P(A-ISM)]-----

Boy I simply love this move as well. What Gen will do is glide across the floor and if he connects a series of internal explosions will explode inside the character causing massive damage. But if Gen misses he will can easily recover and also despite the opponent is blocking or not Gen will land on the other side of the opponent. This move will do one pixel of block damage if it connects though.

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-----[Snake Style: 3K]-----

Like his Preying Mantis Style he can switch different styles whenever he wants whether he is knocked down or in the air. This style is completely different from his preying Mantis because he can not chain combo as easily and often relies on one attack button to combo, the Roundhouse button. He can chain up to four consecutive Roundhouses in a row causing alot of damage. In this mode he also has alot of normal moves that leaves him open to attack but he is also a little stronger than in Preying Mantis mode. However whether your in Snake Style or Preying Mantis Style Gen will remain in that style until you lose the entire match or you decide to switch. Gen will always be in Preying Mantis style whenever you start a fresh battle, also you can notice which style Gen is in by his standing pose. When he is in Preying Mantis Mode he walks normally with his hands in a clamp form. When he is in Snake mode he will sorta stand on one leg.

-----[Jyasen: B(charge 2 sec.)F+P]-----

Boy this has got to be the move that sets Gen apart from being lousy in his Snake Style. What Gen will do is roll into a ball and roll across the ground hitting up to five times for tremendous damage. This is too powerful of a move it easily equals the damage of most level 1 supers. This is also a really heavy chipper and can easily knock away that Guard Meter. It has a tiny bit of start up delay that is barely noticeable making it uncomboable. This is an excellent counter against missed supers as well as Dragon Punches alike. Gen is practically safe even if the opponent blocks.

-----[Ouga: DB(charge 2 sec.)UB or UF+K]-----

Sorta like the Cajun Strike and Jaguar Tooth combined. Gen will hop onto to a wall and you can do a ton of things while he is on the wall:

- Don't do anything and Gen will do a jump kick towards the opponent
- Press B to completely stop the move
- Press F to have Gen do a longer jump kick towards the opponent
- Press U to have Gen move towards the top of the screen
- Gen does a head stomp when you do nothing when in ceiling
- Press UB or UF and Gen will completely stop the move
- Press F or B and Gen will do a dive kick

Well this is sorta confusing but with a little practice and memory you can master this and confuse opponents in no time flat.

-----[Overhead Confusion: SP]-----

This is Gen's turtle counter. Use it on opponents who tend to block low too often and give them a nasty surprise.

-----[Double Air Kick: RK, RK(air)]-----

When Gen is in the air he can perform two consecutive Roundhouse kicks in a row. This is an all around excellent move to use because it can set up alot of combo possibilities. Sometimes the opponent blocks the first hit and then low blocks the second hit, but instead you cannot low block air attacks and thus making this a confusion tactic as well. Gen can immediately go into his S.Roundhouse after this as it will result in a nasty and powerful four-hit combo.

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Supers Combos

-----[Super Combo #3: Jyakouha: D,DF,F,D,DF,F+(?)K]-----

This is an excellent and also an extremely powerful air counter. This is similar to Dhalsim's Yoga Strike as Gen will grap the opponent with his feet and then stomp on the opponent. This doesn't have much priority all it really has is speed. But do not worry about the priority part because this thing travels very fast and can catch an airborne opponent most of the time. But moves like T.Hawk's Condor Dive or Cammy's Cannon Thrust Gen can be easily knocked out of the air by these. This is also easily comboed off his C.Short because it bounces the opponent into the air and is the perfect setup for this move.

-----[Super Combo #4: Kouga: D,DB,B,D,DB,B+(?)K(air)]-----

Boy this is an all around worthless move. This is sorta like the Maximum Spider except for the fact that it won't juggle the opponent or do extreme damage. Each hit though is very powerful but the opponent always or mostly blocks the second hit. This super cannot combo within itself but is good for a surprise attack against fireballers and missed supers or Dragon Punches alike. This will however drain the Guard Meter down extremely fast and can chip pretty nicely but Gen can be hit out of it as he bounces off the walls.

=====

Combos

Snake Combination

- 1. S.Jab --> Hyaku Renkou
- 2. J.Roundhouse \ / C.Forward --> Zanei
- 3. J.Roundhouse \ / S.Jab, S.Short, S.Forward, S.Roundhouse
- 4. J.Roundhouse \ / S.Jab, S.Short --> Geki-ro

Mantis Combination

- 1. J.Roundhouse, J.Roundhouse \ / S.Roundhouse  
The standing roundhouse should double hit into a mean and nasty four hit combo!
- 2. J.Roundhouse \ / C.Short --> Jyakouha  
The crouching short will knock the opponent into the air and is the perfect set up for the Jyakouha.

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Tactics

Well for Gen, what you want to do a lot is switch styles often, this really confuses the opponent as well, and it can be an advantage for Gen. Make sure you know how to use both styles well, because you don't want to turn the tides over to your opponent if you do not know the style well. Don't throw often though because Gen's throw range and priority is pitiful.

-----[Endings: Gen]-----

Gen defeats Akuma, however Akuma wants Gen to finish him off, Gen does not and Akuma lies back unconscious. Gen looks out to the sea and his wish of dying against a worthy opponent is lost, he is ill, but he does not want to die in any other way besides battle against a worthy opponent.

-----[Overall: Gen]-----

87/100

Gen is one heck of a character, his two unique styles of fighting actually makes him a two-in-one character! His priority on his attacks are excellent including the range and he has some rather effective supers as well. The problem with Gen is that his throw range and priority is very poor and also due to the fact that it's just too easy to switch styles can make the player really confused.

=====

Guy

A self protested ninja descendant he proves himself that he is one by defeating Sodom during Cody, Haggar, and Guy's reign against the Mad Gear Gang. He has trained hard over the years to this respect while balancing street smarts and ninjitsu to combine a nasty combination of strength and calculation. Now he finds a new evil to lurk down while constantly

reminding his defeated opponents that he is a ninja master.

-----[Hayagake: D,DF,F+K]-----

Well this is Guy's run and you can't pull off any normal attacks while in this stance and you cannot stop in the middle of it either, but hitting any other kick button will result in a different special move attack.

-----[Hayagake Cancel: D,DF,F+K, then SK]-----

Well as far as I can tell this has no attacking abilities whatsoever and guy will cancel out his run, but you must be quick about it because his run is rather fast. This can easily confuse an opponent if you know when to use it at the right time.

-----[Hayagake: Kage Sukui: D,DF,F+K, then FK]-----

A good surprise move that can easily tag opponents from screen distance and does a good amount of damage as well, the recovery time is excellent and you can also chip away at some life too, not to mention chipping away at the Guard Meter as well.

-----[Hayagake: Kubikari: D,DF,F+K, then RK]-----

This is Guy's crouch counter that pops out of nowhere when the opponent least expects it. This does a lot of damage but opponents see it coming way too often and the ability to combo it is non-existent. The recovery time is pretty good though and the priority of this move is pretty high.

-----[Bushin Senpū Kyaku: D,DB,B+K]-----

Well as far as I can tell this is Guy's only special anti-air attack. While being far from being the best anti-air attack the move has a lot of priority up close and does good damage while juggling the opponent in the air. The Roundhouse version basically misses all ground opponents but hits three times in the air, while the Forward version easily chains off his C.Forward. What Guy will do is do a Shatoken like Tatsumaki Senpū Kyaku except his version has basically completely vertical range while lacking a lot of horizontal range, also if Guy misses he will land back to the ground and be unable to block, so try to use this sparingly unless you are sure it will connect.

-----[Bushin Leap: D,DF,F+P]-----

Well this move has no attack whatsoever but if you hit the punch button again Guy will perform either of two moves. This looks like Guy's regular jump but with a smaller arc in which you can control and opponents can easily knock Guy out of the air.

-----[Bushin Elbow Drop: D,DF,F+P, then P]-----

After you have performed the Bushin Leap hit punch and Guy will do an Elbow Drop that does good damage and the recovery time on this is pretty

good since its so hard to counter. But I don't think this will hit crouching block opponents though.

-----[Bushin Izuna Drop: D,DF,F+P, then F+2P(up close)]-----

Well this has got to be one of the most intimidating moves Guy has. After you perform the Bushin Leap wait until you are close to your opponent and then hit F+P and Guy will suplex the heck out of the opponent doing alot of damage. Guy can also catch opponents out of the air as well. The only problem with this move is the timing, but if you give it a little practice you should easily pull it off.

-----[Hozanto: D,DB,B+P]-----

Well this move does do alot of damage and it can be comboed even though it has a bit of a start-up delay it can still surprise opponents. What Guy will do is spin a little on the ground and then suddenly pop up with an elbow, and I think this either goes through projectiles or under them, I'm not sure because I have done this several times and have sometimes gone through projectiles. The recovery time is practically non-existent as well.

-----[Overhead Elbow: F+SP]-----

Well this is Guy's crouch counter and like most crouch counters this has a bit of a start-up delay and it can't be comboed. This anti-crouch counter only hits once but that hit easily matches up to Ryu's two hits and it comes out faster than Ryu's as well. Try not to be too predictable with this even though it comes out fast because when Guy starts this move anybody can easily sweep him.

-----[Foot Slide: D+RK]-----

Well despite the fact that this involves a Roundhouse kick the damage done is practically worthless. This will leave Guy open to all sorts of opponents attacks if he misses, so I just wanted to mention to stay away from this move.

-----[Flip Kick: DF+RK]-----

A good attack that does decent damage and can also be used as an anti-air attack, but the priority of being an anti-air attack is fairly low. This can be used as a good surprise move and this will push Guy back leaving him safe to block incase he misses.

=====

### Super Combos

-----[Super Combo #1: Bushin Hassou Ken: D,DF,F,D,DF,F+(?)P]-----

This is an excellent anti-air attack because its unblockable. Despite this being an anti-air attack this has tremendous ground range and can catch most standing opponents from 1/3 screen distance! What Guy will do is perform an auto-juggle air combo that does alot of damage, but it will



not catch crouching opponents and if he misses he can easily be countered, so don't just pop this up out of nowhere and expect it to connect.

-----[Super Combo #2: Bushin Gou Rai Kyaku: D,DF,F,D,DF,F+(?)K]-----

Well if there was a cool super award, Guy would definately be a top contender. What Guy will do is come at the opponent with a series of attacks and ends the a thrust kick. This chips very nicely at the life guage and can bring down the Guard Meter real easily. This is also good for countering missed supers of Dragon Punches alike. Becareful when using this though, because right before Guy does that last kick he can be thrown out of the super, if the super is blocked though.

-----[Super Combo #3: Bushin Musourenka: F,DF,D,DB,B,F,DF,D,DB,B+P]-----

This is one of the sweetest looking supers in the game, while not nearly as flashy as the one found in Street Fighter Alpha 3, this super combo does a lot of damage and will have Guy do a 10 hit combo on the opponent in pitch black, however you can see the hit marks on the screen while this super connects. The range on this super however is ever lacking and you will need to be in throw range, and have three levels of super to connect with it though.

=====

#### Combos

1. S.Strong --> Bushin Senpuu Kyaku

2. J.Roundhouse \ / C.Forward --> Bushin Senpuu Kyaku

Basically with this combo you must cancel after the first hit of the low forward, otherwise your Bushin Senpuu Kyaku will not connect.

3. S.Short, S.Jab, S.Strong, S.Fierce --> Anything

This is one of the sweetest combos in the game, it allows Guy to chain in a lot of his special attacks, while not all of his special attacks, you can still do a lot with this combo.

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#### Tactics

Well for Guy, what I usually do is go on offense, this is key to winning battles because Guy is a purely offensive character. He has some very effective supers in the game, no scratch that he has the MOST effective supers in the game. Catching an opponent with his Bushin Hassoken is a snap, but don't overuse it. Use a lot of throws as well because of Guy's throw range.

-----[Endings: Guy]-----

Guy has finally realized his inner power, an abstract feeling that cannot be described by diction or realized by human emotion, it is the inner secret in which Guy has found for himself. Master Zekuu comes along and tells Guy that he has remained in full potential of his power and tells Guy that Bushin is only a name, and that a fighting style is something

created. They fight each other, not because they hate each other (obviously they do not hate each other) but because they fight worthy opponents. May the best man win...

-----[Overall: Guy]-----

84/100

Guy is just an amazing combo character, he is tied with Gen as being one of the best combo characters in the game. He his very quick and has good throw range on the ground and has super effective super combos. His ability to connect with the Bushin Hassoken is just phenominal and he can also bounce off walls as well. However defense is his weakpoint and he will have to come close to the opponent to be an effective player, and some of his attacks have weak priority and leaves him in a bad position, be careful when using him!

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Ken

Ken is the most profested street fighter of his kind. As a small child Ken was an obnoxious little boy and would often get into small quarrels with other kids his age and would often disobeyhis parents. His parents then decided to send him over to Japan where Ken would learn discipline and self respect for not only himself, but also for respect for others as well. It was then that Ken had spent nearly 15 years training under the guidance of Goutetsu and that he was becoming a bright fighter, but Goutetsu never thought of Ken of becoming the grace warrior that he is today. With his mastery of the Hiryufist, he put a dumbfounded reaction on master Goutetsu and Ryu. And may I add it was also the same place as Ryu and Ken became best friends and training partners.

-----[Hadouken: D,DF,F+P]-----

Just like Ryu's fireball but not as fast. Use this whenever your far away from the opponent and use it just when they get up so you can chip that extra bit of life. Just watch out when opponents jump over this projectile and come in for an attack which makes Ken vulnerable. Try to use this often in an effective two-in-one like those old Street Fighter 2 days.

-----[Shoryuken: F,D,DF+P]-----

The best anti-air attack in the game! This Dragon punch is very powerful as it hits multiple times doing good damage as well as block damage. He has less recovery time than that of anyone else's anti-air attack. The recovery time is worst than Ryu's Shouryuken though, and the fierce version of the Shouryuken will light the opponent on fire and this is quite deadly when you put it in combos.

-----[Tatsumaki Senpoo Kyaku: D,DB,B+K]-----

The infamous hurricane kick that hits multiple times doing good block and chip damage. But make sure all the hits connect because one hit does very little damage and you will need multiple hits to see the best results.

-----[Axe Kick: F+FK]-----

Ken's crouch counter that has a start up delay and can be seen miles away. Just use it on people who constantly block low and when opponents just get up from a knockdown. This thing will get predictable after a while.

-----[Ground Roll: D,DB,B+P]-----

Well not much for this move though. You can roll through opponents with this move which is good for crossing up opponents but the roll is rather slow and doesn't really have much distance. This has no offensive purpose whatsoever and Ken can be knocked down from it.

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Supers Combos

-----[Shoryuu Reppa: D,DF,F,D,DF,F+(?)P]-----

One of the best supers in the game. This will beat anything out during start-up and I mean anything! He is practically invincible during start-up as he rushes towards the opponent with multiple Dragon Punches. After the first dragon pucn he is vulnerable to some attacks.

-----[Shinryuken: D,DF,F,D,DF,F+(?)K]-----

The Shinryuken in this game does a lot of damage, it comes out just as quick as the Shinryuken and it does a lot of block damage as well. This can be used as an anti-air attack, but not all the hits will connect since this will juggle the opponent, this super combo also has more range than it looks, and it will vacuum in the opponent. Just don't miss with the Shinryuken though because it has very bad recovery time and Ken is liable to a counter attack as he falls down.

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Super Combos

- 1. C.Short --> Hadouken
- 2. C.Fierce --> Shoryuken
- 3. J.Fierce \ / S.Strong --> Hadouken
- 4. S.FWD.Forward, C.Forward --> Shinryuken  
 Yep, that's right he can combo in his anti-crouch counter, cancel quickly for the best effect.

-----  
Tactics

Well for Ken playing either offense or defense is good, Ken is strong at both points in the game. Often Ken will win out most battles with his

speed, and his projectile is a nice way of keeping his opponent at bay. Block and use counters against another Ken because the CPU Ken has a tendency to use a jab Shoryuken, a Strong Shoryuken, and then a Fierce Shoryuken in that consecutive order.

-----[Endings: Ken]-----

Ken finds that Ryu was not of himself as of late and thinks it might have been that fight with Sagat that had messed him up. Ken doesn't think Ryu was up to his fighting spirit and gives something to Ryu to remember him by so that the next time they fight, it will be on equal grounds with both Ken and Ryu fighting up to their standards.

-----[Overall: Ken]-----

88/100

Ken is just simply an amazing combo character, his ability to chain hit after hit is truly amazing. His priority is overwhelming and his offense and defense is top notch. The range on his attacks are good and his throw range is excellent. However his special attacks and all of his super combos leave him open to attack when he misses, and his air throw range and priority both suck.

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#### M. Bison

The evil ruler of the infamous Shadowloo organization has never stopped from wanting more power. Once part of a psychic organization he split apart from the group because they weren't even near power hungry as Bison was. But the only way Bison can get stronger is if he fights and then drains the opponents power, but far too many of his men were cowards to face up against his wrath. This had disappointed Bison but he has heard of a street fighter named Ryu, who narrowly defeated Sagat who was which was Bison's right hand man. This had impressed Bison and now he seeks the eternal challenger for power.

-----[Psycho Shot: B(charge 2 sec.)F+P]-----

This is basically Bison's projectile but its one of the worst projectiles in the game despite the fact that it goes screen distance. This fireball moves slow and has a bit of a start-up delay and a long recovery delay. Unless your trying to chip your opponent to death I suggest you try to stay away from this move.

-----[Double Knee Press: B(charge 2 sec.)F+K]-----

This is basically Bison's offensive move. It has good range and does good damage and comes out quite quick and quick enough to be comboed as well. This hits twice and will knock the opponent down and can easily hack away at the guard meter. But if Bison misses he will be left open to attack.

-----[Head Press: D(charge 2 sec.)U+K]-----

This is a good surprise move because its Bison's anti-crouch counter

except it really isn't all that effective because it takes him quite a bit of time to connect since he launches himself in the air. But it comes out quick and does alot of damage.

-----[Psycho Fist: Head Stomp, F+P]-----

This is a follow up move from Bison's head stomp and it cannot be comboed but it can be pretty confusing since it looks like he jumps away and then he suddenly comes in at you, this is also a crouch counter but Bison can just stear the other direction if he does not want the chance of getting hit.

-----[Somersault Skull Diver: D(charge 2 sec.)U+P]-----

This practically looks the same as his Psycho fist but instead Bison flies over the opponent and comes down in a little arc. This is not a combo tactic but more of a surpries move because sometimes the opponent blocks the wrong way. But it can also be countered by anti-air attacks because this does not have the greatest priority.

-----[Bison Warp: F,D,DF or B,D,DB+3K or 3P]-----

This is Bison's teleport move and it can be useful because it takes him out of sticky situations. He will either move far or close behind or in front of the opponent, so get to know each location well to mess up your opponent. On the plus side of this move, its nowhere near as noticeable as Akuma's or Evil Ryu's, its pretty much unpredicatable as to where M.Bison would land, the punch makes him go across the screen while the kicks can make M.Bison land in the middle of the screen.

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### Supers Combos

-----[Super combo #1: Psycho Crusher: B(charge 2 sec.)F,B,F+(?)P]-----

Well throw away his old Psycho Crusher and give him a spanking brand new super. This super does a lot of damage and will do good block damage as well. However unlike Cammy's Psycho Streak, M.Bison WILL NOT absorb projectiles from this move because I have tried. Use this as a counter against missed supers or missed special attacks and so on, at the early frames of animation this will out prioritize anything your opponent tries to throw at you.

-----[Super Combo #2: Knee Press Nightmare: B(charge 2 sec.)F,B,F+(?)K]-----

This super is still a very effective super, it does a lot of block damage and it can combo in easily as well as do good normal damage. The problem with this move is that it doesn't do as much damage as you would like it to, and his level 3 version will leave him open to attack.

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### Combos

1. C.Fierce --> Psycho Shot

2. J.Roundhouse \ / C.Forward --> Psycho Crusher/Double Knee Press

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Tactics

Well for M.Bison what I meanly try to do is do a lot of teleportations around the place to confuse my opponent. Use your Somersault Skull Diver and related moves to fool around with your opponent's mind. You may want to throw often as well because M.Bison has excellent throw range and priority.

-----[Endings: M.Bison]-----

M.Bison finally defeats Ryu and takes him back to Shadowloo headquarters where Ryu is restrained in some sort of electric chair. However M.Bison plans to feul Ryu's untapped energies to will it into M.Bison's own energy so that be may become all powerful, but something won't give. The machine that holds Ryu is not as strong as Ryu's will, Ryu continues to resist. The powers that M.Bison wants to give to Ryu are not working, Ryu's Shatoken and Akuma sides are battling each other within, if the two sides do not balance each other Ryu can die, and the machine is only feuling it. Can Ryu survive?

-----[Overall: M.Bison]-----

80/100

Well Bison in this game is well known for his massive throw range and priority, he has excellent priority on his attacks as well. His supers are rather effective and they can connect against an opponent 80% of the time. However when it comes to defense, M.Bison is just a total loser and his combo ability sucks as well, not to mention the fact that 90% of the players that use M.Bison teleport by accident and even if they do they don't even know where M.Bison lands, so practice is the key with M.Bison.

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Rolento

A former member of the Mad Gear Gang left the organization after the defeat of Sodom and the death of their head leader Belgar. He now wants to start not but his own gang but his own nation as he craves more Soviet Power. But to do that he needs the finest members possible and who other to turn to than Sodom, but Sodom wilngly refused as Rolento challenged him to a fight and if Sodom would lose then he would join his rising army. But Sodom won easily as he now called it quits joining the new gang. Rolento wasn't going to stop with a minor loss and now he finds fights those he seems worthy to join his army.

-----[Patriot Circle: D,DF,F+P(then repeat x3)]-----

A good attack that should only be used up close. This move will do alot of chipping damage as Rolento spins his staff around. You can repeat this move up to three times in a row for a total of 11 hits. This move does alot of damage if it connects as it will knock the opponent down if the move is repeated three times in a row. If its block it totally

uncounterable since the fact that it pushes the opponent back, but if he does not connect with this the opponent has loads of time to attack.

-----[Stinger: F,D,DF+K then K]-----

Well this is Rolento's projectile but he can not win fireball fights with this move because it has a huge start up delay and also that the fact that his knife can be knocked away with a simple punch or kick. What Rolento will do is jump up into the air and hold out his knife, but you must hit kick button again to throw the knife. The one key advantage is that he can aim it at practically any angle he wants because he can throw the knife anytime he wants as long as he is in the air. Each kick button used at the start of this move will make Rolento throw it at a different angle. However if it does connect it will do alot of damage and can sometimes be considered as the strongest projectile in the game. He can be knocked out of it on the way up and also if he comes down and misses with the knife, he is left open for an attack.

-----[Mekong Delta Air Raid: D,DB,B+P then P]-----

This is both a surprise attack and an escape tactic. What Rolento will do is jump backwards and put himself a good distance away from the opponent. If Rolento performs this move and he presses the punch button again he will automatically flip towards his opponent with a quick staff attack that does good damage and practically no recovery time afterwards making it a safe attack.

-----[Mekong Delta Escape: D,DB,B+K]-----

This is an extremely excellent escape tactic because Rolento can put himself a great distance between him and the opponent, if you move either back or forth you can control where Rolento lands. Also Rolento has basically no recovery time from using this move but he cannot attack either and can be attacked while he is in the air.

-----[Mekong Delta Attack: 3P then P]-----

This is also another one of Rolento's escape and attack tactics. What Rolento will do is flip backwards sorta like Vega putting a good distance between the opponent and him, but however he is not invincible while doing this move. Then press any punch button, but after he has finished the flip and Rolento will roll towards his opponent with a quick attack and then bounce off hs opponent. This has almost no recovery time and the opponent must be close to you to counter effectively.

-----[Super Jump: D,U/UB]-----

Well he can't fly off the screen like in the crossover series but this is higher than your average jump. What Rolento will do is do a high somersault into the air either over his opponents head or to the wall behind him. This can be very useful for getting you of corner trap situations.

-----[Delta Strike: D+FK(air) or F+FK]-----

What Rolento will do is balance himself on his staff while on the ground and if he does this in the air he will come in with a similar looking attack that has good priority. On the ground if you hold down the Forward Kick button he will remain balanced on his staff for quite sometime, while he does this he cannot be hit low, sometimes confusing the opponent but overall a good underrated move.

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Supers Combos

-----[Super Combo #1: Minesweeper: D,DB,B,D,DB,B+(?)P]-----

This super causes tremendous damage if it connects but it cannot be comboed and has huge start up delay due to the fact that Rolento rolls before he lets out the grenades. This will drag the opponent towards Rolento if it connects but he cannot attack the opponent while they are in the air, this also sets Rolento a good distance away from his opponent, but this does only a pixel of block damage and can't even push down the Guard Meter much.

-----[Take No Prisoners: D,DF,F,D,DF,F+(?)K]-----

Well this isn't the best of supers and its also one of the corniest looking supers in the game. This move cannot be comboed and but travels extremely quick and often connects because it catches opponents by surprise. However you can only block this move low and this is one of the strongest supers in the game as a little blade of some sort glides across the floor very slowly and if it connects the opponent is lifted into the air as he is hung by one of Rolento's men and then dropped. Not very much range either.

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Combos

1. J.Roundhouse \ / S.Strong --> Patriot Circle
2. Heck, I'll be darned if I know anymore combos for Rolento.

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Tactics

Well for Rolento, what you really want to do is play a strategy game, which is pretty coincidental because Rolento is no combo character but he relies solely on strategy to get him through. Have Rolento use a series of Mekong Delta maneuvers against the opponent, super jump a lot and fool around with your opponent. Just make sure that you are not fooled by Rolento's attacks yourself, otherwise you will become fooled yourself and thus losing the match.

-----[Endings: Rolento]-----

Rolento rises above from a flag behind him, he realizes that all of the politics and government is not suitable for him and he will need to build a powerful army. The scene heads back to Metro City and Haggar gets notice that someone is terrorizing the city, its none of than



Rolento. The television is turned on and Rolento's rampage is ever rampant. (note that this ending is pretty funny, mainly at the end of the ending!)

-----[Overall: Rolento]-----

78/100

Rolento has excellent range on his attacks, the wooden stick that he carries around is an excellent way to attack opponents from afar and a lot of times his attacks do multiple hits because he spins the wooden stick around. He has pretty effective supers and can play mind games with your opponent, however he sucks at defense and his overall combo ability is dwarfed by that of Zangief's. While his Patriot Circle does insane block damage, it will leave him open if he misses with the attack.

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Rose

Rose, a member of an elite psychic club has always believed that those who abuses the Psychic power will be punished. Major Bison, formerly a member of this club abandoned it when he had gained all the psycho power he needed to take control of the world. Rose is after Bison as she will settle the score with him as she will capture him and bring Bison back to the society to cleanse his mind and rid him of all psycho power for good. Rose, a good-hearted young women only seeks what is right and wrong and apparently she seeks to end Major Bison's rain of psycho terror.

-----[Soul Spark: B,DB,D,DF,F+P]-----

Basically the same as all other projectiles. Use this when your far away and use it when opponents are just getting up. Don't use this up close cause otherwise opponents will jump over this and attack you from above. The recovery time is horrible like all fireballs.

-----[Soul Reflect: D,DB,B+P]-----

Jab- Absorbs fireball and quickly refills SC meter.  
Strong- Reflects opponent's projectile  
Fierce- Reflects opponent's projectile upwards

This is overall one of the best moves in the game. When your close to an opponent the opponent will have an extremely slim chance at blocking if they throw a projectile and Rose uses her Soul Reflect. But when she reflects her opponents' projectiles they hit the opponent but at half the damage that the projectile would normally do. Her Jab Soul Reflect is an excellent way to quickly gain your Super meter, her Fierce version can also be used as an anti-air attack because sometimes opponents tend to throw a fireball from a distance then come in and jump in at you, incase you suspect it use the fierce version because its practically uncounterable! I don't think you can reflect super fireballs though.

-----[Soul Spiral: D,DF,F+K]-----

An excellent move to use when your opponent is low on energy. This hits multiple times and does good damage and is also an excellent chipper. Although this has a start up delay it can still be comboed in an

effective two-in-one. The recovery time is horrible so don't use it too often.

-----[Soul Throw: F,D,DF+P]-----

Her anti-air attack move that takes off way too much damage! Its just as strong as most characters' level 1 supers! This comes out extremely fast an will catch jumping opponents napping. This however will not hit opponents on the ground just like Zangief's Aerial Russian Drop. She has horrible recovery time from this like all standard anti-air attack moves.

-----[Arc Stance: F+RK]-----

Well this move is a little odd, and I'm not sure what purpose it has here. This is Rose's kick from SFA2 that has her arc forward a little giving it good range as she hits the opponent with one foot and balancing on the other. This is also a very quick attack and it liable to trade hits with fireballs.

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### Supers Combos

-----[Aura Soul Spark:D,DB,B,D,DB,B+(?)P]-----

Her fireball super goes extremely fast as it will eat other projectiles that are weaker than it. But each projectile it eats it gets weaker. Try to use this up close and it is comboable in an effective two-in-one combo.

-----[Aura Soul Throw:D,DF,F,D,DF,F+(?)P]-----

Her level 1 super is her Aura Throw which is just a bit stronger than her Soul Throw. While Level 2 and Level 3 are purely for ground combos. On these levels she will move an attack in awkward fashion as she does a flipkick and a bunch of other attacks and ends the combo with a Soul Spark on level 2 and on level 3 she ends the combo with a Aura Throw. This super is good for punishing mistakes.

-----[Soul Illusion: D,DF,F,D,DF,F+(?)K]-----

Ouch! The Alpha version of Wolverine's Berserker Rage! This is even more deadlier than Wolverine's Berserker Rage because Rose will have multiple images appear behind her as she pummels the opponent. Say you throw one jab, that one hit you do can do as much damage as two fierces! She hits multiple times each hit dealing a ton of damage. Don't use a C.Roundhouse when your doing this because the C.Roundhouse will not hit multiple times and the opponent can immediately block after they get up and she cannot chip any life away with her regular attacks. Did I mention this can easily double or even triple the damage of her supers! Well it can and that's why I think its so cheap. The more levels you use the longer she goes into the effect, but three level 1's last significantly longer than a single level 3.

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## Combos

1. S.Fierce --> Soul Spark  
Make sure you are close to your opponent when the fierce comes out, otherwise you will not be able to cancel in time.
2. J.D.Fierce \ / S.Fierce --> Soul Illusion --> Aura Soul Throw(level 2/3)  
This is one of the sweetest combos to ever grace videogaming! It doesn't really take long to master but it looks cool as heck!
3. Soul Illusion / \ J.Fierce \ / S.Fierce --> Aura Soul Throw(level 2/3)  
Well this combo is similar to that one above except for the fact that you can score more hits this way.

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Tactics

Well for Rose, playing keep away isn't exactly the best way to win with Rose. You can still play keep away though, but your best bet is to combo your your opponent, your jumping fierce will provide all the priority that you need. Use your Soul Illusion at times, you can get a lot of damage out with this. Counter your opponent's attacks with your own supers or special attacks. Go totally offensive against your opponents who tend to play a throwing game because Rose's throw range and priority is superior to that of most opponents, besides Sodom and Zangief.

-----[Endings: Rose]-----

Rose finally defeats M.Bison, she takes a relaxing shower in her own house and is relieved that the threat of M.Bison is finally over. The next scene takes place in her sorta 'crystal ball' type of room as she looks at her tarrot cards, however she realizes that one of the cards spells misfortune as the threat of M.Bison is not over. She is motionless with fear as the ending fades off...

-----[Overall: Rose]-----

86/100

Rose is an excellent character to use, she has excellent combo ability and very good range on her throws that are unrivaled(with the exception of Sodom and Zangief of course). Her attacks have a lot of range and her supers are literally super effective, but while she has her Soul Throw to counter airborne opponents, an airborne opponent who is attacking is likely to counter her attacks rather easily. You may want to watch for that. And also avoid missing with her supers, she doesn't reover to well from them depending on which level of super you use.

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Ryu

He is known as one of the proudest and most hard trained street fighter in all the years he has started fighting. Under the guidance of Goutetsu he was taken in as a small boy, an orphan for that matter, and he was trained by Goutetsu. Ryu believes that through mastery of the fireball (Hadouken, or 'Great Surge Fist') is key to becoming the true warrior he dearly wants to perfect. With great sacronage and knowledge of the

Shatoken arts, Ryu can become one of the greatest fighters ever, but he knows himself that he is not even close at his full potential, a potential so powerful that even M.Bison himself wants. Ryu's main opponents include Sagat, Ken, and Akuma. All three of these warriors are what Ryu is today, Sagat represents the honor, Akuma represents the dark side found in Ryu, and Ken represents Ryu's will and enthusiasm to fight. Mix these three in and you've got a serious fighter, it was a few years ago that Ryu had met Sagat in the fields of Austrailia. A fierce battle was raging between Sagat and Ryu, both are seriously injured from the fight but both keep going, Sagat dodges a Tatsumaki Senpuu Kyaku and body slams Ryu down to the grown hard, as Sagat thinks he has Ryu pinned he slowly goes for the finish thinking he has won the fight already, however his egoism proves Sagat's defeat as when Sagat goes over to finish Ryu, Ryu emerges from the floor in which he was taken down and gives Sagat a powerful Shouryuken that echoes through the fields of Austrailia as the thunder remains silent as compared to the fight between Sagat and Ryu. A Shouryuken so powerful that hit rips through Sagat's chest, leaving a physical scar, but not even nearly as great as the mental scar left in Sagat. Ryu always seeks a new challenge and when the time comes, there will be one warrior that is strong enough to stand up to Ryu's true potential.

-----[Hadouken: D,DF,F+P]-----

The basic fireball that dates all the way to Street Fighter in 1987 that's still a hit today. Use this often when your away from your opponent of in combos. Don't try to use this up close because opponents will usually jump over this and attack you while you are still in stun animation.

-----[Shoryuken: F,D,DF+P]-----

The basic anti-air attack that is a great defender against air-borne opponents. This is a strong attack that can be used in combos but if he misses he will be left open to attack on the way down. This move does serious damage and the jab version cannot be air blocked,

-----[Tatsumaki Senku Kyaku: D,DB,B+K]-----

Ryu veers off as he lifts off the ground while spinning one leg in a helicopter motion and any opponent who gets hit will suffer moderate damage. This move only hits once but that one hit can equal the damage done by Ken's 5 hit or Akuma's 3 hit hurricane. This is basically a safe move to use but don't use the roundhouse version from a distance or opponents will throw projectiles to counter and also don't use it against opponents who are ducking because Ryu can be hit by a regular anti-air attack like Ken's C.Fierce.

-----[Hop Kick: F+MK]-----

Basically a short kick that is overlooked. This kick comes out quite fast and also goes over low attacks and has practically no recovery delay afterwards. This can also go into his Shin Shoryuken might I add.

-----[Overhead Crouch Counter: F+MP]-----

Don't use this too often because it has a long start up delay. Use this when opponents have nothing to do but crouch block all day. I would use this just as the opponent is coming up so they can't counter it (only by Alpha counters of course) if they block low and it is only blockable high.

-----[Shakunetsu Hadouken: D,DF,F+P(up close)]-----

This projectile is Ryu's old Shakunetsu Hadouken from Super Street Fighter 2, however it requires the same motion as his regular Hadouken but you must be close to your opponent, and your opponent will light on fire if you connect with it. It has the same uses, and you do extra damage with it.

-----[Fireball Fake: D,DF,F+Select]-----

I see no purpose in this move actually. He still recovers from this so I don't know what Capcom was thinking when they put this here. Just stay away from this move because this does no damage whatsoever.

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#### Supers Combos

-----[Super Combo #1: Shinkuu Hadouken: D,DF,F,D,DF,F+(?)P]-----

The super projectile move created by Ryu in Super street Fighter 2 Turbo. It does good damage and will combo in rather easily and does excellent block damage. It will juggle the opponent for the first few hits, but after that the rest of the Shinkuu Hadouken is wasted. Like all projectiles in the game (including super versions of them) the closer you are to the opponent the more damage that you will do. The recovery time on this move is not too bad and its certainly longer than his regular Hadouken.

-----[Super Combo # 2: Shinkuu Tatsumaki Senpu Kyaku: D,DB,B,D,DB,B+(?)K]-----

The hyper version of his hurricane kick goes as he pummels the opponent back and forth. This has absolutely no horizontal range whatsoever unless you are near the opponent. This move does insane block damage and also a lot of regular damage, its comboable and can juggle an opponent. However when it juggles the opponent, it only does a few hits and that's it, the rest of your super is completely wasted! Also if Ryu does not connect with this, not even towards a blocking opponent, then he can be seriously countered, possibly by a projectile super like a Messatsu Gou Hado.

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#### Combos

1. C.Fierce --> Hadouken
2. J.Fierce \ / C.Forward --> Tatsumaki Senpu Kyaku
3. J.Roundhouse \ / C.Strong --> Shinkuu Tatsumaki Senpu Kyaku

Cancel quickly for this combo, it won't work if you are late canceling.

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Tactics

Well there are plenty of different tactics for Ryu. What you mainly want to do for Ryu is jump in towards your opponent and combo them. You can keep the fireball pressure against your opponent as well, but be warned that the Hadouken/Dragon pattern is not even a fraction as effective as it was in the old Street Fighter games. Ryu's throw range has been weakened as well, so you may want to watch for that.

-----[Endings: Ryu]-----

Ryu defeats Akuma, but it was a weakened Akuma. Akuma's island sinks and tells Ryu to find his full inner strength, and when he does they shall meet again(he is referring to Evil Ryu, the ending can be found in Street Fighter Alpha 3). The island sinks and all that is left is the feeling of Akuma's evil presense, in which Ryu can sense. He drifts alone in the water as the ending fades off...

-----[Overall: Ryu]-----

97/100

Ryu is just one of the best characters in the game, his ability to combo is just amazing and his overall defensive and offensive skills are without equal. He has good throw range and priority on the ground and in the air, and he has excellent priority and range on his regular attacks. I find very little disadvantages in him, except for the fact that his Hadouken is very slow compared to the previous SF games and the fact that he has more recovery time on his Shinkuu Hadouken than in the last game.

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Sagat

Scarred by the fierce battle with Ryu emotionally, he feels as though he had let Ryu go off. But he himself knows that Ryu is a much more powerful warrior than the Ryu he fought in the fields of Australia a few years ago. The giant scar on his chest is nothing compared to the emotional scar left in his mind, he wants yet another challenge to fight Ryu again and this time he trains harder than ever, hopefully he has trained enough to fight Ryu again.

-----[Tiger Shot: D,DF,F+P]-----

One of the most feared projectiles in the game. This projectile is extremely fast and can easily counter missed supers. But sometimes opponents will duck under this because all opponents can duck under this and can avoid chip damage, but its very hard to jump over but if you like to use it on turtlers you can try the...

-----[Low Tiger Shot: D,DF,F+K]-----

...Low tiger Shot. This projectile goes at the same speed as his regular

Tiger Shot. It still does the same amount of damage and block damage, but the use for this move is that it can hit low opponents who are blocking low, the only problem with this move is, is that opponents can easily jump over this and counter from above, mix and match to confuse against the opponent.

-----[Tiger Blow: F,D,DF+P]-----

This move is just one of the coolest anti-air attacks in the game, it does a lot of damage and it hits multiple times dealing good block damage as well. The Jab does only 3 hits, the strong 5 hits, and the fierce version does 7 hits total. This serves as a good anti-air attack, but its not as dominating as the Shoryuken or Gou Shouryuken, don't miss with the Tiger Blow either because Sagat can be counter attacked when he lands.

-----[Tiger Knee: F,D,DF+K]-----

A great anti-air move that does good damage and leaves him extremely safe to block. One of the more better anti-air attacks in the game, but this one has alot more horizontal range than his Tiger Flow though.

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#### Supers Combos

-----[Super Combo #1: Tiger Cannon: D,DF,F,D,DF,F+(?)P]-----

A souped up version of his Tiger Shot, but it has one major flaw, he uses the high version, so opponents can easily duck under this one and easily escape block damage. Never rely on this super to pull you out a victory. Also this will juggle the opponent for a few hits, but never the full monty, so save it for combos on the ground.

-----[Super Combo #2: Tiger Genocide: D,DF,F,D,DF,F+(?)K]-----

I simply love this super! Its too special moves combined in one to deal out monstrous pain to your opponent. First Sagat comes at you with a Tiger Knee the a Tiger Flow, it looks even cooler on Level 3 because it's sorta like the Tiger Knee and Shoryuu Reppa rolled into one, Tiger style! Sagat exclaims "Tiger Genocide!" as he pummels the opponent, on level three this thing does alot of block damage, so hit them with only a few energy left on your opponents gauge.

-----[Super Combo #3: Tiger Raid: D,DB,B,D,DB,B+(?)K]-----

Sagat veers up as he unleashes a lighting fast jump kick and flys towards the opponent dealing a good amount of hits. Even on level one this thing does alot of block damage and Sagat has practically no recovery delay! Use this whenever you can because opponents are not fast enough to escape this! Watch when using this, never use this against an airborne opponent because you will only get one hit out of it, and the rest of your super combo is wasted!

-----[Super Combo #4: Angry Rage: D,DF,F+Select]-----

With this super, your Tiger Blow becomes much more powerful. However if you miss with it once, you will have to start is up again.

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### Combos

1. S.Strong --> Tiger Blow
2. J.Fierce \ / C.Forward --> Tiger Shot/Low Tiger Shot/Tiger Cannon
3. J.Roundhouse \ / S.Roundhouse --> Tiger Raid/Tiger Genocide  
Basically calcel after the first hit, I've only gotten this combo to work on Zangief, Sodom, and another Sagat though.

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### ----- Tactics

Well for Sagat the best possible strategy that I use a lot since Super Street Fighter 2 Turbo is confusing your opponent with Low and High Tiger shots, mix andmatch its all good, but this is key tokeeping your opponent at bay. Sagat's defense is pretty good, so what you may want to do is block and counter.

-----[Endings: Sagat]-----

Sagat finally defeats Ryu, however he feels as though his skills are not up to par with his standards. He knows that Ryu just gave him the victory he stares around then he wishes to leave M.Bison's airship so that he may become stronger. He bursts out of a waterfall with a Tiger Blow and yet he still trains in fustration. Sagat is a powerful warrior, hopefully one day he can become a true champion!

-----[Overall: Sagat]-----

82/100

Sagat is one of the more powerful characters in the game, his combo ability is superb and he has alot of range on his attacks and very effective supers. He has superiorly fast projectile speed along with good throw range, however his projectiles can be dodged rather easily and a lot of his kicks up close tends to miss a smaller opponent, thus making things more difficult. Sagat is not very agile in the air though and his throw range is pretty much down the drain in the air.

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Sakura

An obnoxious school girl who loves to get into a fight. It wasn't always like this though, before you would be like a good school girl and do her studies get good grades and so on. That all stopped until she heard of Ryu a person with keen fighting skills and has high respect for his opponents regardless whether they win or lose. That is when she decided she would become a Shatokener herself by studying the moves of Shatoken and perfecting them on her own rights, that is why her style seems so awkward. She would kill for the chance to meet Ryu(not literally of



course) and get a chance to fight him and have him instruct her about the fighting Style Shatoken. Now she hopes that her training will top Ryu and hopefully that he can become her master.

-----[Hadouken: D,DF,F+P (opt.)then P rapidly]-----

Well her projectile is pretty good but make sure you don't keep pressing the button afterwards because she will charge for her bigger fireball and it will take alot more time to bring out and it will have considerably less range but it will do more damage but its not too much more because the extra damage is barely noticable. Like all fireballers she has some recovery time after she has thrown it so watch out.

-----[Shououken: F,D,DF+P]-----

Well this isn't exactly the best anti-air attack because she will glide across the floor before she actually goes into the Dragon Punch motion, but her Jab version is excellent for anti-air attacks. This can hit up to six times by itself and is highly comboable and does a good amount of chip damage as well as normal damage but if she misses she will fall back down unable to block.

-----[Shunpoo Kyaku: D,DB,B+K]-----

Well unlike the Tatsumaki Senpoo Kyaku this goes in sorta of an awkward arc but the short version barely goes the distance while the Roundhouse version goes full screen in a 180 degree arc. This is barely comboable despite the fact that it has practically no start up delay so I guess the fact is that Sakura doesn't really have any attacks that will stun the opponent long enough for this move to connect. But if she misses she will be free to safely block because this move practically has no recovery time afterwards.

-----[Sakura Otoshi: F,D,DF+K then P]-----

This move is a bit odd, personally I don't even know what this is suppose to do, it has huge start up delay and you can't even combo it in, even if it does connect it does pitiful damage as it will only hit once. But then again I guess it fits her funky Shatoken like style.

-----[Overhead Swing Axe Kick: F+FK]-----

Basically this is her anti-crouch counter but it has a bit of a start up delay making it uncomboable. But it can be used often just as the opponent just gets up from a knockdown so they have no chance of countering it unless they decide to waste a super and use an Alpha Counter.

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### Supers

-----[Super Combo #1: Shinkuu Hadouken: D,DF,F,D,DF,F+(?)P]-----

Just like Ryu's Shinkuu Hadouken, it comes out pretty fast, is highly comboable, and does a good amount of damage. She can not continuously hit the punch button for a bigger fireball to come out though and this also has recovery time just like all other fireball supers. This move has a bit of a start up delay though, but it will still combo, however it gets very weak the farther it goes, make sure you use it up close, it also does good block damage as well.

-----[Super Combo #2 Haru Ichiban: D,DB,B,D,DB,B+(?)K]-----

A wicked funky ground based Tatsumaki Senpoo Kyaku kick that has Sakura spinning on the ground and coming fast towards her opponent hitting multiple times and causing good damage and a ton of chipping damage. This is an excellent super against missed supers or Dragon Punches alike even if the opponent is a half-screen distance away. USe this whenever you can because it is extremely comboable and has basically no recovery time.

-----[Super Combo #3: Midare Zakura: D,DF,F,D,DF,F+(?)K]-----

This is one of Sakura's most effective supers in the game, it does a lot of damage and will go through projectiles at start up. This move also does a lot of block damage and has quite a bit of range, even if you catch the opponent out of the air it will still juggle them, but only the tip of each Shououken will connect, thus weakening the super serverely. Watch for the recover time on this move, its sucks and when she falls back to the ground she is liable to a counter attack.

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#### Combos

1. S.Short --> Hadouken
2. S.Strong --> Shunpoo Kyaku
3. J.Roundhouse \ / S.Strong --> Shunpoo Kyaku
4. J.Fierce \ / S.Short, S.Jab --> Midare Zakura

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#### ----- Tactics

Well for Sakura playing offensively is key for her victory, she has excellent potential offensive skills and has good throw range as well as decent throw priority. Just avoid playing defensively with her, she really can't do much against jumping opponents as her Shououken is a bit awkward to use and her crouching fierce comes out too slowly.

-----[Endings: Sakura]-----

Sakura finally defeats Ryu, she asks Ryu if he would become her teacher but Ryu knows himself that he cannot train her because he has not fully trained himself. Just as he is about to leave, Sakura wants to get a picture of him, she does and the next day when she goes to school her friend asks of Ryu, Sakura shows her the friend the picture, but then

suddenly the school bell rings and they must hurry before they are late to class!(also the funky Sakura theme plays at this time)

-----[Overall: Sakura]-----

83/100

Sakura is an excellent combo character and also an excellent custom combo character, she is one of the better characters in the game as her offensive skills are basically top notch. However her defensive skills aren't too good and smart opponents can take advantage of this and she is a bit slow for a character her size and missing with attacks and recovering quickly are simply not her specialty because the majority of her attacks can be over powered by other jumping attacks from the opponent.

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Shin Akuma

NOTE: Unless Shin Akuma's story is completely different from Akuma's story, Shin Akuma's background is basically the same as Akuma's background because they are basically both the same character.

Akuma is known as the demon warrior, he lives off the evil intent and decimates his opponents with a single stroke of the Shun Goku Satsu. The Shun Goku Satsu was released in the hands of Akuma when his master Goutetsu would not teach him the fatal art of the Shatoken. Ignoring the warnings brought by his sensai, Akuma sealed his fate and performed the Shun Goku Satsu on his master Goutetsu after a long and hard fought battle by both Akuma and Goutetsu. Akuma believed Goutetsu to be a fool for not teaching him the fatal arts as Akuma used Goutetsu as a guinea pig. However Akuma's brother Gouken would not let Akuma go away, he searched for Akuma, but Akuma found him as he would know Gouken would come after him. The two had fought a fierce battle, but it was Akuma who remained victorious and performed the Shun Goku Satsu, however Gouken's body, unlike Goutetsu's body, was never found and Gouken has left sight of Akuma without a trace, not even Akuma knows where to find Gouken. Then enter Ryu, the student of Goutetsu who seeks to find Akuma and to challenge him, not only to beat him for the sake of Goutetsu but to become the true warrior that Ryu wishes to become. However, Akuma is still a very powerful warrior and has not been defeated, but then again he has never met of an old assassin named Gen, he has only heard of him.

-----[Gou Hadouken: D,DF,F+P]-----

The prime weapon of Akuma, it does a good amount of damage and is very easily comboed. You can use this move to play keep away towards an opponent and also as a way to get some block damage off on your opponent. The start up delay is basically minimal and there is very little recovery time and countering it without the use of an Alpha Counter is almost impossible. However watch for opponents who will tend to jump over this, as it is pretty easy to jump over and an opponent can come in for a combo.

-----[Shakunetsu Gou Hadouken: B,DB,D,DF,F+P]-----

This move is similar to his Gou Hadouken, except the only difference with this move than his Gou Hadouken is that it hits multiple times and

it does excellent damage, but not much more so than the Gou Hadouken. This will hit up to three times and do three pixels of block damage and will light the opponent on fire with this move. This has a bit of a start up delay, more so than his Gou Hadouken and will make him an open target of airborne attacks, you can still combo this, just only off of his fierce punch or roundhouse kick. Be careful when you are using this because the recovery time is worst than the Gou Hadouken.

-----[Zankuu Hadouken: D,DF,F+P(air)]-----

Shin Akuma's Zankuu Hadouken is the best projectile in the game, why? Because its two projectiles for the price of one as you will only need to do one motion for two projectiles to come out. This move will keep opponents at bay, no matter where you are from the screen, its a very cheap tactic as well and very hard to escape from. The horizontal range on this move is ridiculous and only Akuma or Evil Ryu or another Shin Akuma has the best chance of avoiding this by the help of the Ashura Senkuu.

-----[Gou Shouryuken F,D,DF+P]-----

The Gou Shouryuken is one of the best anti-air attacks in the game. However, since the ability to go through projectiles is basically gone, you will have to watch for that. It does great damage when put in a combo and it also does well against airborne opponents, and it is also very comboable and comes out very quickly. Try not to miss with this move though because you will be countered on your way down, and even a blocking opponent in the air can land before you and counter attack your mistake.

-----[Tatsumaki Zankuu Kyaku: D,DB,B+K]-----

This is Akuma's best weapon to use on the ground and also it can give him a boost while jumping across the screen. While the move can be easily ducked under by most players, it still is a pretty safe move to use because of the lack of recovery time on the move. It combos in very nicely and does good damage. However a ducking opponent can counter with a crouching fierce like Charlie or Ken, so you may want to watch for that.

-----[Ashura Senkuu: F,D,DF+3P or 3K/B,D,DB+3P or 3K]-----

This is Akuma's teleport and it will have Akuma sailing across the screen as sweet a@@ shadow images sail behind him. This is mainly used as a tactic to either escape corner traps or to confuse the opponent and attack. However don't go crazy over the teleports because the opponent will be able to easily counter if they can predict where you will land. The forward motions will make Akuma go forward, the back motions will make Akuma go backwards, the punches will go full screen's distance while the kicks will go only half a screen's distance.

-----[Tenma Kujin Kyaku: F,DF+FK(air)]-----

This move is a very quick and high priority jump in attack, however the problem with this move is that its so hard to do in the air and you may even mess up with it and that will give room for your opponent to counter attack you before you can recover from your mistake. It does good damage and comes down pretty fast, however the only way you will be able to do it is to jump forward.

-----[Overhead Collarbone Chop: F+SP]-----

This is basically Akuma's anti crouch counter. While you cannot combo this move in, it works great against low blocking opponents because you cannot block this low and it must be blocked high. However the start up delay on this move can be easily seen and Akuma can get countered before he even connects with it, if Akuma does not connect with this against a blocking or non blocking opponent, he will be left momentarily to an attack.

-----[Forward Roll: D,DB,B+P]-----

This roll is pretty much useless, it will go through projectiles if you can time it near the beginning of the move, but it goes very slow and the opponent can trip Akuma up while Akuma is in the middle of this. You can get behind your opponent with this roll, but it really sets up Akuma for a counter attack. Be careful when you are using the Forward Roll.

-----[Hyakki Gou Shou: D,DF,F,UF+P, then P]-----

Well this move is rather useless because you have to be close to your opponent to actually connect. After Akuma flips into the air press P right before you hit your opponent and he will sorta grunt while he hits the opponent with his fist. I wouldn't use this much at all.

-----[Hyakki Gou Sai: D,DF,F,UF+P, then P(close)]-----

This is an excellent anti-air attack because it comes out quick and does some serious damage. What Akuma will do is jump up into the air and if the opponent is in the air with him he will grab his opponent and then slam him down. This has good priority and comes out quite quick, but the recovery time is horrible so don't pull this out of nowhere.

-----[Hyakki Gou Sen: D,DF,F,UF+P, then K]-----

Well what Akuma will do is flip into the air and perform a full collision body drop right on top of his opponent's head dealing good damage. However this will not hit in the air, but as it comes down it has good priority as well. But if Evil Ryu misses he will be left open for an attack.

-----[Hyakki Gou Tsui: D,DF,F,UF+P, then K(close)]-----

Basically the same as Akuma's Hyakki Gou Sai, it will grab the opponent out of the air and slam the opponent down doing good damage and having good priority. But if Akuma misses he will be left open to attack.

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### Super Combos

-----[Super Combo #1: Messatsu Gou Hado: B,DB,D,DF,F,B,DB,D,DF,F+(?)P]-----

This super combo will have Akuma doing his start up pose for his Shakunetsu Gou Haoduken and then release the Messatsu Gou Hado. However this move is a bit faster than the Shakunetsu Gou Hadouken, but the start up delay will really keep you down. Watch for your opponent to

jump over this move, its hard to connect at most times. The level 1 version will hit 5 times, the level 2 version will hit about 6 times and a level 3 version will hit 8 times.

-----[Super Combo #2: Messatsu Gou Shouryuu: D,DF,F,D,DF,F+(?)P]-----

Like Ken's Shouryuu Reppa, it is very comboable and comes out very quickly and can juggle your opponent. It is invincible to all attacks duirng start up, so if you and Ken or another Akuma use this against each other, you will pass right through each other. This does good block damage as well as normal damage. However avoid using this too often because Akuma will be left open to a counter attack as he lands from the super. A level 1 version will hit four times, a level 2 version will hit 6 times, and a level three version will have Akuma do three waves of Gou Shouryukens and hit 7 times.

-----[Super Combo #3: Tenma Gou Zankuu: D,DF,F,D,DF,F+(?)P]-----

The Tenma Gou Zankuu is a great way to keep your opponent at bay, it has a little more range than his regular Zankuu Hadouken, but it can do a lot of block damage as well as normal damage. However unlike the other two of his super combos, the opponent can air block this super. After Akuma performs this super he will jump out of his animation and land, during the duration of this an opponent like Ken or Zangief can grab Akuma out of the air with either the Shinryuken or the Aerial Russian Slam. Don't use it too often unless you are positive it will connect.

-----[Super Combo #4: Shun Goku Satsu: JP, JP, F, SK, FP]-----

Like Akuma's Shun Goku Satsu, except that this move goes twice as fast and twice as far, basically if you calculate that proportionately its four times better than Akuma's Shun Goku Satsu! This will still do the same amount of damage as Akuma's Shun Goku Satsu, but if you think its like Shin Akuma's Shun Goku Satsu in Street Fighter Alpha 3, your wrong. In Street Fighter Alpha 3 Shin Akuma's Shun Goku Satsu would catch an opponent who is about to get up from a knockdown, making it virtually in-escapable, but in this game an opponent can successfully jump away from it if Shin Akuma knocks you down.

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#### Combos

1. C.Short --> Gou Hadouken
2. J.Fierce \ / C.Fierce --> Tatsumaki Senpoo Kyaku
3. C.Fierce --> Messatsu Gou Shouryuu  
This will work either if the opponent is on the ground or in the air, the fierce will knock your opponent back into the air and make sure you quickly cancel to balance your opponent.
4. J.Fierce \ / S.Jab --> Tatsumaki Zankuu Kyaku, Gou Shouryuken  
One of the rare juggle combos in the game, its pretty hard to do though.
5. J.Fierce \ / C.Forward --> Tatsumkai Zankuu Kyaku, Messatsu Gou Shouryuu  
Like the one above, except you can replace it with a super instead of the Gou Shouryuken.

6. Zankuu Hadouken \ / C.Forward --> Gou Hadouken

You must be right atop your opponent for this combo to work, otherwise the opponent can block the rest of your combos after getting hit by the Znakuu Hadouken.

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Tactics

For Shin Akuma there are a lot of different tactics that he can use. For one you can have Shin Akuma continuously build up a level of super for his Tenma Gou Zankuu, once a level is charged up you can fire away at the opponent, this will deal out good block damage to the opponent and you can continuously do this and keep your opponent away, just make sure that your opponent who is playing against you is not bigger than you. Also Shin Akuma's crafy Ashura Senkuu is a great way to avoid resurgant attacks from your opponent and is also a nice way to set up your opponent as well.

-----[Ending: Shin Akuma]-----

NOTE: The ending for Shin Akuma is exactly the same as Akuma's.

Akuma defeats Gen and looks at the moon, the moon flashes pcitures of who he thinks were worthy opponents like Gen, Ryu, and M.Bison. He thinks to himself and perhaps the world was not as weak as he thought anymore. Then perhaps Akuma may be the next to die, then he laughs to himself.

-----[Overall: Shin Akuma]-----

90/100

Shin Akuma is an improvement from Akuma in every way possible, he is super quick and has the extremely fast Shun Goku Satsu that is the perfect counter attack to catch missed special attacks and supers from a far. His Ashura Senkuu is lighting quick as well, but while it is still just as fast as Akuma's, it can get Shin Akuma out of corner traps rather quickly and can also be used to cross up the opponent. Shin Akuma is quite possibly the best combo character in the game, he has the best juggle combo abilities(well he is basically Akuma anyways) in the game and I see very little flaws in him. Did I mention he throws out a double Zankuu Hadouken? Its excellent for keeping your opponent at bay area, but his throw priority sucks and his supers and special attacks makes him open to attack for sometimes as well.

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Sodom

During his child he was fascinated at Japanese culture and their fighting styles while living the life of an American boy. As a child he would often go and see people train in dojos seeing if he can pick up the moves without actually paying for lessons, not because he was poor(his family was your average family) but because he was just like that. But he has progressed and studied and learned the Japanese culture of fighting. After serveral years of hard work he has trained and become a fierce competitor. Later he wanted fame but not fortune, the only way he felt that he could make a name for himself was by joining a gang. Coincidentally he bumped into the Mad Gear Gang held by the leader Belger. Sodom knew he had to fight his way to the top of the ranks, not surprisingly he had easily dismantled his twelve opponents and quickly was one of the leaders in the crime organization. The thing that was odd

was that no one had ever saw his face before in the crime organization as he had always kept a mask on. With his high knowledge of the japeese weapons Jitte(Sai) and the Katana Blade he was now the King of the Ring and was never defeated. But the former Street Fighter Mike Haggar, now the mayor of Metro City has plans to stop this infamous crime ring along with his friends Cody and Guy. When Guy met Sodom in the ring he defeated him and with that the crime ring fell and Cody had rescued his girlfriend. But Sodom was angry that he loss and he seeks revenge. Later after the deterioration of the crime ring Sodom had trained hard to perfect his Japeese arts and also wanted Rolento to help in start his new crime ring but Rolento refused unless he can prove that he can defeat Guy. Sodom has trained hard so that one day he can defeat Guy, his first and only defeat, he wishes to start his own crime rig, but he knows that in order to be a successful crime rig leader, he must be a worthy fighter and to be a worthy fighter you must defeat a worthy opponent. If and when he does start his own crime rig, he does not want to actaully make a crime rig, sorta like a semi-crime rig as he had learned from the mistakes

-----[Jigoku Scrape: D,DF,F+P]-----

A nice surpriese attack that can easily counter missed supers or Dragon Punches alike. each punch version you use will result in a different slash. They all have the same qualities though except the Jab version can be used as an anti-air attack, but these are all comboable after his C.Fierce. The Fierce version will hit twiced if blocked, but it will leave Sodom open to attack.

-----[Butsumetsu Buster: 360 Degree Motion+P(close)]-----

The damage that this thing does is pretty fair, it will do as much damage as his Jitte Strike, but its good because for a throw it has alot of range and will beat out alot of normal attacks. What Sodom will do is grab you and then slam you down in an emphatic way. Use this on people who tend to turtle often but if he misses he will go into his miss pose just like Zangief so watch out.

-----[Daikyou Burning: 360 Degree Motion+K]-----

Boy this move is too funny! What Sodom will do is grab you while running with his Sai or Katana and then pick you up and burn your face on the floor as he is runnung around the stage. The damage that this does in equal to that of his Butsumetsu Buster, but this thing will chip since he runs at you with his Sai and its also comboable as well, but if he misses the opponent as a ton of time to take advantage and either trip him or make him eat a super.

-----[Shiraha Catch: F,D,DF+K]-----

Well you should never use this move out in the open because it leaves Sodom open to attack and it basically does no damage. The only way you will get this to connect is if you do the motion as the opponent is just above you even if they come in for an attack Sodom will grab him/her and throw em. You should just stick with his C.Fierce as a anti-air attack because Sodom really doesn't have any real anti-air attack to begin with. The timing on this part is extremely tricky and I do not think it will catch opponents doing a special move like Cammy's Cannon Thrust or



-----[Tengu Walking: B,DB,D+K(after you have been knocked down)]-----

Well according to Joseph Parise(Sodom FAQ) he said you can use this as you are coming down an supposedly he is right! Also you should use this as you get knocked down for a quick surprise move that deals pretty good damage! What Sodom will do is walk on his Sai's and come towards the opponent striking them, I think it only hits up to three times, but I have never gotten over three hits before. This can also be used to knock down the Guard Meter and knock away some life even if it is blocked!

--[Tengu Walking(get up): D,DF,F+K(immediately after rise from knockdown)]---

Well this is the same as his Tengu Walking but if you didn't do the motion fast enough you will get another chance to do it as you get up. This has the same properties as his regular Tengu Walking though.

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Supers

-----[Super Combo #1: Meido no Miyage: D,DF,F,D,DF,F+(?)P]-----

Well this is the super version of his Jitte Strike as he will do all three versions of his Jitte Strike into one combo, on level 2 each strike hits twice while on level three he knocks the opponent up into the air and Slam em' down with his Sai. This is also excellent if you want to balance your opponent up in the air. This is a good chipper but will leave you open to attack if you do not connect.

-----[Super Combo # 2: Ten Chuu Satsu: 720 Degree Motion+(?)P]-----

Well this is two Betsumatsu Busters combined into one while on level three he will do a Jab Betsumatsu Buster followed by a Fierce Betsumatsu Buster and then a Roundhouse Daikyou Shien. This has twice as much range than Zangief's Final Atomic Buster and can deal almost the same amount of damage! But he will waste levels of super if he misses.

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Combos

- 1. C.Fierce --> Jikogu Scrape
- 2. C.Fierce --> Meido no Miyage
- 3. J.Roundhouse \ / C.Fierce --> Meido no Miyage
- 4. J.Short \ / Butsumetsu Buster

The point of this combo is to land and hesistate for a split second and then pull off your Butsumetsu Buster, your opponent will be in stun animation after the short connects, but afterwords pull off the motion and you will grab your opponent.

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Tactics

For Sodom there aren't many tactics, however Sodom has incredible throw range and priority on his Butsumetsu Buster, probably twice as much range as the Final Atomic Buster! It does massive damage and is a nice way to go against turtling opponents. His Sai also gives him massive range as well, he can reach opponents from afar, the recovery time on his attacks are pretty quick believe it or not, so pecking at your opponent is a nice way to give the advantage over to your side.

-----[Endings: Sodom]-----

Sodom defeats Guy, however Sodom does not wish to return to his crime rig just yet. He goes to Japan, even though he is American, to find some sumo wrestlers and he believes that sumo wrestlers are the best fighters in the world and can really help his crime rig. He fights some of the sumo wrestlers himself to see if they are worthy, he defeats them rather easily, but he then faces an old familiar face known to us but not known to him, E.Honda.

-----[Overall: Sodom]-----

84/100

Sodom has the most range on his attacks out of any character besides Dhalsim. His Sai's give him excellent priority and reach against his opponent, he also has good recovery time on his attacks as well, and while he may seem like a big character, he moves as quick as Ken and recovers from his attacks like Dan very quickly. His Meido no Miyage is a very effective super and it does excellent damage and it really can shift the sides to Sodom. However one thing Sodom lacks a lot is defense. Jumping in on him is an assured victory for the opponent as will throwing out projectiles constantly at Sodom.

=====  
Zangief

Zangief is one of Russia's most proud men. He is a superior wrestler and no one can ever match his power in the ring, when he is not wrestling he likes to get into fist fights just for fun or wrestle bears just for fun as Zangief is pretty resistant to injury. However, sensing that that there are people who insult his country, Zangief must set the record straight and pile drive those who would insult him and his country.

-----[Spinning Clotheline: 3P]-----

An excellent anti-air attack as Zangief spins his arms wildly hitting his opponent smack dab in the face. However despite this is a very strong attack it will not hit opponents that are low to the ground. Zangief can move while doing this but only back and forth and he is vulnerable to low attacks.

-----[Spinning Lariat: 3K]-----

Well this is exactly the same as his Spinning Clotheline except this last twice as fast and the chances of any opponent knocking him down are very minimal. This isn't as good a anti-air attack move as his Spinning Clotheline but he can recover quicker from this though.

-----[Flying Power Bomb: 360 Degree Motion+K(far away)]-----

This is an extremely powerful move that can easily match the damage of most level 1 supers. Zangief will run and grab his opponent and drop him/her in a powerful flying motion. Zangief can reach 1/3 screen distance with this but its a little slow, but when up close its practically uncounterable. This is unblockable and the only way an opponent can escape is either by jumping or hitting Zangief quickly while he dashes at you.

-----[Atomic Suplex: 360 Degree Motion+K(close up)]-----

Zangief delivers a major headache with this one. He will slam the opponent two times, this is about 30% stronger than his Siberian Bear Crusher and can be easily comboed after his J.DWN.Foward.

-----[Spinning File Driver: 360 Degree Motion+P(close up)]-----

This is obviously the strongest special move in the game. You can easily decimate your opponent with this, but it must be used up close otherwise Zangief will go into his "missed" pose leaving him open for attack. I haven't found a way to combo this in yet, but its strong enough on his own as it can easily match the damage of some level 2 supers!

-----[Banishing Flat: F,D,DF+P]-----

A pretty good move if used up close because Zangief has almost no recovery time from using this and it can eat fireballs and still hit the opponent in fireball stun motion at the same time. Do not use this much because it has very limited distance.

-----[Diving Knee Press: D+FK or RK(air)]-----

A good jump in attack that can set up Zangief's Siberian Bear Crusher combos. However it is not dominating so try not to use it too often.

-----[Siberian Splash: D+FP(air)]-----

An excellent jump in attack because it has more priority than his Knee Dive and is also very powerful, but it will push the opponent too far back for any of his special grabs to connect.

-----[Stomach Crunch: U+SP or FP]-----

Well remember in SF2T when this would dizzy the opponent in one hit? Well it doesn't happen hear but it can dizzy the opponent with consecutive hits, but it should take about 2-4 to dizzy an opponent which is not bad.

-----[Stomach Crunch: F+FP]-----

Well this is his stomach crunch that can be used on the ground. A rather good alternative than the air version.

=====  
Supers Combos

-----[Super Combo #1: Aerial Russian Slam: D,DF,F,D,DF,F+(?)K]-----

Well this is almost as equally as damaging as his Final Atomic Buster. Level 1 has him doing a grab similar to Rose's Aura Throw, Level 2 has him doing a piledriver which equally as damaging as most level 3 supers, and level 3 his extremely powerful as he will doing his Siberian Bear Crusher in the air. This should only be used while the opponent is above you and while they are in the air because it will not pick opponents off the ground. Zangief is left with a hefty amount of recovery time so watch out.

-----[Final Atomic Buster: 720 Degree Motion+(?)P]-----

Ouch! Even on level 1 this thing hurts a ton. This is one of the most visually impressive supers in the game if its done on a level 3. On level three Zangief will do his Siberian Suplex followed by a Strong Pile Driver and then finishes off the opponent with a Fierce Pile Driver! Absolutely the most powerful super in the game. You should save your meter for a level 3 if you want to really kill your opponent and see cracked pavement at the same time.

=====  
Combos

1. J.DN.Forward \ / Flying Power Bomb
2. J.CU.DN.Fierce \ / Final Atomic Buster  
Basically hesistate after the hit connects and then pull it off.
3. J.DN.Fierce \ / C.Forward --> Spinning Lariat/Spinning Clotheline

-----  
Tactics

Well for Zangief what you really want to do is get your opponent in the air. Once their in the air you can pull off your Aerial Russian Slam. Always block when up close to an opponent, and as you block your opponent's attack you can do the motion for anyone of your special grabs and grab the opponent, either when they fall down, miss with an attack or grab them out of an attack with Zangief's throw range.

-----[Endings: Zangief]-----

Zangief poses as the background goes into super combo fashion, Zangief tells the president of Russia that his country is not so weak. The president tells Zangief that his success his 'my' I mean 'our' success. The president knows that their budget is low, but they will continue to support Zangief and celebrate with a bottle of Vodka.

-----[Overall: Zangief]-----

Zangief has tremendous throw range in this game, his throw range is un-equaled(with the exception of Sodom) and he has excellent priority on his jumping attacks, mainly the fierce and roundhouse. His supers do massive damage and staying close to him is just dangerous. However Zangief is not like he ever was in Super Street Fighter 2, his opponents can now more easily avoid his throws and none of his throws are actually comboable, you just need to use them at the fight time. He must get close to his opponent to be an effective player and his defense is sometimes mostly average.

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Miscellaneous Secrets

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Fight Against Shin Akuma  
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- > Get 5 super combo or custom combo finishes
- > Get 3 perfects
- > On the last round, you will face Shin Akuma before your Final Boss

NOTE: Prior to the 7th stage you can get 4 super combo or custom combo finishes and 2 perfects to fight your middle boss. You can fight your middle boss and Shin Akuma in one setting.

-----  
Playing As Shin Akuma  
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- > Go to either mode of Arcade, Akuma, Survival, or Versus Mode
- > Highlight Akuma and press select until his outfit turns purple
- > Hit any other button and you will now play as Shin Akuma

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Playing as Evil Ryu  
-----

- > Go to either mode of Arcade, Akuma, Survival, or Versus Mode
- > Highlight Ryu and press select twice and you should see Ryu darken
- > Press any other button and you will now play as Evil Ryu

-----  
Playing as Cammy  
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- > Beat the game with M.Bison on any difficulty level
- > Enter your initials in as CAM
- > Go to Versus mode and hit select over M.Bison twice
- > Cammy's picture should appear
- > Press any button and you are now playing as Cammy

-----  
Playing as old Street Fighters  
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- > Pick any mode
- > Highlight character
- > Hold Start (or select depending on which platform you have) and press any button.

NOTE: Chun-Li has her original SF outfit in SFA2G, you will have to press start or select twice to get her original style. And note that you do not receive Alpha benefits, only old school Street Fighter benefits.

-----  
Playing as Dark Sakura  
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- > Go to either mode of Arcade, Akuma, Survival, or Versus Mode
- > Go to Sakura and hit select until you see a skin tone change in her
- > Press any button and you are now playing as Dark Sakura

Umm, I'm not sure what Capcom was suppose to do with this. I think Capcom probably didn't finish SFA2G entirely because she is EXACTLY the same as Sakura except with a skin color variation.

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\*\*\*\*\*  
-----Credits-----  
\*\*\*\*\*

+--+ Capcom ([www.capcom.com](http://www.capcom.com))

For the greatest game company of all time, their hard work even with limitations shows their resilience on pleasing the fans. Heck they even answer email. Thanks a lot Capcom, you truly are the greatest.

+--+ CJayC ([www.gamefaqs.com](http://www.gamefaqs.com))

Thanks for his great effort to be the BEST gaming site on the net. It is "the best there was, the best is, and the best there ever will be."

+--+ Dingo Jellybean ([bellybutton21@hotmail.com](mailto:bellybutton21@hotmail.com))

And to me for typing up this FAQ.

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Time of Completion: 28 hours, 13 minutes, 04 seconds

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