



STREET FIGHTER III: THIRD STRIKE

20 PTS.

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20 PTS.

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SEGA

Dreamcast

3rd STRIKE STREET FIGHTER III



CAPCOM



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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER III: THIRD STRIKE for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$9.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game

Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m.

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CONTROL PORTS
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **STREET FIGHTER III: THIRD STRIKE**, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

STREET FIGHTER III: THIRD STRIKE is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. Purchase additional controllers (sold separately) to play with two or more people.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into socket 1 of the controller in Control Port A **BEFORE** turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



STARTING A GAME

Press the **START** Button at the Title screen to display the **Game Mode** menu. To make your selections on the following screens, use the **Directional Button** or **Joystick** to choose and press the **A Button** to confirm.

- Select a game mode. (See game mode descriptions beginning on page 9.)
- Select a street fighter. Character colors will differ depending on which button you press to choose a character. (See fighter descriptions and individual moves starting on page 18.)
- Select a Super Art – a powerful special move – for your street fighter. Each character has three Super Arts. Choose the one that matches your playing style. In order to use your fighter's Super Art, you must fill your Super Art Gauge. (See each character's Super Arts starting on page 18.)



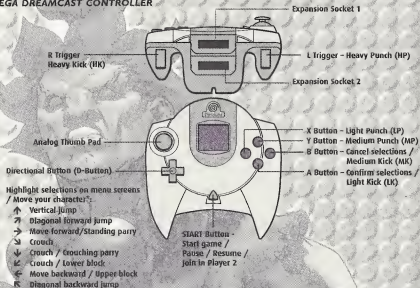
SAVING GAME DATA

STREET FIGHTER III: 3rd STRIKE auto-saves game data, such as option settings and high score information, at certain points during the game. To take advantage of the auto-save feature, insert a Visual Memory Unit (VMU) into socket 1 of the controller plugged into Control Port A.

This game requires 4 free blocks to save game data.

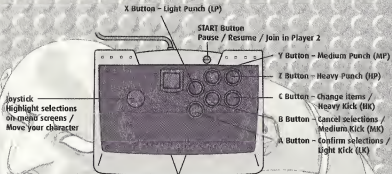
CONTROLS (default)

SEGA DREAMCAST CONTROLLER



Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

SEGA DREAMCAST ARCADE STICK



SEGA DREAMCAST JUMP PACK

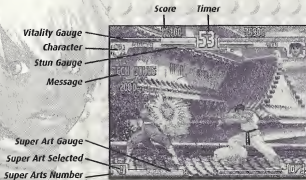
STREET FIGHTER III: THIRD STRIKE supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)

Note: When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarr'd, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump Pack cannot be used with the Arcade Stick.

NOTES:

- **STREET FIGHTER III: THIRD STRIKE** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- The Sega Dreamcast controller's Analog Thumb Pad is not used in this game.
- When using any controller, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments. See page 13.

COMBAT SCREEN



Wins

Number of wins for the player.
(Not shown at left.)

Score

Player's current score.

Timer

Remaining round time.

Vitality Gauge

Color bar decreases as character is attacked. If the color bar disappears, the character is knocked out.

Character

Name and portrait of street fighter.

Stun Gauge

When this gauge fills up, the character is stunned and becomes dizzy.

Messages

Various messages appear for both fighters as the battle goes on.

Super Art Gauge

Super Art move can be performed when this gauge is full.

Super Art Selected

Super Art currently selected by character.

Super Art Number

Number of Super Arts available. (Each Super Art has its own max number of uses.)

COMBAT RULES

MATCH PLAY

- Each round lasts for 99 counts (default) or until one fighter wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two out of three rounds (default) wins the match.

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.), or when both fighters have the same amount of vitality left when time is up.

If a draw game occurs in the final round, the match is judged on points.

Note: Use Option Mode to change round time and number of rounds in a match. See page 13.

GAME MODES

ARCADE 1 OR 2 PLAYER(S)

Fight against CPU opponents, one after the other. Defeat all opponents and see a victory ending. Player 2 can join in any time by pressing the STAR Button. You can continue even if you lose.



VERSUS 2 PLAYER COMPETITION

Challenge a friend head-to-head. Insert two controllers into your Sega Dreamcast before starting. Choose a fighter, handicaps and stage before every match; choose a Super Art for each round (default, can be changed in Option Mode, see page 13).

In Versus Mode a Result screen is displayed after each match. Choose from the following options:

- Continue - Return to the game.
- Replay Save - Save replay data from the match. You can look at the replay in Replay Mode (see page 12).
- Exit - Exit Versus Mode and return to the Game Mode menu.



TRAINING

Practice your moves and combos. Choose your character and sparring partner. Then you'll see the Training menu. Use the Directional Button or Joystick \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow to change the setting. Press the A Button to confirm.

NORMAL TRAINING

- **Normal Mode** – Practice your moves and combos with no time limit. Your sparring partner's vitality recovers automatically.
- **Recording Mode** – Record your training with no time limit. Your sparring partner's vitality decreases if you attack as though in a regular match.
- **Replay** – Practice your moves and combos with no time limit. Your sparring partner's vitality recovers automatically.
- **Dummy Setting** – Adjust settings for the sparring partner.
- **Training Option** – Adjust various options in Training Mode.
- **Button Config** – Change the control button assignments.
- **Character Change** – Select a different character or sparring partner.
- **Exit** – Return to the Mode menu for the Training option.



BLOCKING TRAINING

Practice your Parrying move. First, record your sparring partner in an attack pattern. Then practice parrying as your sparring partner goes through the recorded pattern. Choose your character and sparring partner, then move on to the Training menu.

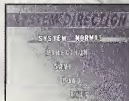
- **Dummy Recording** – Record your sparring partner in an attack pattern. There is a time limit, and your character automatically performs parrying. You can exit this mode when the time is up or through the Pause menu (press START).
- **Blocking Training** – Practice parrying with the sparring partner you recorded in Dummy Recording Mode. Note that if you fail to parry or attack your sparring partner, the partner may not reproduce the attacking pattern correctly.
- **Other Options** – See Normal Training on page 10.



SYSTEM DIRECTION

Modify and adjust the following game systems:

- **System** – Choose ORIGINAL to play with a game system you create.
- **Direction** – Modify and adjust existing game systems using the Direction menu. As you highlight items, their description is displayed at the bottom of the screen. Select NEXT or press the R Trigger/Y Button to move to the next page. Select BACK or press the L Trigger/X Button to go back to the previous page. Select EXIT to return to the System Direction menu.
- **Save** – Save the game system setting to a VMU.
- **Exit** – Return to the Mode menu for the Training option.



REPLAY MODE

Watch replay data previously saved to a VMU. First, choose a VMU containing replay data. Then choose a replay file to load from the list displayed. When the replay ends, select from the following options:

- **Restart** – Watch the replay again.
- **Save** – Save the replay file to a VMU. (Saving a replay file requires up to 30 blocks on the VMU.)
- **Exit** – Return to the Mode menu for the Training option.



OPTION

Use the Directional Button or Joystick \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow to change the setting. Press the A Button to confirm; press START to return to the Title screen.

Game Option

Difficulty Add stars to make the opponent tougher to beat.

Time Limit Set the time limit per round.

Rounds (1P) Set the number of rounds per match for 1 Player games.

Rounds (VS) Set the number of rounds per match for 2 Player Versus games.

Damage Level Set the amount of injury your attacks will inflict.

Handicap Turn Handicap ON/OFF in Versus Mode.

Player 1/2 (VS) Set character control in Versus Mode. For example, set both to CPU to watch a CPU vs CPU match.

Default Settings Reset the options to their default status.

Exit Return to the Option menu.

Button Config Change the button assignments. You can also assign special commands.

Screen Adjust Adjust the screen setting for your monitor.

Sound

Audio Choose stereo or monaural sound.

BGM/SE Level Adjust background music/sound effects volume.

BGM Test Sample the game's background music.

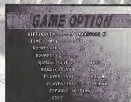
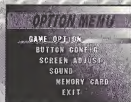
Memory Card

Save Data Save option settings and score ranking to a VMU. This game uses 3 blocks in the VMU.

Load Data Load game data from a VMU.

Auto Save Turn ON to save option settings and score ranking automatically.

Note: Saving and loading data require an option Visual Memory Unit (VMU).



BASIC SPECIAL TECHNIQUES

In the moves below, the D-Button/Joystick moves are for fighters facing right.
Reverse the left/right actions for fighters facing left.

Regular Moves Press a Punch (P) or Kick (K) button

Special Moves Combo moves made up of a D-Button/Joystick command and a Punch or Kick button press

Block Upper block: ← Lower block: ↙

You can perform either a standing or crouching block. Use a right block to ward off an opponent's attack. You cannot block in the air.

High Jump ↓↑
Jump higher than a regular jump.

Dash →→ or ←←

Parrying Standing parry: → (toward opponent)

Crouching blocking parry: ↓
Press toward opponent for an upper attack or ↓ for a lower attack the moment your opponent's attack hits you. If you succeed, you can move first and take the advantage.



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Personal Element: It never rains in Japan, and I have not seen a unicorn!

Personal Element: I never rains in Japan, and I have not seen a unicorn!

Name: _____

Relationship to child: _____

Address: _____

Signature: _____

BASIC

**In the
Reven**

**Regula
Special**

Block

High

**Dash
Parry**

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**Warren's Registration
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Quick Standing



Use this technique the moment an opponent knocks or throws you up into the air.

Dizzy Recovery

All buttons

Recovery from dizziness more quickly by rapidly pressing the Directional Buttons, punch buttons and kick buttons in any random order.

Throw & Grapple

LP + LK simultaneously

When close to an opponent, press the Light Punch + Light Kick buttons simultaneously to throw the opponent. Some characters have grab moves instead of throws. Also, input the command the moment the opponent grabs you to escape from the opponent's throw move.

Leap Attack

MP + MK simultaneously

Jump lower than a regular jump and attack. Effective against an opponent who is doing a crouching block.

Personal Action

HP + HK simultaneously

Each character has an individual Personal Action with a unique effect.

SUPER ARTS

Super Art

Directional Button/Joystick + Punch or Kick button

A Super Art move is a super powerful special move. As you attack, your Super Art Gauge gradually fills up. When the gauge is full, you can perform a Super Art move. Each character has three Super Arts. Choose one before the match begins (see page 3). See the character moves beginning on page 18 for each character's individual Super Arts.



EX Special Move

2 P or 2 K buttons

When the Super Arts Gauge is blinking light blue, press two P or K buttons while inputting a Special Move command to perform a more powerful version of the Special Move. An EX Special Move requires a certain amount of Super Art Gauge.

GRADE JUDGE SYSTEM

Your play is evaluated through various factors, such as your offense and defense skills, how well you use each move, and so on. The result is displayed after each match.

When an Arcade Mode game ends, your overall grade result for all matches is displayed.

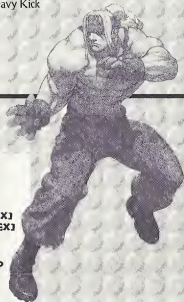


STREET FIGHTERS

Moves given in this section are for fighters facing right. Reverse the left/right actions for fighters facing left. Also, these abbreviations are used:

- P = Punch LP = Light Punch HP = Heavy Punch
- K = Kick LK = Light Kick HK = Heavy Kick
- EX = EX Special version of the move is available

ALEX



SPECIAL MOVES

- FLASH CHOP ↓↘→ + P [EX]
- POWER BOMB →↘↓← + P
- AIR KNEE SMASH →↓↘ + K [EX]
- AIR STAMPEDE ↓ (CHARGE) ↑ + K [EX]
- SLASH ELBOW ← (CHARGE) → + K [EX]
- SPIRAL DDT →↘↓← + K

SUPER ARTS (CHOOSE ONE)

- I HYPER BOMB 360° MOTION + P
- II BOOMERANG RAID ↓↘→↓↘→ + P
- III STUN GUN HEADBUTT ↓↘→↓↘→ + P

SPECIAL MOVES

- HADOKEN ↓↘→ + P [EX]
- SHORYUKEN →↓↘ + P [EX]
- HURRICANE KICK ↓↙← + K (USABLE IN AIR) [EX]
- HIGH-BLADE LEG KICK ←↙↘→ + K [EX]

SUPER ARTS (CHOOSE ONE)

- I SHINKU HADOKEN ↓↘→↓↘→ + P
- II SHIN SHORYUKEN ↓↘→↓↘→ + P
- III DENJIN HADOKEN ↓↘→↓↘→ + P (CHARGEABLE)



RYU DUDLEY

SPECIAL MOVES

- JET UPPER CUT →↓↘ + P [EX]
- MACHINEGUN BLOW ←↙↘→ + P [EX]
- DUCKING STRAIGHT ←↙↘→ + K THEN P
- DUCKING UPPER CUT ←↙↘→ + K THEN K
- CROSS COUNTER →↘↓← + P [EX]
- SHORT SWING BLOW →↘↓← + K [EX]

SUPER ARTS (CHOOSE ONE)

- I ROCKET UPPER CUT ↓↘→↓↘→ + P
- II ROLLING THUNDER ↓↘→↓↘→ + P (PRESS RAPIDLY)
- III CORKSCREW BLOW ↓↘→↓↘→ + P





SPECIAL MOVES

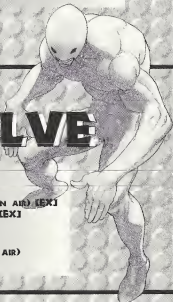
- TETSUZANKO →↓↘ + P [EX]
- ZESHOU HONOU ↓↘↘ + P [EX]
- NISHOU KYAKU →↓↘ + K [EX]
- KOBOKUSHI ↓↙↙ + P
- ZENPOU TENSHIN →↓↙↙ + K

SUPER ARTS (CHOOSE ONE)

- I YOHO ↓↘↘↘ + P
- II SOURAI RENGEKI ↓↘↘↘ + P
- III GENEIJIN ↓↘↘↘ + P

YUN

TWELVE



SPECIAL MOVES

- N.D.L. ↓↘↘ + P [EX]
- A.X.E. ↓↙↙ + P (USABLE IN AIR) [EX]
- D.R.A. ↓↙↙ + K (IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

- I X.N.D.L. ↓↘↘↘ + P
- II X.F.L.A.T. ↓↘↘↘ + K (IN AIR)
- III X.C.O.P.Y. ↓↘↘↘ + P

SPECIAL MOVES

- TOUROUZAN ↓↘↘ + P [EX]
- SENKYUTAI ↓↘↘ + K [EX]
- BYAKKO SOUSHODA ↓↙↙ + P
- ZENPOU TENSHIN →↓↙↙ + K
- KAIHOU →↓↘ + K

SUPER ARTS (CHOOSE ONE)

- I RAISHIN MAHAKEN ↓↘↘↘ + P
- II TENSHIN SENKYUTAI ↓↘↘↘ + K
- III SEI ENBU ↓↘↘↘ + P

YANG

Q

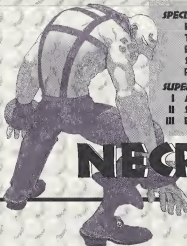


SPECIAL MOVES

- DASHING HEAD ATTACK ← (CHARGE) → + P [EX]
- DASHING LEG ATTACK ← (CHARGE) → + K [EX]
- HIGH SPEED BARRAGE ↓↙↙ + P [EX]
- CAPTURE & DEADLY BLOW →↓↙↙ + K

SUPER ARTS (CHOOSE ONE)

- I CRITICAL COMBO ATTACK ↓↘↘↘ + P
- II DEADLY DOUBLE COMBINATION ↓↘↘↘ + P
- III TOTAL DESTRUCTION ↓↘↘↘ + P
THEN ↓↘↘ + P OR K



SPECIAL MOVES

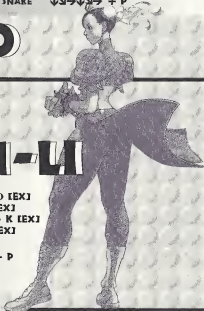
- ELECTRIC BLASTER →↓↘ + P (PRESS RAPIDLY)
- TORNADO HOOK ←↙↘ + P [EX]
- FLYING VIPER ↓↙← + P [EX]
- SNAKE FANG ←↙↘ + K
- RISEING COBRA ↓↙← + K

SUPER ARTS (CHOOSE ONE)

- I MAGNETIC STORM ↓↘↘↘ + P (PRESS RAPIDLY)
- II SLAM DANCE ↓↘↘↘ + P
- III ELECTRIC SNAKE ↓↘↘↘ + P

NECRO

CHUN-LI



SPECIAL MOVES

- HYAKURETSU-KYAKU K (PRESS RAPIDLY) [EX]
- KIKOKEN ←↙↘ + P [EX]
- SPINNING BIRD KICK ↓ (CHARGE) ↑ + K [EX]
- HAZANSHU →↘↙← + K [EX]

SUPER ARTS (CHOOSE ONE)

- I KIKOUSHO 360° MOTION + P
- II HOYOKUSEN ↓↘↘↘ + K
- III TENSEI RANKA ↓↘↘↘ + K

SPECIAL MOVES

- SEAN TACKLE ←↙↘ + P (HOLD DOWN) [EX]
- DRAGON SMASH →↓↘ + P [EX]
- TORNADO ↓↙← + K [EX]
- RYUBI KYAKU ↓↘ + K [EX]

SUPER ARTS (CHOOSE ONE)

- I HADOU-BURST ↓↘↘↘ + P
- II SHORYU-CANNON ↓↘↘↘ + P (PRESS RAPIDLY)
- III HYPER TORNADO ↓↘↘↘ + P

SEAN

REMY



SPECIAL MOVES

- LIGHT OF VIRTUE: HIGH ← (CHARGE) → + P [EX]
- LIGHT OF VIRTUE: LOW ← (CHARGE) → + K [EX]
- RISEING RAGE FLASH ↓ (CHARGE) ↑ + K [EX]
- CLOD BLUE KICK ↓↙← + K [EX]

SUPER ARTS (CHOOSE ONE)

- I LIGHT OF JUSTICE ↓↘↘↘ + P
- II SUPREME RISEING RAGE FLASH ↓↘↘↘ + K
- III BLUE NOCTURNE ↓↘↘↘ + K



SPECIAL MOVES

- SCRATCH WHEEL →↓ + K [EX]
- RHINO HORN ←←↓ + K [EX]
- MALLEY SMASH →↓← + P [EX]
- SPIN SIZE ↓← + K [EX]
- LYNX TAIL ←← + K [EX]

SUPER ARTS (CHOOSE ONE)

- I SPINNING BEAT ↓↓↓↓ + K
- II BRAVE DANCE ↓↓↓↓ + K
- III HEALING ↓↓↓↓ + P

ELENA

ORO



SPECIAL MOVES

- NICHIRIN SHO ← (CHARGE) → + P [EX]
- ONI YANMA ↓ (CHARGE) ↑ + P [EX]
- NIOH RIKI →↓← + P
- JINCHU WATARI ↓↓ + K [EX]

SUPER ARTS (CHOOSE ONE)

- I KISHIN RIKI ↓↓↓↓ + P THEN P NEAR OPPONENT
- KISHIN TSUI* ↓↓↓↓ + PP
- II YAGOY DAMA ↓↓↓↓ + P
- YAGOY ODAMA* ↓↓↓↓ + PP
- III TENGU ISHI ↓↓↓↓ + P
- TENGU MIDARESHI* ↓↓↓↓ + PP

*WHEN SUPER ART GUAGE IS AT MAX

SPECIAL MOVES

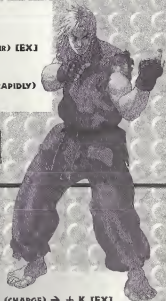
- HADOKEN ↓↓ + P [EX]
- SHORYUKEN →↓ + P [EX]
- HURRICANE KICK ←← + K (USABLE IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

- I SHORYU REPPA ↓↓↓↓ + P
- II SHINRYUKEN ↓↓↓↓ + K (PRESS RAPIDLY)
- III SHIPPU JINRAIKYAKU ↓↓↓↓ + K

KEN

URIEN



SPECIAL MOVES

- CHARIOT TACKLE ← (CHARGE) → + K [EX]
- VIOLENCE KNEE DROP ↓ (CHARGE) ↑ + K [EX]
- DANGEROUS HEADBUTT ↓ (CHARGE) ↑ + P [EX]
- METALLIC SPHERE ↓↓ + P [EX]

SUPER ARTS (CHOOSE ONE)

- I TYRANT SLAUGHTER ↓↓↓↓ + P
- II TEMPORAL THUNDER ↓↓↓↓ + P
- III AEGIS REFLECTOR ↓↓↓↓ + P

SPECIAL MOVES

HAYATE ↓↘↘ + P [EX]
 HUKIAGE →↘↘ + P [EX]
 OROSHI ↓↙↙ + P [EX]
 KARAKUSA →↘↘↙ + K
 TSURUGI ↓↙↙ + K (IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

I SEIFYUSEN GODANZUKI ↓↘↘↘ + P
 II ABARE TOSANAMI ↓↘↘↘ + K
 III TANDENRENKI ↓↘↘↘ + P

MAKOTO

IBUKI

SPECIAL MOVES

KUNAI ↓↘↘ + P (IN AIR) [EX]
 RAIDA →↘↙ + P
 KUBI ORI ←↙↘ + P [EX]
 KAZEKIRI →↘↘ + K [EX]
 TSUMUJI ↓↙↙ + K THEN K [EX]
 HIEN ←↙↙ + K [EX]
 TSUJI GOE ↓↘↘ + P
 KASUMI GAKE ↓↘↘ + P

SUPER ARTS (CHOOSE ONE)

I KASUMI SUZAKU ↓↘↘↘ + P (IN AIR)
 II YOROI DOSHI ↓↘↘↘ + P
 III YAMI SHIGURE ↓↘↘↘ + P

SPECIAL MOVES

GIANT PALM BOMBER ↓↙↙ + P [EX]
 SOMERSAULT PRESS 360° MOTION + P
 SHOOTDOWN BACKBREAKER →↘↘ + K
 MONSTER LARIAT ↓↘↘ + K [EX]
 ULTRA THROW →↘↘↙ + K
 MEAT SQUASHER 360° MOTION + K

SUPER ARTS (CHOOSE ONE)

I GIGA BREAKER 360° MOTION TWICE + P
 II MEGATON PRESS ↓↘↘↘ + K
 III HAMMER MOUNTAIN ↓↘↘↘ + P

HUGO AKUMA

SPECIAL MOVES

GOU HADOKEN ↓↘↘ + P (USABLE IN AIR)
 SHAKUNETSU HADOKEN →↘↘↙ + P
 GOU SHORYUKEN →↘↘ + P
 TATSUMAKI ZANKUKYAKU ↓↙↙ + K (USABLE IN AIR)
 ASHURA SENKU →↘↘ OR ←↙↙ + PP OR KK
 HYAKKISHU →↘↘ + K THEN P OR K
 OR LP + LK (NEAR OPPONENT)

SUPER ARTS (CHOOSE ONE)

I MESSATSU GOU HADO ↓↘↘↘ + P (USABLE IN AIR)
 II MESSATSU GOU SHORYU ↓↘↘↘ + P
 III MESSATSU GOU RASEN ↓↘↘↘ + K (USABLE IN AIR)
 SHUNGOKUJATSU* LP LP → LK HP
 KONGOUKOKURETSUZAN* ↓↘↘ + PPP

*WHEN SUPER ART GAUGE IS AT MAX



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