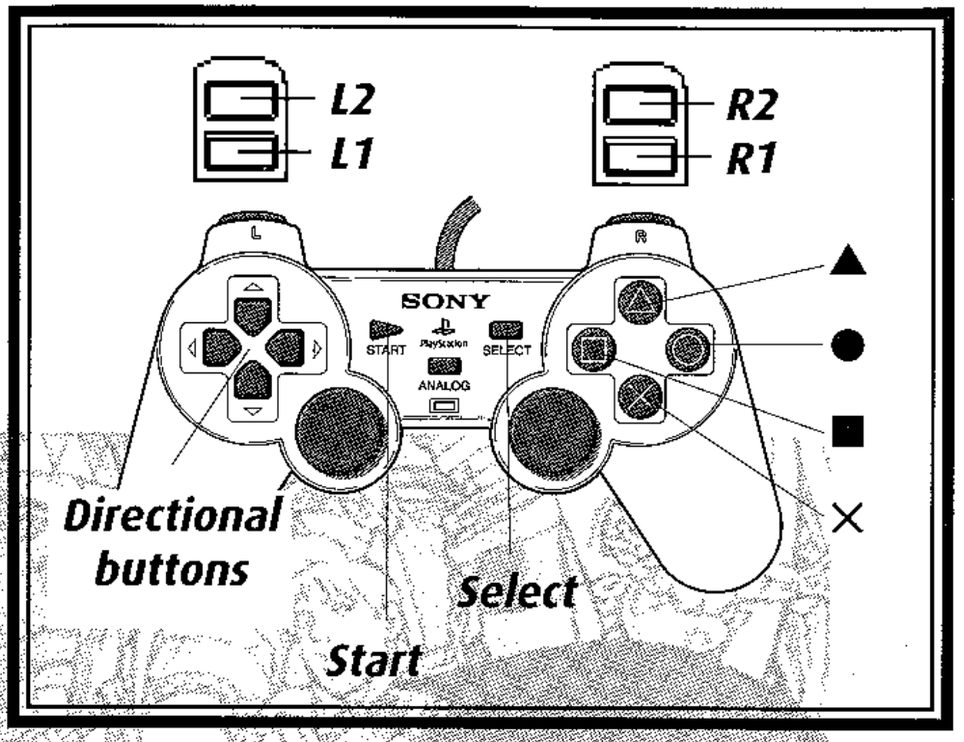

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00821
STREET FIGHTER
ALPHA 3
CAPCOM
FIGHTERS EDGE

CONTENTS

2 Pulverizing Combat
2 Setting Up
3 Controls
4 Game Screen
5 Game Rules
5 General Moves
6 Starting the Game
7 Mode Menu
7 Arcade Mode
7 VS Mode
7 Training Mode
8 World Tour
10 Entry Mode
10 Option Mode
12 Basic Attacks & Counters
13 Super Combo
13 Custom Combo
14 Characters
14 Ryu
15 Rolento
15 Dan
15 Blanka
16 Sakura
16 Birdie
16 Charlie
17 Akuma
17 Bison
18 Dhalsim
18 Vega
19 Adon
19 Cody
19 Cammy
20 Zangief
20 T. Hawk
20 Rose
21 Guy
21 Honda
21 Juni
22 Gen
22 Chun-Li
23 Fei-Long
23 Karin
23 Juli
24 Balrog
24 Sodom
24 Sagat
25 Ken
25 Dee Jay
25 R. Mika

CONTROLS

These are the default button controls. To change them, use the Key Config option (see page 11).



START BUTTON
- Start game; bypass demo.
- Pause; unpause.
- Join-in for Player 2.

START + SELECT BUTTONS
- Return to Title screen.

SELECT BUTTON
- Taunt.

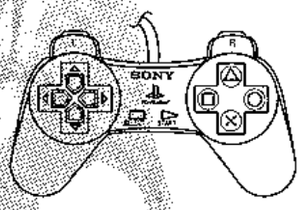
DIRECTIONAL BUTTONS
Use these controls for characters facing right. Reverse the left/right directions for characters facing left.

- ↑ Vertical jump.
- ↗ Diagonal forward jump.
- → Move forward.
- ↘ Crouch.
- ↓ Crouch.
- ↙ Crouching block.
- ← Move backward; standing block.
- ↖ Diagonal backward jump.

PUNCHES
■ – Light (LP)
▲ – Medium (MP)
R1 – Heavy (HP)
L1 – 3 Punches (PPP)

KICKS
× – Light (LK)
● – Medium (MK)
R2 – Heavy (HK)
L2 – 3 Kicks (KKK)

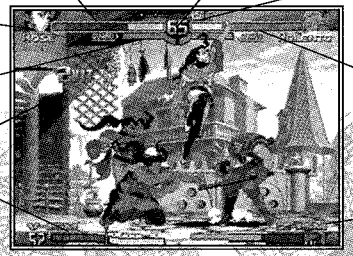
MENU CONTROLS
Directional buttons – Select options.
× – Confirm choice/advance.
▲ – Cancel selection/close menu.



You may have a controller that looks like this. If so, follow the digital instructions outlined on this page.

This game is compatible with the Dual Shock™ Analog Controller. Turn vibration on/off in Key Config mode (see page 11). To play 2 player games, you must insert two controllers into your PlayStation game console.

GAME SCREEN



CHARACTER – The character's name and portrait.

SCORE – Player's current score.

TIME COUNTER – Time left in the round.

WIN MARK – Appears when a character wins a round.

VITALITY GAUGE – The character's remaining life energy.

BONUS MESSAGE – Various messages appear during combat.

SUPER COMBO LEVEL GAUGE – When this gauge fills to a certain point, the character attains higher levels and can perform Super Combos, Alpha Counters and Custom Combos. See page 13.

GUARD POWER GAUGE – When this gauge runs out, the character's block is broken.

ISM – The character's Ism: X, A or V. See page 6.

GAME RULES

TIME – The time for each round is 99 counts.

WINNING – When one player's Vitality Gauge runs out, the other player wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.

WIN MARK – When a fighter wins a round, a Win Mark appears above his or her Vitality Gauge.

MATCH – The first player to win two out of three rounds wins the match. You can change the number of winning rounds in Option mode (see page 10). In certain game modes, the number of rounds cannot be changed.

DRAW GAME – A draw game occurs when both players' Vitality Gauges drain out at the same time (a double K.O.), or both players have the same amount of vitality when time runs out.

GENERAL MOVES

PUNCH & KICK – Use the Punch and Kick buttons for basic moves.

BLOCK – Press the **Directional button** away from the opponent.

THROW – Press any **Directional button** and two Punch or Kick buttons simultaneously, near your opponent.

DIZZY/RECOVERY – If an attack makes you dizzy, recover quickly by pressing any **Directional buttons** while punching or kicking rapidly.

SPECIAL MOVES – Each character has unique special moves, performed by pressing a combination of **Directional buttons** and Punch and Kick buttons. See pages 14-25.

STARTING THE GAME

1. Press the **Start** button at the Title screen. The Mode Menu will appear.
2. Use the **Directional buttons** to select a game mode, and confirm by pressing the X button. (Game mode descriptions begin on the next page.)



3. Highlight a character with the **Directional buttons**. Confirm your choice by pressing any button.
4. Select the character's Ism with the **Directional buttons**, and press any button to confirm.

X-Ism: Simple fighting style with one powerful Super Combo.

A-Ism: Standard fighting style with several Super Combos.

V-Ism: Variable fighting style including a Custom Combo.

	X-Ism	A-Ism	V-Ism
# of Super Combos	1	2 or more	0
Super Combo Levels	1	3	2 (Custom Combo)
Custom Combo	No	No	Yes
Air Block	No	Yes	Yes
Power	High	Standard	Low
Defense	Low	Standard	Standard
Alpha Counter	No	Yes	Yes

5. Choose a game speed, Normal (standard) or Turbo (fast), with the **Directional buttons**, and press any button. (You can toggle Speed Select ON/OFF in Option mode; see page 10.)

MODE MENU

Use the **Directional buttons** to choose a game mode, and press the **Start** button or the X button to confirm your choice. A second player can join in a game by pressing the **Start** button on controller 2.

ARCADE MODE

1 or 2 players. Defeat 10 computer-controlled players to win. Each character has a different victory ending.

VS MODE

2 player head-to-head competition, lasting for one match. Select characters and adjust handicaps before starting. You must have two controllers connected to play this mode.

TRAINING MODE

1 player. Practice your moves and combos. Select your character and opponent and adjust settings before starting practice. Press the **Start** button during practice to view the Training Mode Menu. Most of the options are self-explanatory. Choose the DUMMY option to adjust the opponent character's settings.

ACTION: Adjust the opponent's stance: Stand, Crouch or Jump.

GUARD: Adjust the opponent's block: Auto Guard or No Guard.

BREAKFALLS: Select the opponent's manner of defensive fall after being punched up in the air: Off (none), Front, Neutral or Back.

GP GAUGE: Adjust the opponent's Guard Power Gauge: Max(imum), Normal, or Min(imum).

WORLD TOUR

Train and increase your characters' powers while taking a world tour of street fighting arenas and stages.

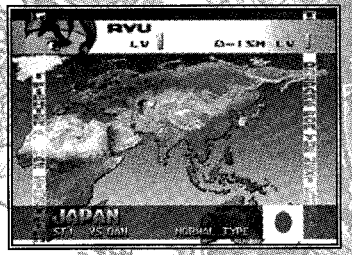
1. Choose a game:

   LOAD GAME: Resume a previously saved game and character from a Memory Card.

   NEW GAME: Choose a character and start a new World Tour from the beginning.

2. Choose a country from the World Map:

   STAGES: Each country has 1–3 stages. Complete all of them and you'll return to the map where new countries appear. Choose another country to continue the tour. You can also choose a country you have already competed in, but your experience points won't increase (see page 9).



WORLD TOUR STAGES
Normal – Defeat one opponent to win.
Survival Stage – Beat some opponents successfully to win.
Team Battle Stage – Fight against an opponent team of 2 or 3 characters.

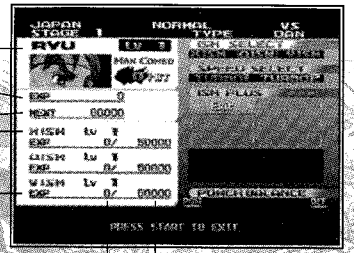
3. Start play, view and adjust your character's status, or save the game:

   BATTLE: Start the contest.

   SETUP: Display the Setup screen. To use it, see page 9.

   SAVE: Save the game to a Memory Card.

USING THE SETUP SCREEN



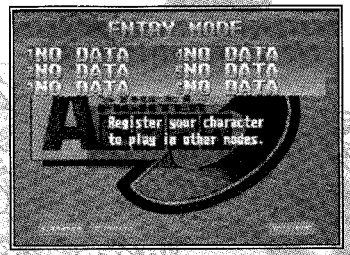
In World Tour mode, your character's Ism level increases as you gain experience points by defeating opponents. The higher the level, the more often you can perform Custom Combos and Super Combos. At set point increments, your character's level increases and you earn an Ism Plus (special ability). You can add up to three Ism Pluses to your character's base Ism.

To use the Status screen:

1. Select an Ism: X, A or V.
2. Select a game speed: Turbo 1 or Turbo 2.
3. Add any Ism Plus you have earned. You can acquire and add up to three, as shown by the blocks. Green Ism Plus requires one block and Red Ism Plus requires two blocks.
4. Adjust the balance of power (POW) and defense (DEF). Adding more to one side decreases the level of the other side. As your character's level increase, the range adjustment will widen.
5. Press the **Start** button to exit.

ENTRY MODE

Register your World Tour characters in order to use them in other game modes. Load the character data, previously saved onto a Memory Card, and choose ENTRY to register it. You can register up to six characters. Once registered, your characters will be displayed on the Character Select screen in Arcade, VS and Training Modes.



OPTION MODE

Use Option Mode to adjust game settings. Use the **Directional buttons**: press ↑/↓ to choose a setting; press →/← to make adjustments.

GAME OPTION

DIFFICULTY: Adjust the skill level: higher numbers are more difficult.

TIME: Set the round time.

ROUNDS: Set the number of rounds for each match.

DAMAGE: Adjust the damage of all moves except Super Combos.

SC DAMAGE: Set the damage of Super Combos.

SPEED: Set the game speed.

GAUGE: Set the base number on the Super Combo Level Gauge.

SHORTCUT: Choose ON to shorten loading time.

AUTO SAVE: Choose ON to save game data automatically to a Memory Card.

MUSIC VOL: Adjust the volume of background music. The higher numbers are louder volume.

SOUND: Choose either Stereo or Monaural, depending on your speaker setup.

DEFAULT: Return all options to default settings.

EXIT: Close the menu with current settings intact.

KEY CONFIG

Reassign the button controls on both Player 1 and Player 2 controllers.

BUTTONS: Press the **Directional buttons** →/← to change the button configuration.

VIBRATE: Turn the vibration feature ON or OFF (Dual Shock Analog Controller only).

COMMAND: Adjust command input time: ARCADE is a short time; LONG gives you more time to input commands.

DEFAULT: Return all options to default settings.

EXIT: Close the menu with current settings intact.

DISPLAY ADJUST

DISPLAY ADJUST: Center the game screen on your TV or monitor.

SCREEN SIZE: Adjust the range of character display.

DEFAULT: Return all options to default settings.

EXIT: Close the menu with current settings intact.

MEMORY CARD

Save or load game data to or from a Memory Card by choosing a slot number and pressing the × button.

BASIC ATTACKS & COUNTERS

Standing Block — **Press →or ← away from opponent**

Air Block — **Press →or ← away from opponent (A and V Isms only)**

Crouching Block — **Press ↙ or ↘ away from opponent**

Block an opponent's attack by pressing a **Directional button** away from it. Use a standing, air or crouching block according to the attack. (Air blocks are not available with X Ism).

Defensive Fall — **When knocked up in the air, press 2 Punch buttons simultaneously (not available with X Ism)**

Use a defensive fall to avoid an opponent's additional attacks.

Defensive Roll — **When knocked up in the air, press 2 Kick buttons simultaneously (not available with X Ism)**

Throw, Escape — **→or ← + 2 Punch or Kick buttons simultaneously**

This move works as a throw when you are attacking, or as an escape when an opponent grabs your character.

Alpha Counter — **When blocking an attack, press →or ← (toward opponent) + Punch and Kick buttons of the same strength**

This counterattack move uses 1 Super Combo level and shortens the Guard Power Gauge.

Damage Reduction — **Press the Directional buttons, Punch or Kick buttons rapidly.**

This counter move reduces damage when you're under attack or blocking.

Guard Crush — Your Guard Power Gauge shortens while you're blocking, or if you're hit with a Guard Crush. If you refrain from blocking, the gauge will gradually recover. If the gauge drains out, you won't be able to block until you recover power.

SUPER COMBO

The Super Combo Level Gauge builds up as you perform moves. When it reaches a certain length, its level increases, allowing you to perform Super Combos, Alpha Counters and Custom Combos.

X-Ism: You can perform a Super Combo only when the Super Combo Level Gauge is full. Super Combos use the entire gauge.

A-Ism: You have three levels of Super Combos, corresponding to the three levels of punches/kicks (light, medium and heavy). The Punch or Kick button you press determines the power of the Super Combo, and uses a similar amount of the gauge. The higher the gauge level is when you start, the more powerful your Super Combo will be.

CUSTOM COMBO

Custom Combos are available with V-Ism characters only.

When a V-Ism character's Super Combo Level Gauge builds up to 50% or more, you can perform a Custom Combo by pressing Punch and Kick buttons of the same strength simultaneously.

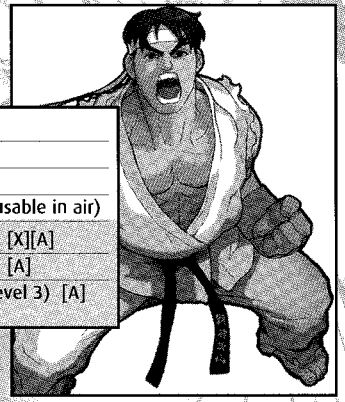
- During a Custom Combo, shadow images follow your character and attack in the same way.
- You can continue a Custom Combo until the Super Combo Level Gauge runs out.
- You cannot block during a Custom Combo.
- If you take damage, the Custom Combo ends.

CHARACTERS

KEY TO CHARACTER CONTROLS	
↑↓↘↙→←↗	**Directional buttons** (buttons shown are for characters facing right; reverse left/right buttons for characters facing left).
P	Punch button (of any strength).
K	Kick button (of any strength).
LK, MK, MK	Light kick, medium kick, heavy kick.
PPP	3 Punches rapidly (press **L1**).
KKK	3 Kicks rapidly (press **L2**).
Hold	Press the **Directional button** for about 2 seconds.
[X], [A], [V]	X-Ism, A-Ism or V-Ism move only.
Level 3	Requires a level 3 Super Combo Gauge.
Reversal	Input a **Directional button** command when character is getting up.

RYU

SPECIAL MOVES	Fireball	↓↘→ + P
	Shakunetsu Hadoken	←↙↓↘→ + P
	Dragon Punch	→↓↘ + P
	Hurricane Kick	↓↙← + K (also usable in air)
SUPER COMBOS	Shinku Hadoken	↓↘→↓↘→ + P [X][A]
	Shinku Tatsumaki Senpukyaku	↓↙←↓↙← + K [A]
	Metsu Shoryuken	↓↘→↓↘ + K (level 3) [A]



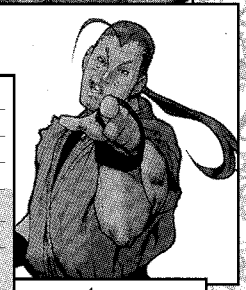
ROLENTO

SPECIAL MOVES	Patriot Circle	↓↘→ + P (up to 3 times)
	Stinger	→↓↘ + K then P or K
	Mekong Delta Attack	PPP then P when landing
	Mekong Delta Air-Raid	↓↙← + P then P
	Mekong Delta Escape	↓↙← + K then P or K
SUPER COMBOS	Take No Prisoners	↓↘→↓↘→ + P [X][A]
	Minesweeper	↓↙←↓↙← + P [A]
	Steel Rain	↓↘→↓↘→ + K [A]



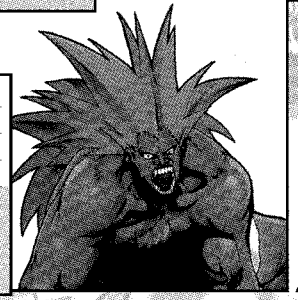
DAN

SPECIAL MOVES	Gadoken	↓↘→ + P
	Koryuken	→↓↘ + P
	Dankukyaku	↓↙← + K ([A][V] also usable in air)
	Saikyo Defense	(while blocking) → + PPP [V]
SUPER COMBOS	Hissho Buraiken	↓↙←↓↙← + K [X][A]
	Shinku Gadoken	↓↘→↓↘→ + P [A]
	Koryu Reppa	↓↘→↓↘ + K [A]

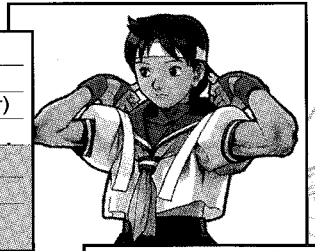


BLANKA

SPECIAL MOVES	Electric Thunder	P (rapidly)
	Rolling Attack	← (hold) → + P
	Vertical Rolling	↓ (hold) ↑ + K
	Backstep Rolling	← (hold) → + K
SUPER COMBOS	Ground Shave Rolling	← (hold) →←→ + P [X][A]
	Tropical Hazard	↙ (hold) ↘↙↗ + K [A]

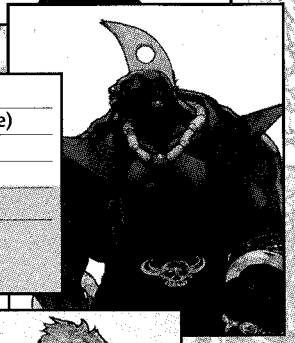


SAKURA



SPECIAL MOVES	Hadoken	↓↘→ + P
	Shouoken	→↓↘ + P
	Shunpukyaku	↓↙← + K (also usable in air)
	Sakura Otoshi	→↓↘ + K then P [A][V]
SUPER COMBOS	Midare Zakura	↓↘→↓↘ + K [X][A]
	Shinku Hadoken	↓↘→↓↘→ + P [A]
	Haru Ichiban	↓↙←↓↙← + K [A]

BIRDIE



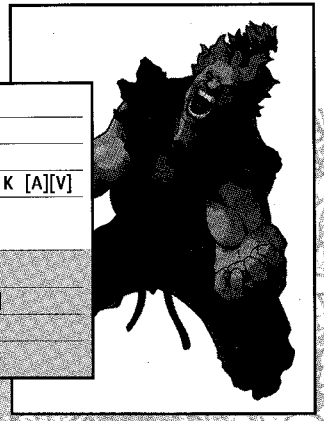
SPECIAL MOVES	Bull Head	← (hold) → + P
	Bull Horn	PP or KK (hold for awhile, then release)
	Murderer Chain	360° turn + P
	Bandit Chain	360° turn + K
SUPER COMBOS	The Birdie	← (hold) →←→ + P [X][A]
	Bull Revenger	↓↘→↓↘ + P or K [A]

CHARLIE



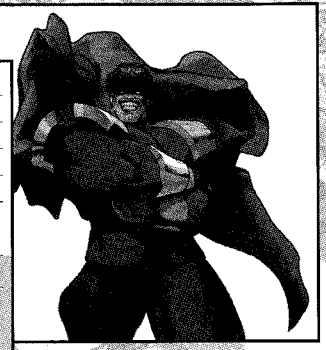
SPECIAL MOVES	Sonic Boom	← (hold) → + P
	Somersault Kick	↓ (hold) ↑ + K
	Knee Bazooka	→ + K [A][V]
SUPER COMBOS	Somersault Justice	↙ (hold) ↘↙↗ + K [X][A]
	Sonic Break	← (hold) →←→ + P [A]
	Crossfire Blitz	← (hold) →←→ + K [A]

AKUMA



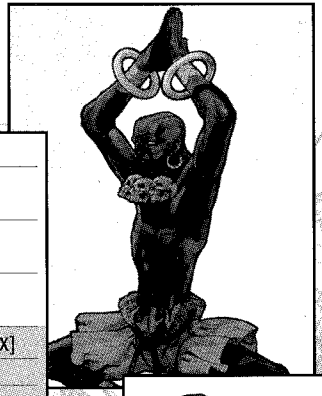
SPECIAL MOVES	Gou Hadoken	↓↘→ + P (also usable in air)
	Gou Shoryuken	→↓↘ + P
	Tatsumaki Zankukyaku	↓↙← + K (also usable in air)
	Hyakkishu	↓↘→↗ + P then (in air) P or K [A][V]
	Ashura Senku	→↓↘ + PPP or KKK ←↓↙ + PPP or KKK
SUPER COMBOS	Shungokusatsu	LP, LP, →, LK, HP [X][A]
	Messatsu Gou Hado	→↘↓↙←→↘↓↙← + P [A]
	Tenma Gou Zanku	↓↘→↓↘ + P (in air) [A]
	Messatsu Gou Shoryu	↓↘→↓↘ + P [A]

BISON

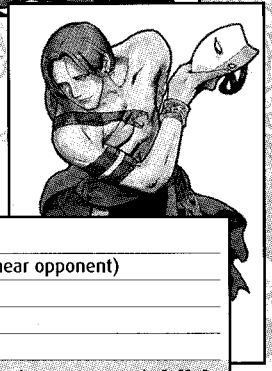


SPECIAL MOVES	Psycho Shot	← (hold) → + P [A][V]
	Psycho Crusher	← (hold) → + P [X]
	Double Knee Press	← (hold) → + K
	Head Press	↓ (hold) ↑ + K
	Somersault Skull Diver	↓ (hold) ↑ + P then P
	Bison Warp	→↓↘ + PPP or KKK [A][V] ←↓↙ + PPP or KKK
SUPER COMBOS	Knee Press Nightmare	← (hold) →←→ + K [X][A]
	Psycho Crusher	← (hold) →←→ + P [A]

DHALSIM



SPECIAL MOVES	Yoga Fire	↓↘→ + P
	Yoga Flame	→↘↓↙← + P [A][V] ←↙↓↘→ + P [X]
	Yoga Blast	→↘↓↙← + K [A][V] ←↙↓↘→ + K [X]
	Yoga Teleport	→↓↘ + PPP or KKK ←↓↙ + PPP or KKK
SUPER COMBOS	Yoga Tempest	←↙↓↘→←↙↓↘→ + P [X]
	Yoga Inferno	↓↘→↓↘→ + P [A]
	Yoga Strike	↓↘→↓↘ + K [A]
	Yoga Stream	↓↙←↓↙← + P [A]



VEGA

SPECIAL MOVES	Flying Barcelona Attack	↓ (hold) ↑ + K then P
	Izuna Drop	↓ (hold) ↑ + K then ← or → + P (near opponent)
	Rolling Crystal Flash	← (hold) → + P
	Sky High Claw	↓ (hold) ↑ + P
	Scarlet Terror	↙ (hold) → + K [V]
SUPER COMBOS	Rolling Izuna Drop	↙ (hold) ↘↙↗ + K then ← or → + P (near opponent) [X][A]
	Scarlet Mirage	← (hold) →←→ + K [A]
	Red Impact	← (hold) →←→ + P (level 3) [A]

ADON



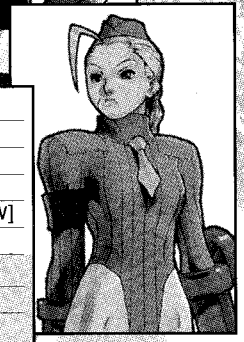
SPECIAL MOVES	Jaguar Kick	←↓↙ + K [A][V]
	Jaguar Tooth	→↘↓↙← + K
	Rising Jaguar	→↓↘ + K
SUPER COMBOS	Jaguar Varied Assault	↓↘→↓↘ + P [X][A]
	Jaguar Revolver	↓↘→↓↘→ + K [A]

CODY



SPECIAL MOVES	Criminal Uppercut	↓↙← + P
	Ruffian Kick	↓↘→ + K
	Bad Stone	↓↘→ + P
	Knife Pickup	↓ + PPP
SUPER COMBOS	Final Destruction	↓↘→↓↘→ + P [X][A]
	Dead End Irony	↓↘→↓↘→ + K [A]

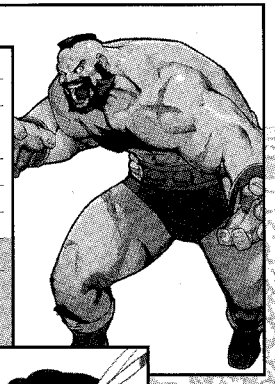
CAMMY



SPECIAL MOVES	Spiral Arrow	↓↘→ + K
	Cannon Spike	→↓↘ + K
	Spin Knuckle	→↘↓↙← + P [X][A]
	Hooligan Combination	↙↓↘→↗ + P then P or K
	Cannon Strike	(while jumping forward) ↓↙← + K [V]
	Cannon Revenge	↓↙← + P [V]
SUPER COMBOS	Spin Drive Smasher	↓↘→↓↘ + K [X][A]
	Reverse Shaft Breaker	↓↙←↓↙← + K [A]
	Killerbee Assault	↙ (hold) ↘↙↗ + K (level 3) [A]

ZANGIEF

SPECIAL MOVES	Double Lariat	PPP
	Quick Double Lariat	KKK
	Banishing Flat	→↓↘ + P [A][V] →↘↓ + P [X]
	Screw Pile Driver	360° turn + P
	Atomic Suplex	360° turn + K (near opponent)
	Flying Power Bomb	360° turn + K (far from opponent)
SUPER COMBOS	Final Atomic Buster	360° turn x 2 + P [X][A]
	Aerial Russian Slam	↓↘→↓↘ + K [A]



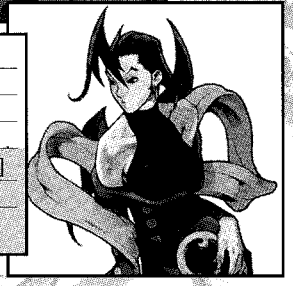
T. HAWK

SPECIAL MOVES	Mexican Typhoon	360° turn + P
	Tomahawk Buster	→↓↘ + P
	Condor Dive	(while jumping) PPP
	Condor Spire	←↓↙ + P [A][V]
SUPER COMBOS	Raging Typhoon	360° turn x 2 + P [X][A]
	Canyon Splitter	↓↘→↓↘→ + P [A]



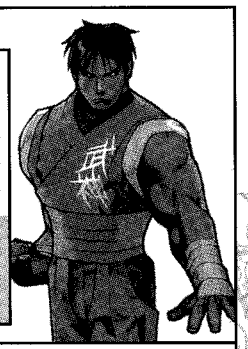
ROSE

SPECIAL MOVES	Soul Spark	←↙↓↘→ + P
	Soul Throw	→↓↘ + P
	Soul Reflect	↓↙← + P
	Soul Spiral	↓↘→ + K
SUPER COMBOS	Aura Soul Throw	↓↘→↓↘ + P [X][A]
	Aura Soul Spark	↓↙←↓↙← + P [A]
	Soul Illusion	↓↘→↓↘ + K [A]



GUY

SPECIAL MOVES	Hozanto	↓↙← + P
	Bushin Senpukyaku	↓↙← + K
	Bushin Izuna Drop	↓↘→ + P then P
	Hayagake (Dash)	↓↘→ + LK then K
	Kage Sukui	↓↘→ + MK then K
	Kubikari	↓↘→ + HK then K
SUPER COMBOS	Bushin Musourenka	→↘↓↙←→↘↓↙← + P (level 3) [X][A]
	Bushin Hassoken	↓↘→↓↘ + P [A]
	Bushin Goraikyaku	↓↘→↓↘ + K [A]



HONDA

SPECIAL MOVES	Hundred Hand Slap	P (rapidly)
	Sumo Head Butt	← (hold) → + P
	Sumo Smash	↓ (hold) ↑ + K
	Oicho Throw	360° turn + P
SUPER COMBOS	Oni Muso	← (hold) →←→ + P [X][A]
	Fuji Drop	← (hold) →←→ + K [A]
	Orochi Crush	360° turn x 2 + P (level 3) [A]



JUNI

SPECIAL MOVES	Psycho Shot	↓ (hold) ↑ + K
	Psycho Crusher	← (hold) → + K
	Hooligan Combination	↙↓↘→↗ + P then P or K
	Mach Slide	↓↘→ + K
	Earth Direct	360° turn + P
SUPER COMBOS	Psycho Streak	← (hold) →←→ + P [X][A]
	Spin Drive Smasher	↙ (hold) ↘↙↗ + K [A]



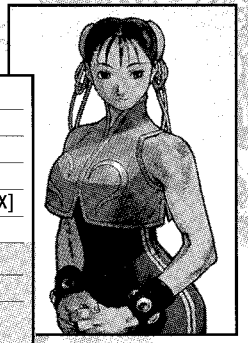
GEN

STYLE CHANGE	Note: Style changes are not available with [X].	
	So-Style	PPP (not available with [X])
	Ki-Style	KKK (not available with [X])
SPECIAL MOVES	Hyakurenko (So-Style)	P (rapidly)
	Gekirou (So-Style)	→↓↘ + K then K (rapidly)
	Jasen (Ki-Style)	← (hold) → + P
	Oga (Ki-Style)	↓ (hold) ↑ + K [A][V]
SUPER COMBOS	Zanei (So-Style)	↓↘→↓↘→ + P [X] [A]
	Shitenshu (So-Style)	↓↙←↓↙← + P [A]
	Jakoha (Ki-Style)	↓↘→↓↘ + K [A]
	Koga (Ki-Style)	↓↙←↓↙← + K (in air) [A]



CHUN-LI

SPECIAL MOVES	Kikoken	←↙↓↘→ + P [A][V]
	Tenshokyaku	↓ (hold) ↑ + K ([X] – reversal only)
	Hyakuretsukyaku	K (rapidly)
	Senenshu	→↘↓↙← + K [A][V]
	Whirlwind Kick	← (hold) → + K (also usable in air) [X]
	Sohakkei	← (hold) → + P [X]
SUPER COMBOS	Senretsukyaku	← (hold) →←→ + K [X][A]
	Hazan Tenshokyaku	↙ (hold) ↘↙↗ + K [A]
	Kikosho	↓↘→↓↘→ + P [A]



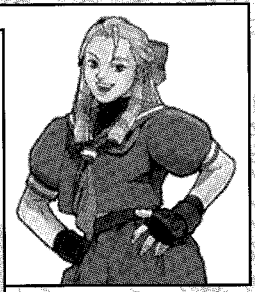
FEI-LONG

SPECIAL MOVES	Rekkaken	↓↘→ + P (up to 3 times)
	Shienkyaku	←↓↙ + K
	Rekkukyaku	←↙↓↘→↗ + K [X][V]
SUPER COMBOS	Rekka Shinken	↓↘→↓↘→ + P [X][A]
	Shien Renkyaku	↓↙←↓↙← + K [A]



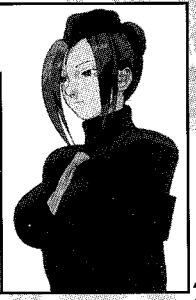
KARIN

SPECIAL MOVES	Gurenken	↓↘→ + P then P or K
	Mujinkyaku	→↓↘ + K
	Hosho	→↓↘ + P
	Ressenha	↓↘→ + K
	Yasha Counter	↓↙← + P (upper) ↓↙← + K (lower)
	Arakuma Inashi	360° turn + K
SUPER COMBOS	Shinpi Kaibyaku	↓↘→↓↘→ + P [X] [A]
	Kouoken	↓↘→↓↘→ + K [A]



JULI

SPECIAL MOVES	Cannon Spike	→↓↘ + K
	Sniping Arrow	↓↘→ + K
	Spin Knuckle	→↘↓↙← + P
SUPER COMBOS	Reverse Shaft Breaker	↓↙←↓↙← + K [X][A]
	Spin Drive Smasher	↓↘→↓↘ + K [A]

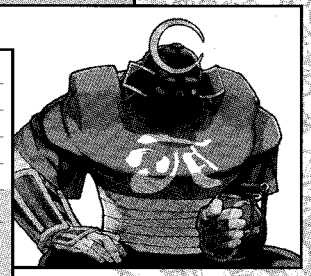


BALROG



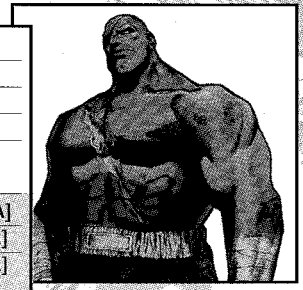
SPECIAL MOVES	Dash Straight	← (hold) → + P
	Dash Ground Straight	← (hold) ↘ + P [A][V]
	Dash Uppercut	← (hold) → + K
	Dash Ground Uppercut	← (hold) ↘ + K [A][V]
	Turn Punch	PPP or KKK (hold for awhile, then release)
	Buffalo Head	↓ (hold) ↑ + P (reversal only) [A][V]
SUPER COMBOS	Crazy Buffalo	← (hold) →←→ + P [X][A]
	Gigaton Blow	← (hold) →←→ + K [A]

SODOM



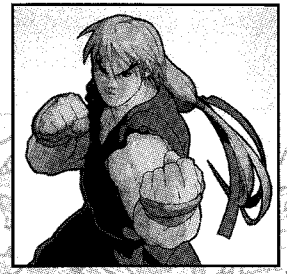
SPECIAL MOVES	Jigoku Scrape	↓↘→ + P
	Shiraha Catch	→↓↘ + K
	Butsumetsu Buster	360° turn + P
	Daikyo Burning	360° turn + K
	Yagura Reverse	←↓↙ + K
SUPER COMBOS	Meido no Miyage	↓↘→↓↘→ + P [X][A]
	Tenchusatsu	360° turn x 2 + P [A]

SAGAT



SPECIAL MOVES	Tiger Shot	↓↘→ + P
	Ground Tiger Shot	↓↘→ + K
	Tiger Blow	→↓↘ + P [A][V]
	Tiger Uppercut	→↓↘ + P [X]
	Tiger Crush	→↓↘ + K [A][V]
		↓↘→↗ + K [X]
SUPER COMBOS	Tiger Genocide	↓↘→↓↘ + K [X][A]
	Tiger Cannon	↓↘→↓↘→ + P [A]
	Tiger Raid	↓↙←↓↙← + K [A]

KEN



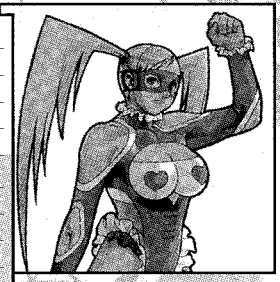
SPECIAL MOVES	Fireball	↓↘→ + P
	Dragon Punch	→↓↘ + P
	Hurricane Kick	↓↙← + K (also usable in air)
SUPER COMBOS	Shoryu Reppa	↓↘→↓↘ + P [X][A]
	Shinryuken	↓↘→↓↘ + K [A]
	Shippu Jinraikyaku	↓↙←↓↙← + K (level 3) [A]

DEE JAY



SPECIAL MOVES	Air Slasher	← (hold) → + P
	Double Rolling Sobat	← (hold) → + K
	Machine Gun Uppercut	↓ (hold) ↑ + P (rapidly)
	Jackknife Maximum	↓ (hold) ↑ + K [X][V]
SUPER COMBOS	Sobat Carnival	← (hold) →←→ + K
	Sunrise Theme	↙ (hold) ↘↙↗ + K
	Climax Beat	↙ (hold) ↘↙↗ + P

R. MIKA



SPECIAL MOVES	Flying Peach	↓↙← + P
	Shooting Peach	↓↙← + K
	Daydream Headlock	360° turn + K (rapidly)
	Paradise Hold	360° turn + P
	Wingless Airplane	(in air) →↘↓↙← + K
SUPER COMBOS	Rainbow Hip Rush	↓↘→↓↘→ + P [A]
	Heavenly Dynamite	360° turn x 2 + P (rapidly) [A]
	Beach Special (B.S.)	↓↘→↓↘ + K [X][A]
	Moonsault Press	(after B.S.) P then P
	Missile Kick	(after B.S.) P then K