



STREET FIGHTER ALPHA 3
SEGA DREAMCAST™

20 PTS.

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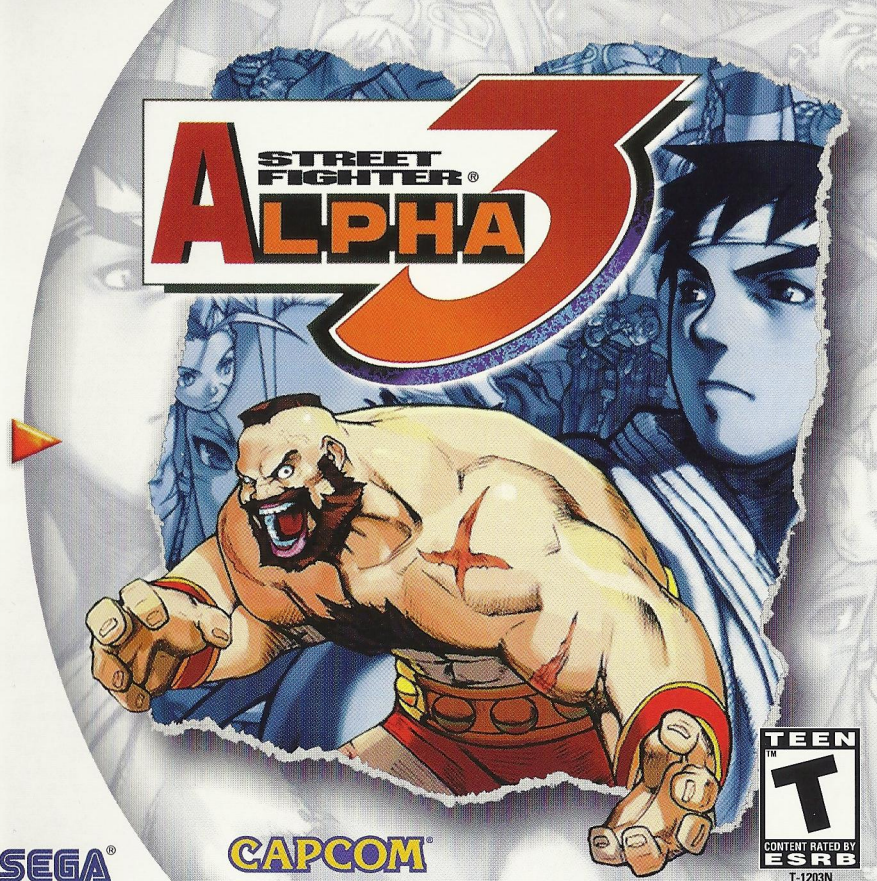
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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

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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\$1.35 per minute for live Game Counselor assistance.

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

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SEGA DREAMCAST™



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**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

STREET FIGHTER ALPHA 3

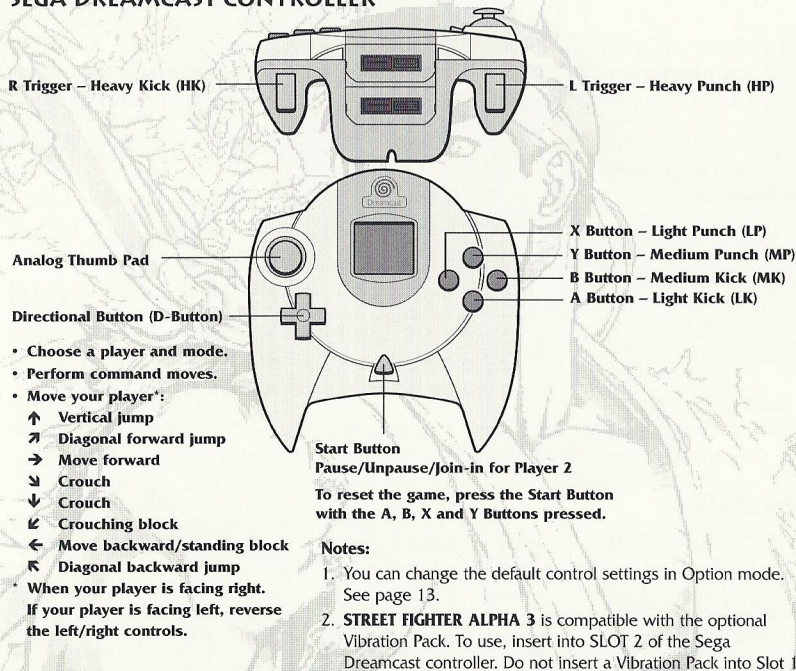
is a 1-to-3 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast Controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

STARTING A GAME

1. Press the Start Button at the title screen.
2. Press the Analog Thumb Pad, Directional Button or Joystick / to select a game mode and press the A Button. (See page 7.)
3. Press the Analog Thumb Pad, Directional Button or Joystick in any direction to select a player and press any button. (See page 8.)

CONTROLS (DEFAULT)

SEGA DREAMCAST CONTROLLER

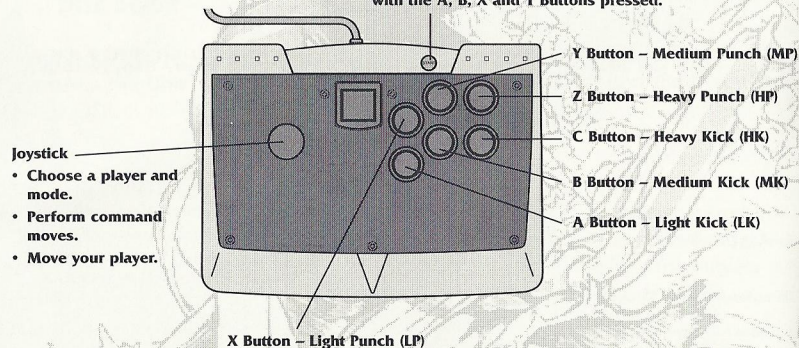


Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn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

ARCADE STICK

Start Button
Pause/Unpause/Join-in for Player 2

To reset the game, press the Start Button
with the A, B, X and Y Buttons pressed.



- Joystick
- Choose a player and mode.
 - Perform command moves.
 - Move your player.

Notes:

1. You can change the default control settings in Option mode. See page 13.
2. You cannot use a Vibration Pack with the Arcade Stick.

MOVES

NORMAL MOVE – Moves using a Punch or Kick button. Moves vary depending on the player's posture.

BLOCK – Block an opponent's attack by pressing the Analog Thumb Pad, D-Button or Joystick away from the opponent.

THROW – When near an opponent, press the Analog Thumb Pad, D-Button or Joystick toward the opponent and any two Punch or Kick buttons simultaneously.

DIZZY/RECOVERY – If an opponent's attack makes you dizzy, recover more quickly by pressing the Analog Thumb Pad, D-Button or Joystick while punching or kicking rapidly.

SPECIAL MOVE – Perform a special move by combining an Analog Thumb Pad, D-Button or Joystick direction with Punch and Kick buttons. Each player has unique special moves (see pages 17 - 27).

SUPER COMBO – When the Super Combo Gauge is full, you can perform a super powerful move by combining an Analog Thumb Pad, D-Button or Joystick direction with Punch or Kick buttons (see pages 17 - 27.)

RULES

TIME – The time for each round is 99 counts. You can change the round time in Option mode (see page 12). In certain game modes, the round time cannot be changed.

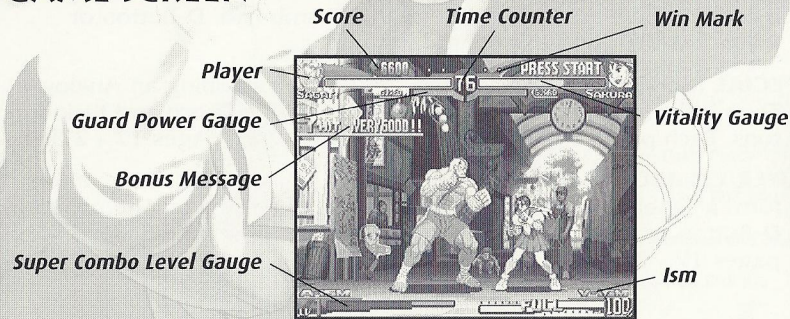
WINNING – The first player who makes the opponent's vitality deplete to zero wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.

WIN MARK – When a player wins a round, a Win Mark appears above the player's 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 12). 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.

GAME SCREEN



PLAYER – The player's name and portrait.

SCORE – Player's current score.

TIME COUNTER – Time left in the round.

WIN MARK – Appears when a player wins a round.

VITALITY GAUGE – The player's remaining vitality.

BONUS MESSAGE – Various messages appear during combat.

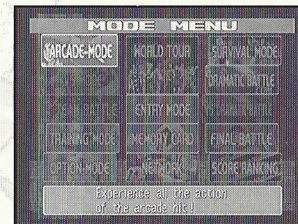
SUPER COMBO LEVEL GAUGE – When this gauge fills to a certain point, the character attains higher levels and can perform Super Combos, Alpha Counters and Custom Combos. See page 14.

GUARD POWER GAUGE – When this gauge runs out, the player's block can be broken.

ISM – The player's Ism: X, A or V. See page 8.

GAME MODE MENU

On the Mode Menu, select one of these modes to start your game. Highlight your choice and press the A Button.



ARCADE MODE – A story mode from the original arcade version of the game. See page 9.

VS MODE – Two player competition mode. See page 9.

TRAINING MODE – Practice your moves and combos. See page 9.

WORLD TOUR – Train your player's powers while taking a world tour of street fighting. See page 10.

ENTRY MODE – Register a player you created in World Tour mode so you can import that player into other game modes.

TEAM BATTLE – Team competition mode.

SURVIVAL MODE – Defeat as many opponents as possible, with limited vitality.

DRAMATIC BATTLE – Two player co-op mode against the computer.

VS DRAMATIC BATTLE – Three players fight in a two-on-one match.

FINAL BATTLE – Fight the final boss character.

OPTION MODE – Adjust various game settings. See page 12.

SCORE RANKING – Review the best scores in each game mode.

MEMORY CARD – Save or load your game data. This requires an optional Visual Memory Unit (VMU). See page 12.

PLAYER SELECT

1. After you choose a game mode, you'll see the Player Select menu. Highlight your choice and confirm by pressing any button.

2. Select a mode. (You may bypass this depending on your selections in Option mode. See page 13.)

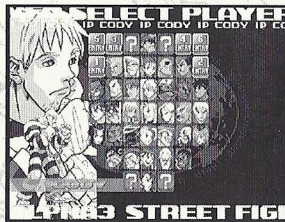
3. Select the character's Ism:

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.

4. Choose a game speed: Normal (standard) or Turbo (fast). (You can toggle Speed Select ON/OFF in Option mode. See page 13.)



	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

ARCADE MODE

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

VS MODE

Two players only. Two 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

One player. Practice your moves and combos. Select your player and opponent and adjust your 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'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 player's powers while taking a world tour of street fighting arenas and stages.

1. Choose a game:

LOAD GAME – Resume a previously saved game and player from a Visual Memory Unit (VMU).

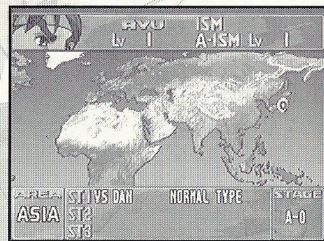
NEW GAME – Choose a player and start a new World Tour from the beginning.

2. Choose a country from the World Map. A menu will appear with these options:

BATTLE – Start the contest.

SETUP – Display the Setup screen. To use it, see page 11.

SAVE – Save the game to a VMU. (13 free blocks are required to save game data.)



WORLD TOUR STAGES

Normal – Defeat one opponent to win.

Survival Stage – Defeat several opponents to win.

Team Battle Stage – Fight against an opponent team of 2 or 3 characters.

3. Each country has 1 to 3 stages. Complete them all and you'll return to the World Map, where new countries appear. Choose another country to continue the tour. (You can choose a country you've already competed in, but your player's experience points won't increase. See page 11.)

MORE ABOUT WORLD TOUR

LEVEL UP:

Your player will gain experience points by defeating opponents. At set point increments, your character's level and abilities increase. You must compete in untried countries in order to increase your player's experience points.

ISM PLUS:

As you complete each stage, you may gain an Ism Plus, which will give your player a special ability. You cannot remove any Ism Pluses you gain.

ISM LEVEL UP:

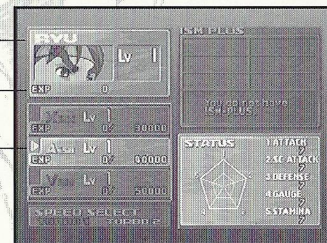
Each Ism you player has also gains experience points and increases in abilities.

THE ISM SETUP SCREEN

*Player Name & Level **

Total Experience Points

Ism Levels



To customize your player, highlight an Ism and press the A Button. Then select a game speed. (You can set Speed Select ON/OFF in Option mode. See page 12.)

* The maximum Player Level is 32. The Player Grade will appear if you register the player in Entry Mode. See page 12.

ENTRY MODE

Register your World Tour players in order to use them in other game modes. Load the player data, previously saved onto a VMU, and choose ENTRY to register it. You can register up to six characters. Once registered, your characters will be displayed on the Player Select screen in other game modes.

Note: You cannot select registered characters when starting a new World Tour.

MEMORY CARD

Save and load your game data, scores and Option settings. You must be using an optional Visual Memory Unit (VMU) to save and load.

OPTION MODE

Use Option Mode to adjust game settings. Using the Analog Thumb Pad, D-Button or Joystick, press \uparrow/\downarrow to choose a setting and press \rightarrow/\leftarrow to make adjustments.

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 moves.



SC DAMAGE – Set the damage of Super Combos.

SPEED – Set the game speed.

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

MODE SELECT – Choose ON to select a mode in Arcade Mode.

SHORTCUT – Choose ON to shorten loading time.

AUTO SAVE – Choose ON to save game data automatically to a VMU.

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

SOUND – Choose either Stereo or Monaural, depending on the number of speakers connected to your television.

BUTTON CONFIG – Reassign the button controls on any player's controller.

SET SPECIAL COMMAND – Set a special command to a button.

THREE BUTTONS – PPP or KKK. Press three Punch or Kick buttons simultaneously. This is useful for Special Moves or Throw moves.

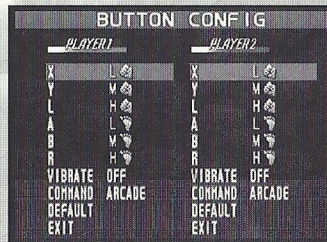
P AND K OF THE SAME STRENGTH – Use this to perform Custom Combos.

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

DISPLAY ADJUST

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

SCREEN SIZE: Adjust the range of player display.



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 – Your three levels of Super Combos correspond to the three levels of punches/kicks (light, medium and heavy). The higher the gauge level is when you start, the more powerful your Super Combo will be. The Punch or Kick button you press determines the power of the Super Combo, and uses a similar amount of the gauge. (Light – Level 1, Medium – Level 2, Heavy – Level 3)

V-ISM – See page 14.

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.

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Relationship to Child: _____

Address: _____

Signature: _____

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Warranty Registration
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TO REGISTER PLEASE DROP THIS CARD IN AN ENVELOPE AND MAIL TO:

BASIC MOVES

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 the Analog Thumb Pad, D-Button or Joystick 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 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)

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

THROW, ESCAPE

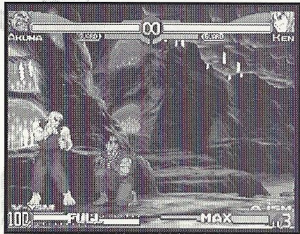
→ or ← + 2 Punch or Kick buttons simultaneously

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 (not available with X-Ism)

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



DAMAGE REDUCTION

Press the Analog Thumb Pad, D-Button or Joystick + Punch or Kick buttons rapidly.

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

GUARD CRUSH

Your Guard Power Gauge shortens while you're blocking. When your Guard Power gauge runs out, your blocking is broken. If you refrain from blocking, the gauge will gradually recover. If your Guard Power Gauge drains out, it shortens.

TAUNT

Press Light Punch button + Start button simultaneously

This is the default control, which you can change in Option Mode (see page 13).

STREET FIGHTERS

KEY TO FIGHTER CONTROLS ON PAGES 17-27

↕↘↙↗↔↔	Analog Thumb Pad, D-Button or Joystick direction (arrows shown are for characters facing right; reverse left/right arrows for characters facing left).
P	Punch button (of any strength).
K	Kick button (of any strength).
LK, MK, HK	Light Kick, Medium Kick, Heavy Kick.
LP, MP, HP	Light Punch, Medium Punch, Heavy Punch.
KKK	3 Kicks rapidly (press your 3-Kick button if set in Option mode; see page 13).
PPP	3 Punches rapidly (press your 3-Punch button if set in Option mode; see page 13).
Hold	Press the Analog Thumb Pad, D-Button or Joystick 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 an Analog Thumb Pad, D-Button or Joystick 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]



M. 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]



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]



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]



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]



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	Hisho 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]



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
Yoga Tempest	←↙↓↘→↙↘↓↘→ + P [X]
Yoga Inferno	↓↘→↓↘→ + P [A]
Yoga Strike	↓↘→↓↘ + K [A]
Yoga Stream	↓↙←↙↘← + P [A]



GEN

STYLE CHANGE

Note: Style changes are not available with [X].

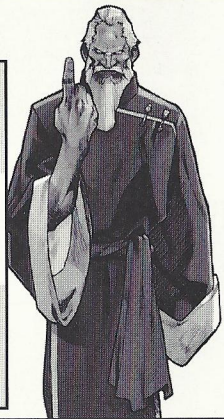
So-Style	PPP
Ki-Style	KKK

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]



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]



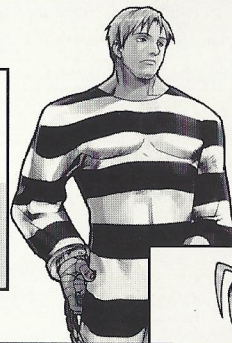
CODY

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]



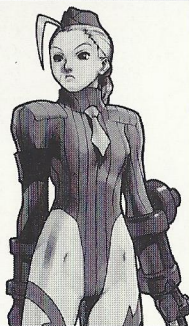
CAMMY

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

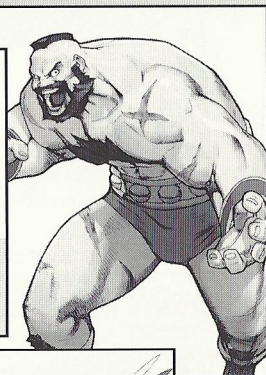
Spin Drive Smasher	↓↘→↓↘ + K [X][A]
Reverse Shaft Breaker	↓↙←↙↘← + K [A]
Killerbee Assault	↙ (hold) ↘↘↘ + K (Level 3) [A]



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)
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]
Raging Typhoon	360° turn x 2 + P [X][A]
Canyon Splitter	↓↘→↓↘ + P [A]

SUPER COMBOS

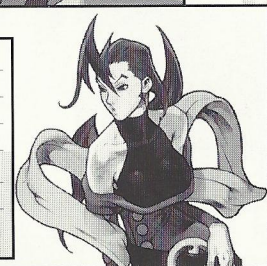


ROSE

SPECIAL MOVES

Soul Spark	←↘↓↘ + P
Soul Throw	→↓↘ + P
Soul Reflect	↓↘← + P
Soul Spiral	↓↘→ + K
Aura Soul Throw	↓↘→↓↘ + P [X][A]
Aura Soul Spark	↓↘←↓↘ + P [A]
Soul Illusion	↓↘→↓↘ + K [A]

SUPER COMBOS



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
Bushin Musourenka	→↓↘←↘↓↘← + P (Level 3) [X][A]
Bushin Hassoken	↓↘→↓↘ + P [A]
Bushin Goraikyaku	↓↘→↓↘ + K [A]

SUPER COMBOS

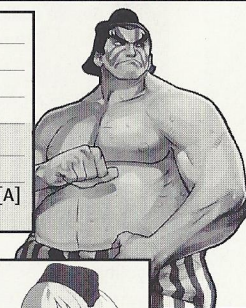


E. HONDA

SPECIAL MOVES

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

SUPER COMBOS



JUNI

SPECIAL MOVES

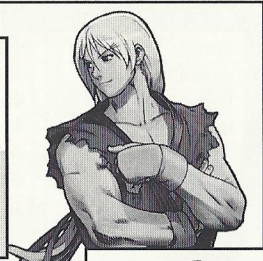
Psycho Shot	↓ (hold) ↑ + K
Psycho Crusher	← (hold) → + K
Hooligan Combination	↓↘→↘ + P then P or K
Mach Slide	↓↘→ + K
Earth Direct	360° turn + P
Psycho Streak	← (hold) →↘↘ + P [X][A]
Spin Drive Smasher	↘ (hold) ↘↘↘ + K [A]

SUPER COMBOS



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]



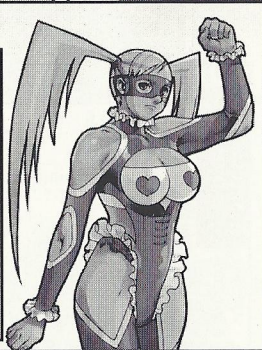
DEE JAY

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



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)
SUPER COMBOS	Arakuma Inashi	360° turn + K
	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]

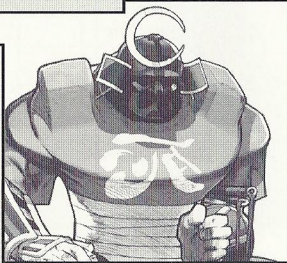


Dash Straight	← (hold) → + P
Dash Ground Straight	← (hold) ↘ + P [A][V]
Dash Uppercut	← (hold) → + K
Dash Ground Uppercut	← (hold) ↘ + K [A][V]
Turn Punch	PPP or KKK (hold for awhile, then release)
Buffalo Head	↓ (hold) ↑ + P (reversal only) [A][V]
Crazy Buffalo	← (hold) →↔→ + P [X][A]
Gigaton Blow	←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



SODOM

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



SAGAT

Tiger Shot	↓↘→ + P
Ground Tiger Shot	↓↘→ + K
Tiger Blow	→↓↘ + P [A][V]
Tiger Uppercut	→↓↘ + P [X]
Tiger Crush	→↓↘ + K [A][V] ↓↘→↗ + K [X]

Tiger Genocide	↓↘→↓↘ + K [X][A]
Tiger Cannon	↓↘→↓↘→ + P [A]
Tiger Raid	↓↘↙↓↘↙ + K [A]



CHUN-LI

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]
Senretsukyaku	← (hold) →↔→ + K [X][A]
Hazan Tenshokyaku	↙ (hold) ↘↗↗ + K [A]
Kikoshō	↓↘→↓↘→ + P [A]



VEGA

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]
Rolling Izuna Drop	↙ (hold) ↘↗↗ + K then ← or → + P (near opponent) [X][A]
Scarlet Mirage	← (hold) →↔→ + K [A]
Red Impact	← (hold) →↔→ + P (Level 3) [A]



SFA3 INTERNET INSTRUCTIONS

Once you have created a character in World Tour mode (page 10), you can go to the Internet to download a series of Master characters to compete against your character. To download Master characters, follow these instructions:

1. First, save your World Tour Mode character to your Visual Memory Unit (VMU).
2. Exit to the Game Mode Menu and select ENTRY MODE. Select your saved character, load in your saved character data from the VMU and then exit back to the Game Mode Menu.
3. Select NETWORK MODE. There are two options: Saikyo Dojo and the SFA3 site. Select the STREET FIGHTER ALPHA 3 site, exit out of the Memory Card Utility screen and click CONNECT TO THE INTERNET.
4. To download the Master Character file, click the character face icon (these will vary as characters change every week). Choose YES to download the file and then select the VMU where you want to save the data.

Before you can compete against the Masters, you must first register your character in the Saikyo Dojo and defeat three students. To do that, use the L Trigger to display the menu and select EXIT TO GAME. At the Game Mode Menu, choose NETWORK MODE and select SAIKYO DOJO. Select JOIN and add your World Tour Character.

Now you are ready to fight against the Masters. Select GR MATCH and load your data. Good luck!

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey, Nate McIlvain Williams, Neal Robison, Kathy Schoback, Kathy Lange and Mark Galarneau.

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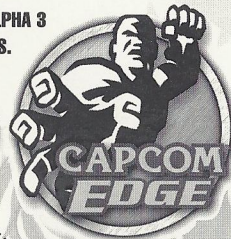
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