SUPER STREET FIGHTER IV™

PRIMA OFFICIAL GAME GUIDE

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PRIMA GAMES

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THE STORY OF SUPER STREET FIGHTER IV

When Capcom released *Street Fighter IV* last year, it created a spark in the fighting game genre that hadn't been seen since Capcom's 1991 release of *Street Fighter II: The World Warrior*. What many thought was a niche genre exploded into mainstream gaming. Millions of copies have been sold between the PlayStation 3, Xbox 360, and PC, and every month thousands of players flock to tournaments across the world. Now Capcom takes *Street Fighter IV* one step further with the release of *Super Street Fighter IV*.

Street Fighter IV went back to the roots of the series for its core gameplay elements. Most of the roster was composed of characters from the early days of *Street Fighter*, and many of the game mechanics were very similar to *Street Fighter II*. However, *Street Fighter III: Third Strike* is arguably the most popular tournament fighter to date, and while *Street Fighter IV* took a few pages from *Third Strike*, takes *Super Street Fighter IV* it a step farther by introducing 10 new characters, three of which hail from *Third Strike*.

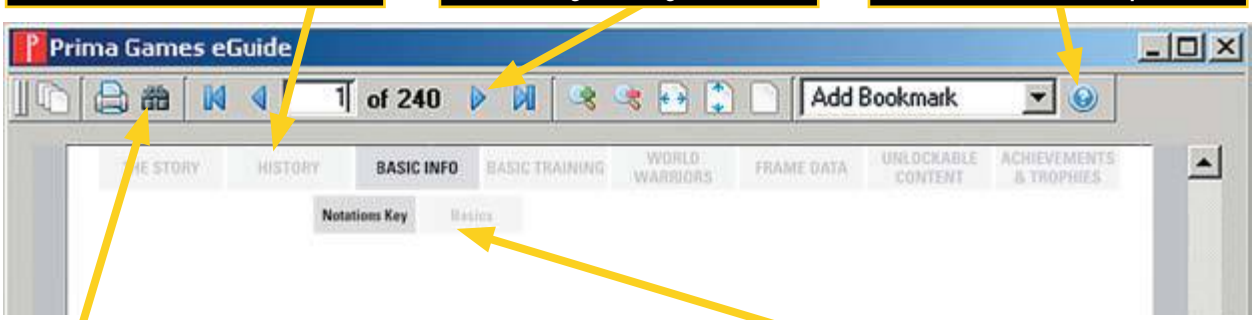
Joining Dudley, Makoto, and Ibuki are Adon, Cody, and Guy from the *Street Fighter Alpha* series, Dee Jay and T. Hawk from *Super Street Fighter II*, and Juri and Hakan, two entirely new characters. The result is a 35 character roster that includes favorites from every *Street Fighter* series.

HOW TO USE THIS EGUIDE

The main menu puts all of the eGuide sections for *Super Street Fighter IV* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

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THE ULTIMATE WORLD FIGHTING TOURNAMENT IS HERE, BUT WHAT SINISTER ULTERIOR MOTIVES DOES IT MASK?

What is S.I.N. planning? Suspicions vary but include a possible re-emergence of the crime syndicate Shadaloo, a front for the creation of new super weapons and even a plot to kidnap and exploit the world's best martial artists.

New faces appear in this new tournament.

A proud warrior looking for his lost tribe.

A funky Caribbean fighter in it for the kicks.

A descendent of the ancient Shinobi.

A former champion of Metro City turned to the dark side.

A young ninja looking to prove herself.

A karate trainee fighting to save her dojo.

A British boxing champion fighting for glory.

A Muay Thai fighter striving to be the new king.

A Turkish wrestling hero mixing business and battle.

And… a mysterious female rumored to be a servant of Seth.

Who will emerge victorious from the tangled web of personal agendas and fractured alliances that lurk and mingle behind the scenes of the tournament?

Listen as the true mastermind's howls of laughter resound, resonating throughout the countless traps that have been laid.

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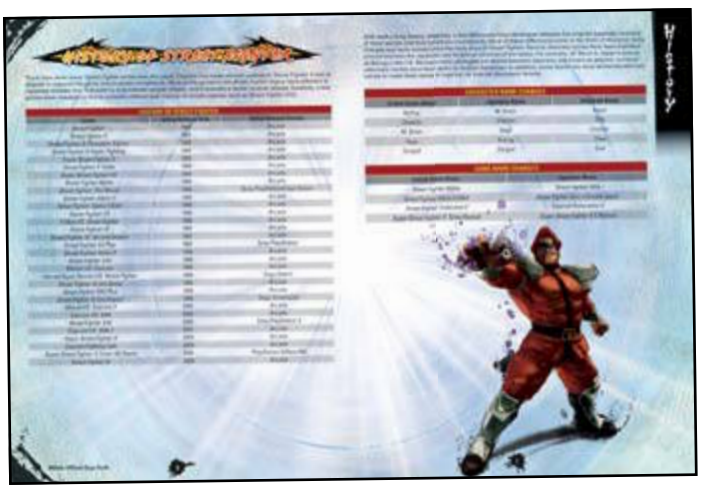
HOW TO USE THIS GUIDE



CHAPTER 2: HISTORY OF STREET FIGHTER

Here you'll find the complete history of *Street Fighter* arcade and home console releases. This includes Japanese and US release dates, as well as common names for certain characters. If you plan on discussing *Street Fighter* with fans around the world, you need to know how character names differ from region to region, and that's exactly what you'll find in this chapter.

CHAPTER 3: BASIC INFO AND TERMINOLOGY

Many people have been playing *Street Fighter* for well over a decade, but there are also a plethora of people who haven't touched *Street Fighter*, or any fighting game, in years. This chapter provides a detailed list of the basics you need to get started, as well as the terminology that you need to discuss novice and advanced strategies with seasoned players.

CHAPTER 4: GENERAL STRATEGIES

Each of the 35 characters in *Super Street Fighter IV* has a unique play style. However, plenty of general strategies apply to all characters. If you're new to fighting games, or haven't played *Street Fighter* in awhile, this chapter covers everything you need to know before you dive into your character. Without general strategies, you will be at a disadvantage before you challenge your first opponent.

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CHAPTER 5: WORLD WARRIORS

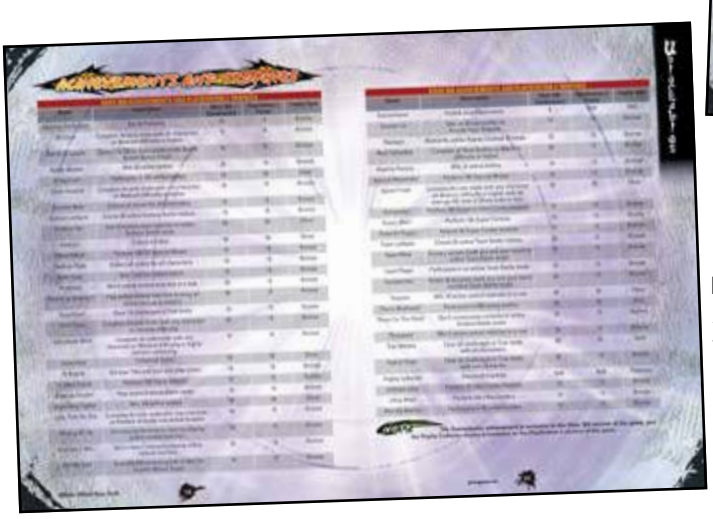
This chapter provides detailed information on all 35 characters in *Super Street Fighter IV*. All of the basics such as anti-air attacks and poke strings are here, along with more in-depth strategies if you need to take your game to the next level. Find everything you need to know to get started on your path of *Street Fighter* dominance in this chapter.

CHAPTER 6: FRAME DATA

This chapter covers the technical side of the 10 new characters for the advanced *Street Fighter* player. Learn exactly how fast each attack executes as well as the recovery, block advantage, and hit advantage. All of the technical info you need to know to take your game from good to great can be found in this chapter.

CHAPTER 7: UNLOCKABLE CONTENT

Here we cover all of the unlockable content in *Super Street Fighter IV*, including titles and icons, as well as character colors, taunts, and everything else. While all 35 characters are available as soon as you power up the game, there are tons of unlockable items. If it can be unlocked, you'll find it in this chapter.



CHAPTER 8: ACHIEVEMENTS AND TROPHIES

Here you'll find details on all the Xbox 360 Achievements and PlayStation 3 Trophies and how to earn them as you play through the game.

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HISTORY OF STREET FIGHTER

There have been many *Street Fighter* series over the years. Capcom has made several updates to *Street Fighter II* and its sequels to improve the game and promote competition. Most of the games in the *Street Fighter* legacy have released in Japanese arcades first, followed by a worldwide arcade release, and eventually a home-console release. However, a few games were released on home consoles without ever having an arcade release, such as *Street Fighter EX3*.

HISTORY OF STREET FIGHTER

Game	Initial Release Date	Initial Release Format
Street Fighter	1987	Arcade
Street Fighter II	1991	Arcade
Street Fighter II-Champion Edition	1992	Arcade
Street Fighter II-Hyper Fighting	1992	Arcade
Super Street Fighter II	1993	Arcade
Street Fighter II Turbo	1993	Arcade
Super Street Fighter IIX	1994	Arcade
Street Fighter Alpha	1995	Arcade
Street Fighter: The Movie	1995	Sony PlayStation/Sega Saturn
Street Fighter Alpha 2	1996	Arcade
Street Fighter Alpha 2 Gold	1996	Arcade
Street Fighter EX	1996	Arcade
X-Men VS. Street Fighter	1996	Arcade
Street Fighter III	1997	Arcade
Street Fighter III: Second Impact	1997	Arcade
Street Fighter EX Plus	1997	Sony PlayStation
Street Fighter Alpha 3	1998	Arcade
Street Fighter EX2	1998	Arcade
Marvel VS. Capcom	1998	Arcade
Marvel Super Heroes VS. Street Fighter	1998	Sega Saturn
Street Fighter III 3rd Strike	1999	Arcade
Street Fighter EX2 Plus	1999	Arcade
Street Fighter III 2nd Impact	1999	Sega Dreamcast
Marvel VS. Capcom 2	2000	Arcade
Capcom VS. SNK	2000	Arcade
Street Fighter EX3	2000	Sony PlayStation 2
Capcom VS. SNK 2	2001	Arcade
Hyper Street Fighter II	2004	Arcade
Capcom Fighting Jam	2004	Arcade
Super Street Fighter II Turbo HD Remix	2008	PlayStation 3/Xbox 360
Street Fighter IV	2008	Arcade

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With such a long history of games, a few differences have developed between the original Japanese versions of these games and their American counterparts. Most of these differences come in the form of character name changes and have existed since the early days of *Street Fighter*. Several character names have been switched around between the Japanese and American versions of the series. For example, M. Bison in Japan is known as Balrog in the US. Because many strategies are shared between Japanese and American players, common (alternate) names have been given to several characters. In addition, some characters have shortened alternate names to make them easier to type out on Internet discussion forums.

CHARACTER NAME CHANGES

United States Name	Japanese Name	Alternate Name
Balrog	M. Bison	Boxer
Dhalsim	Dhalsim	Sim
M. Bison	Vega	Dictator
Vega	Balrog	Claw
Zangief	Zangief	Gief

GAME NAME CHANGES

United States Name	Japanese Name
Street Fighter Alpha	*Street Fighter Zero*
Street Fighter Alpha 3 MAX	*Street Fighter Zero 3 Double Upper*
Street Fighter Collection 2	*Capcom Generation 5*
Super Street Fighter II: Turbo Revival	*Super Street Fighter II X Revival*

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BASIC INFO AND TERMINOLOGY

A lot of players want to jump right into the game, select a character, and rumble with friends or fight online. But before all of that, it's best to begin your training with the basics of *Street Fighter*. This chapter details some of the most basic elements of *Super Street Fighter IV* and fighting games in general. While advanced players may already know all of this, novice pugilists should learn this first before moving on to anything else, because without this knowledge, you will have a much harder time understanding the advanced concepts introduced in later chapters.

NOTATIONS KEY

MOVEMENT KEY

Movement	Abbreviation	Icon
Forward	F	
Down-Forward	DF	
Down	D	
Down-Back	DB	
Back	B	
Up-Back	UB	
Up	U	
Up-Forward	UF	
Charge Back	CB	CHARGE
Charge Down-Back	CDB	CHARGE
Quarter Circle Forward	QCF	
Quarter Circle Back	QCB	
Half Circle Forward	HCF	
Half Circle Back	HCB	
Forward, Quarter Circle Forward	Dragon Punch or DP	
Back, Quarter Circle Back	Reverse Dragon Punch or RDP	
360 degree circle	360	360°
720 degree circle	720	720°

ATTACK KEY

Attack	Abbreviation	Icon
Light Punch	LP	Light
Medium Punch	MP	Medium
Heavy Punch	HP	Heavy
Any Punch	Punch	
Any Two Punches	PunchX2	
All Three Punches	PunchX3	
Light Kick	LK	Light
Rapidly Tap Any Punch	—	
Medium Kick	MK	Medium
Heavy Kick	HK	Heavy
Any Kick	Kick	
Any Two Kicks	KickX2	
All Three Kicks	KickX3	
Rapidly Tap Any Kick	—	

MISC. KEY

Action	Notation
At the same time	+
Follow by	>
Crouching	cr
Close to opponent	Close
Away from opponent	Far
Jumping forward or backward	Jumping
Jumping straight up	Neutral Jumping

NOTE **The + icon indicates pressing two commands at the same time. For example, + Medium or F+MK would mean press Forward and Medium Kick at the same time.**

NOTE **The > icon indicates multiple commands in a combo or link. For example, Medium > Medium or MK > MP would mean press Medium Kick, then press Medium Punch to continue the combo or link.**

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BASICS

MOVEMENT AND SPACING

Two of the most overlooked aspects of high-level play are movement and spacing. Managing the distance between you and your opponent is generally referred to as spacing. This is extremely important so that you can judge the proper distance to safely jump in on an opponent, land a cross-up, use a Focus Attack, and other various strategic elements. Proper management of the distance between you and your opponent is key to landing attacks and making your opponent miss (whiff) their attacks. Some of the most basic but effective strategies revolve around proper movement. For example, dash forward or back to lure your opponent into whiffing an attack, then punishing their whiff with a counterattack.

Ryu dashes toward Ken. | Ken uses a crouching Medium Kick... | ...but Ryu dashes backward in anticipation of the attack... | ...and counterattacks with a Hadoken.

FRAME DATA

Frame data is essentially the speed of every attack and movement in the game. There are 60 frames of animation in every second, with the speed of each movement defined by the number of frames it takes to execute the movement. For example, let's say that Ryu's Shoryuken executes in 15 frames. That would mean that it takes 15 frames of animation from the moment the command is input to the moment the attack hits an opponent. Frame data also determines how long a character must wait after an attack is blocked or hits before they can begin another attack, and helps to determine when attacks can be linked together to form combos. For the most part, at a novice to intermediate level of play, all you need to know is which attacks are safe and which attacks are unsafe. Tournament players use frame data as the basis for many advanced strategies.

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SAFE AND UNSAFE

While frame data is very technical, in a game like *Super Street Fighter IV*, it's more advantageous to an extremely seasoned player than it is to someone trying to learn the game. For a novice player, simply knowing which attacks are safe and which are unsafe is more than enough information. However, this is information that is almost always overlooked. Every attack in *Super Street Fighter IV* is considered either safe or unsafe.

Ryu uses an unsafe Hard Punch Shoryuken. | Ken blocks the Shoryuken... | ...then counterattacks with his own Shoryuken.

An attack is considered safe when it can be blocked by an opponent without allowing the opposing player to connect with a counterattack. An attack is considered unsafe when an opposing player blocks the attack and can land a counterattack attack before you can block. For example, if Ryu's Hard Punch Shoryuken is blocked by Ken, the Ken player can counterattack Ryu with a wide variety of attacks while Ryu is in the air and for a short time once Ryu lands on the ground again. This is an unsafe attack because the Ryu player cannot block an attack by the Ken player immediately after the Hard Punch Shoryuken is blocked. However, if the Ryu player uses a crouching Medium Kick and the Ken player blocks it, Ryu can guard against anything the Ken player attempts to counter-attack with. Ryu's crouching Medium Kick is considered a safe attack because Ken cannot land a guaranteed counterattack like he can if Ryu's Hard Punch Shoryuken is blocked.

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Ryu uses a safe crouching Medium Kick. Ken blocks the crouching Medium Kick... ...but any counterattack Ken attempts can be blocked.

Advanced players generally avoid frequent use of unsafe attacks unless they have blocked an opponent's unsafe attack and are using their own unsafe attack as a guaranteed counterattack. In the previous example, the Ken player could use a Hard Punch Shoryuken after blocking Ryu's Hard Punch Shoryuken, even though both attacks are unsafe. High-level players also take advantage of every possible opportunity to connect with guaranteed attacks after blocking unsafe attacks. It's very important to know which attacks are unsafe, recognize these attacks in battle and counterattack by inflicting as much guaranteed damage as possible.

PRIMA PRO TIP **Try to avoid using unsafe attacks outside of combos. A good opponent will block an unsafe attack and counterattack before you can block.**

FRAME ADVANTAGE AND DISADVANTAGE

Delving deeper into frame data, some attacks grant frame advantage, while others leave a character at a disadvantage. Some safe attacks give your character frame advantage when blocked, and under most circumstances any attack that connects with your opponent also gives your character frame advantage. This means that your character can move or attack before the opposing character. For example, let's say that all of Ryu's and Ken's attacks are the same speed. If Ryu hits Ken with a crouching Light Kick, Ryu has frame advantage. If Ken and Ryu both try to attack with a crouching Medium Kick as soon as they can, Ryu's attack will always hit Ken, interrupting Ken's attack.

All unsafe attacks leave a character at a disadvantage. This means that if two characters used a similar attack of the same speed, the character at a disadvantage would always get interrupted by the opposing character. Any time one character has frame advantage, the opposing character is at a disadvantage.

PRIMA PRO TIP **When you get hit with an attack, do not try to attack. Wait until you block an attack before you attempt to counterattack. There are exceptions to this rule, but under most circumstances, following this advice will make you a better player.**

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HIGH, LOW, AND OVERHEAD ATTACKS

High attack | Low attack | Overhead attack | Jumping attack

There are three different attack heights in *Super Street Fighter IV*: high, low, and overhead (mid). Crouching opponents cannot block overhead attacks. Some overhead attacks can lead into combos, while others are used primarily to keep an opponent on edge. If an opponent is crouching and blocking, most high attacks will go over their head, completely missing them and possibly leaving you vulnerable to a counterattack. Even attacks that are considered safe when blocked may become unsafe if they completely miss the opposing player. A low attack can be blocked by a crouching opponent, but can hit a standing opponent. An overhead attack is one of the few methods of breaking through an opponent's crouching guard. Most jumping attacks are considered overhead attacks as well.

CHARGE ATTACKS

A charge attack is any attack that requires a charge to execute. As a general rule, the first motion of a charge attack must be held for approximately two seconds. For example, Guile's Sonic Boom is performed by charging Back, then pressing Forward and Punch. This requires you to hold Back for approximately two seconds, then press Forward and Punch.

Charge attacks require either a Back charge or a Down charge, and in most cases, characters who rely on charge attacks have both types of charges in their move list. To gain access to all of their charge attacks at once, hold Down-Back. This effectively allows you to charge Back and Down simultaneously.

ANTI-AIR ATTACKS

The opponent jumps in with an attack. | Ryu uses an anti-air normal attack... | ...or an anti-air special move.

An anti-air attack is any ground-based attack that takes priority over an opposing player's aerial attack. Anti-air attacks are used when an opponent jumps toward you. These attacks can knock an opponent out of the air, or set up potential combos with some characters. An anti-air attack can be anything from a normal attack to an Ultra Combo. Use one any time an opponent jumps toward you and is within range of an anti-air attack. Anti-air attacks are used primarily when zoning an opponent, but have a strategic use outside of zoning as well. Many novice players make the mistake of jumping toward an opponent to get in close, but this is one of the easiest ways to inflict damage on an unsuspecting opponent. Anti-air attacks also work well during wake-up games if an opponent attempts to jump in to apply additional offensive pressure after knocking you down.

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NORMALS

Ryu's crouching Medium Kick. | Abel's Forward Kick.

Each character has at least 12 ground-based normal attacks, also known as normals. Normals are the attacks executed by pressing a single button while standing or crouching on the ground. For example, Ryu's crouching Medium Kick is one of his normals. There are also command normals (also known as unique attacks), such as Abel's Forward Kick, which are executed by pressing a direction together with an attack button. Normals and command normals are used to poke at the opposing character in an effort to connect an attack that leads into a combo.

PRIMA PRO TIP **Many novice players tend to overlook their character's normal attacks and focus almost exclusively on special moves. Normal attacks should never be ignored, and in some cases a character's normals are superior to their special moves.**

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HIT TRADES

Ken jumps in with a Medium Kick. | Ryu uses an anti-air Shoryuken... | ...and trades with Ken. | Ryu can follow the trade with an Ultra Combo.

When two characters attack each other at the same time, and their attacks collide, this is referred to as a trade. Under most circumstances, there isn't a significant amount of advantage or disadvantage after a trade. A good trade occurs when you are in a favorable position after a trade. For example, if you take less damage or can juggle your opponent after a trade, it's considered a good trade.

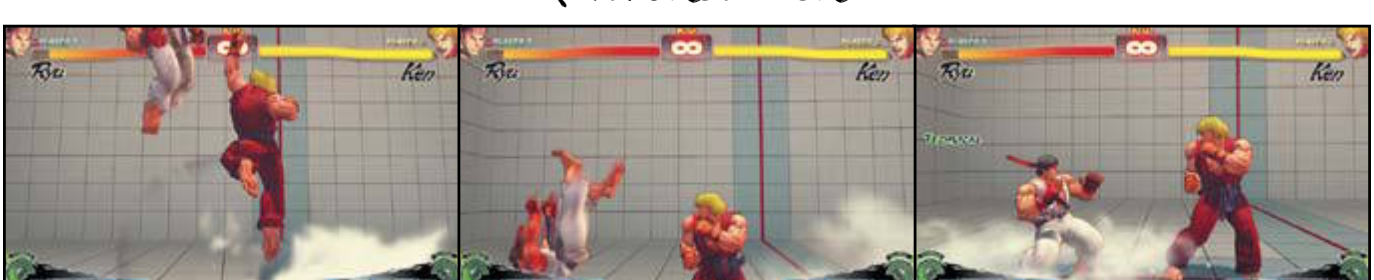
Trading hits with an aerial opponent is frequently beneficial to the player on the ground. For example, when Ryu trades a Shoryuken with an attack from an aerial opponent, Ryu can almost always connect with an EX Hadoken, Super Combo, or Ultra Combo as the opponent is falling. This is because Ryu recovers faster due to the opponent being in the air at the time of the trade.

REVERSALS

Ryu is knocked to the ground... | ...then performs a Shoryuken as he's getting up. | This is a reversal Shoryuken.

Any time a special move, Super Combo, or Ultra Combo is executed with precise timing while getting up from the ground, or immediately after blocking or getting hit by an attack, it is considered a reversal. For example, if Ken knocks Ryu to the ground and Ryu performs a Shoryuken as he's getting up, with proper timing a reversal will occur. Likewise, if Ryu blocks Ken's Hadoken, and immediately executes a Shoryuken, with proper timing it will be a reversal. All reversal attacks have Armor Breaking properties, meaning they interrupt Focus Attacks and anything else with Hyper Armor. When a reversal occurs, "Reversal" appears on the screen to indicate that the attack was executed with precise timing.

QUICK RECOVER



Ryu is hit by a Shoryuken... | ...falls to the ground... | ...and performs a Quick Recover.

When knocked to the ground, you can execute a Quick Recover (also referred to as a "ground tech") by pressing any direction other than Up, or any two attack buttons simultaneous as soon as you hit the ground. This causes your character to immediately rise instead of hitting the ground and remaining stationary for a moment. A successful Quick Recover is indicated by the word "Technical" appearing on the screen. Some knockdowns are considered untechable, which means you cannot use Quick Recover to get off the ground quickly.

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DAMAGE SCALING

Two types of damage scaling occur in *Super Street Fighter IV*: Vitality scaling and combo scaling. Vitality scaling occurs when a character reaches 50 percent Vitality. At this point, all attacks from the opposing character inflict less damage. For example, if Ryu is fighting Ken, as soon as Ryu's Vitality Gauge reaches 50 percent, Ken's attacks inflict 90 percent of their normal damage. So if Ken used an attack that normally inflicts 100 points of damage, it would now inflict only 90 points of damage.

During combos, each consecutive attack is affected by damage scaling. The more attacks in a combo, the more damage scaling will occur. This is referred to as combo scaling, and means that some combos that are only three or four attacks long may inflict more damage than a combo that is eight or nine attacks long. For example, if Ken uses jumping HK, crouching MK, EX Hadoken as a combo, the EX Hadoken is two hits, so the combo consists of four hits, but only three attacks. The third attack of a combo receives an 80 percent damage reduction, so if the EX Hadoken normally inflicts 100 points of damage, when used as the third attack in a combo, it would inflict only 80 points of damage due to combo scaling.

PRIMA PRO TIP **It is important to note that the number of hits in a combo does not impact the damage scaling. It is only the number of attacks. A Super Combo that consists of seven hits counts as a single attack when it comes to damage scaling. However Focus Attacks and Ultra Combos each count as two attacks in terms of damage scaling. So if you use a Focus Attack to combo into an Ultra Combo, the Ultra Combo is considered the fourth attack in the combo and inflicts only 70 percent of its normal damage.**

VITALITY SCALING PERCENTAGES

Vitality Gauge	Damage Scaling
51–100 percent	0 percent
16–50 percent	90 percent
1–15 percent	75 percent

COMBO SCALING PERCENTAGES

Attack	Damage Inflicted
First	100 percent
Second	100 percent
Third	80 percent
Fourth	70 percent
Fifth	60 percent
Sixth	50 percent
Seventh	40 percent
Eighth	30 percent
Ninth	20 percent
Tenth and higher	10 percent

TRAINING MODE

It's easy to turn on *Super Street Fighter IV*, select Ken and use Hard Punch Shoryuken over and over in an online match, but that won't make you any better at the game. If you want to increase your skill level, one of the best ways to do so is to use Training mode. There are many one-frame links in *Super Street Fighter IV*. These links require extremely precise timing. Most people spend days in Training mode perfecting the timing of these links.

Training mode is also very useful for testing out combos. It allows you to fight against a dummy opponent and set them to auto-block. With this setting, the dummy blocks as soon as possible after you hit them one time. If you're practicing links or combos of any sort, and the dummy starts to block your attacks, either the combo you're attempting does not work, or your timing is off. Once you can perform each combo or special attack with ease, you can begin to properly use it against a real opponent. Spending at least 10–30 minutes in Training mode when you first turn the game on every day will go a long way toward refining your skills.

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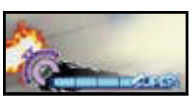
REVENGE GAUGE AND ULTRA COMBOS



Revenge Gauge

The Revenge Gauge appears in the screen's bottom corner, next to the Super Gauge, and is sometimes referred to as the Ultra Combo meter. When your character takes a hit, or uses a Focus Attack to absorb a hit, the Revenge Gauge fills slightly. After you take enough hits, the Revenge Gauge reaches the halfway marker, illuminates, and the Ultra Combo indicator next to the Revenge Gauge bursts into flames. At this point, you can use the Ultra Combo selected before the match started, but the Revenge Gauge continues to rise as your character takes hits. The higher the Revenge Gauge, the more damage a successful Ultra Combo inflicts. For most characters, Ultra Combos cannot be used at the end of a chain or link like Super Combos. However, some characters can add an Ultra to the end of combos that launch an opponent into the air or following an EX Focus Cancel.

NOTE **The Revenge Gauge resets every round.**

SUPER GAUGE AND SUPER COMBOS

Super Gauge

The Super Gauge, at the screen's bottom next to the Revenge Gauge, is often referred to as the Super Meter. It is divided into four sections, called stocks, and controls your ability to access a Super Combo and EX special moves. Performing special moves (whether they hit an opponent or not), and blocking or being hit by an opponent's attack increases the Super Gauge. When each stock fills, it becomes illuminated. When the gauge fulls completely, "Super" appears at the end of the gauge, and it begins to flash.

When you have filled at least one stock, you gain access to EX special moves. When the entire gauge is full, you can use your character's Super Combo attack one time, but it completely depletes the Super Gauge. The level of the Super Gauge is carried over from round to round within a single match, so you do not have to use your Super Combo as soon as your Super Gauge is full. Super Combos are generally exaggerated special moves that inflict significantly more damage than their special move counterparts. Some characters can also combo, chain, or link into their Super Combo attacks for devastating damage.

Managing your Super Gauge is an extremely important strategy. It controls your ability to use Super Combos, EX special moves, and EX Focus Cancels. For example, if your character has very good EX special moves or can inflict a lot of damage with the use of an EX Focus Cancel, it may be better to limit your Super Gauge to only these techniques instead of saving it for a Super Combo.

NOTE **The Super Gauge is carried over from round to round until the end of a match.**

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SPECIAL MOVES AND EX SPECIAL MOVES

Hadoken

EX Hadoken

Each character has several special moves, such as Ryu's Hadoken. Special moves generally inflict more damage than normal (physical) attacks and have special properties, such as being a projectile attack or possibly stunning an opponent. Some special moves have an alternate version referred to as an EX special move. EX special moves are executed by pressing two similar attack buttons instead of one. For example, Ryu's normal Hadoken is executed by pressing **QCF+Punch**, while Ryu's EX Hadoken is executed by pressing **QCF+PunchX2**. EX special moves almost always consume one stock of the Super Gauge and have a wide variety of properties depending on the character and the attack. EX special moves may inflict more damage, give you the opportunity to follow up with a juggle or combo, or simply execute faster than their special move counterpart.

HYPER ARMOR

Balrog executes the EX Dash Straight.

The Hyper Armor absorbs Ryu's Light Punch Shoryuken.

The EX Dash Straight continues on to hit Ryu.

An Armor Breaking attack interrupts the EX Dash Straight.

Many attacks have the additional attribute of Hyper Armor (also known as "Super Armor"). An attack with Hyper Armor attributes will absorb a single hit and inflict temporary damage to the character using the Hyper Armor attack. If the character does not take any additional damage, other than chip damage, for a short time, they regain the lost Vitality. Most EX special moves have Hyper Armor attributes, and work well when you anticipate that an opponent is about to use a single hit attack. However, multi-hit attacks, such as Ken's Shoryuken, would still connect because only the first hit of the attack is absorbed by the Hyper Armor. Certain attacks, called Armor Breaking attacks, negate Hyper Armor and connect as they normally would.

FOCUS ATTACKS

Focus Attacks were first introduced in the original *Street Fighter IV* and continue to be a major strategic element in *Super Street Fighter IV*. Focus Attacks are performed by pressing Medium Punch and Medium Kick simultaneously. There are three different levels of Focus Attacks, based on how long you hold these buttons. Pressing the two buttons initiates your character's level-one Focus Attack animation. Like Hyper Armor, it can absorb a single-hit attack without taking permanent damage. A level-one Focus Attack can be performed by simply tapping the two buttons, but it's better to hold the buttons until the attack is absorbed, then use a forward or backward dash to cancel the Focus Attack.

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If you hold the two buttons, your character begins to charge their level-two Focus Attack, which has the same properties as the level-one version. In addition, the longer the buttons are held, the longer the character charges and the more damage the Focus Attack inflicts. You can release the buttons at any time to initiate the Focus Attack. Once a Focus Attack reaches the level-three maximum charge, your character automatically executes the attack. A level-three Focus Attack cannot be blocked.

Both level-two and level-three Focus Attacks place the opponent in a crumple stun that allows for a follow up attack or combo. Immediately after the Focus Attack connects, dash forward or back (also known as a Dash Cancel) to reduce the amount of recovery time and maximize the crumple stun opportunity.

Ryu shoots a Hadoken projectile attack. | The Focus Attack is initiated, absorbing the Hadoken. | The Focus Attack is then Dash Canceled.

As previously mentioned, it is possible to use Focus Attacks as a pseudo-parry. It is most commonly used if your opponent attacks with a single-hit projectile or when an opponent is jumping toward you with an attack. You can begin a Focus Attack to absorb the projectile or aerial attack, then Dash Cancel out of the Focus Attack. When this occurs, a portion of your Vitality Gauge becomes grayed out briefly. If you are not hit during this time, you regain the lost Vitality.

PRIMA PRO TIP

When a level-one or level-two Focus Attack is blocked, the character using the Focus Attack has frame advantage if they cancel the blocked Focus Attack with a dash. Use this to continue attacking your opponent without interruption.

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BASIC TRAINING

Many strategies and techniques are available to all characters. These tactics create a strong base for character-specific strategies. Without these general strategies you will have a very difficult time becoming a top player, or in some cases, advancing beyond the skill level of a novice player. Some of these strategies have been employed since the original *Street Fighter II*, while others were newly introduced in *Street Fighter IV*. Master all of these strategies and you'll have solid foundation on your way to becoming a tournament-level player.

GENERAL STRATEGIES

READ THE OPPONENT

One of the hardest, yet most effective, strategies for a novice player is learning how to read an opponent. Reading an opponent is basically knowing what they're going to do before they do it. It consists of watching your opponent's movements and attacks and picking up on any patterns or setups. For example, if you notice that your opponent is using a lot of Hadokens from across the screen, then attempting to hit you with a Shoryuken as soon as you get close enough, figure out a way to counter this strategy and possibly even use it against them. If you have an EX attack, Super Combo, or Ultra Combo that goes through projectile attacks, use this at a distance that punishes your opponent as soon as they attempt another Hadoken. It takes a careful eye to properly read an opponent, but those who can read well become the best players.

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STAY ON THE GROUND

The first mistake that almost all players make is jumping too much. While jumping is a great way to start combos and get closer to an opponent, it's also one of the best ways to get hurt and lose a round. Every character has at least one solid anti-air attack. The easiest way to defeat a newcomer is to wait for them to jump and knock them out of the air with an anti-air attack. Some characters, such as Ryu, can follow an anti-air attack with an Ultra Combo, resulting in devastating damage.

If you jump toward an opponent... ...you may get hit by an anti-air attack.

To avoid taking unnecessary damage, limit your jumping. Most characters do not have an anti-air attack that can hit if you jump toward them from a full screen away. So if you're all the way across the screen, you can jump toward an opponent. However, if you're close enough to an opponent to hit them with a jumping attack, most of the time you should not be jumping unless you're going for a cross-up, or the opponent is on the ground.

Instead of jumping toward an opponent, stay on the ground and walk or dash forward. If you're accustomed to jumping, this may seem awkward at first, and you may have trouble blocking attacks. If this is the case, use caution when walking or dashing forward, and be ready to hold Back or Down-Back in case the opposing player attacks.

Avoid projectiles... ...by using a Focus Attack... ...then dashing to cancel.

Projectile characters will use projectiles to get you to jump. Attempt to jump over a projectile only if you can jump early enough to avoid the projectile and hit the opponent before they can attack. Characters like Ryu have very little recovery on their projectiles, and can use them at close range, only to use an anti-air as soon as you jump. In these cases, use a Focus Attack to absorb the projectile, then dash backward to Dash Cancel the Focus Attack. This will increase your Revenge Gauge, giving you quick access to your Ultra Combo. However, be careful of EX projectile attacks because they're almost always two hits and will go through your Focus Attack. In this case, use a neutral jump (jumping straight up instead of forward or backward), or an attack that goes through projectiles. Most characters have normal or EX special moves that go through projectile attacks.

Here's the most important thing: If you jump toward an opponent and they knock you out of the air, do not repeat the mistake. Learn from it and do not jump in from the same distance, under the same circumstances. Many novice players have fallen because they repeatedly jump toward the opponent and get hit with anti-air attacks.

PRIMA PRO TIP **If you can't get over the habit of repeatedly jumping toward an opponent, focus on playing matches without jumping at all. You'll lose many of these matches, but it should get you in the habit of staying on the ground instead of randomly jumping and taking heavy damage.**

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SAFELY JUMPING

Once you have learned that jumping is not the only way to close in on an opponent, you can start to use jumping to your advantage. The first thing to learn is when you can safely jump toward an opponent. Focus on jumping toward an opponent only when the opposing player has a very low chance of using a successful anti-air attack. Under most circumstances you must read your opponent to know when to safely jump, but as a general rule of thumb, the closer you are to an opponent, the more likely you are to be able to jump safely. This is especially true in regards to cross-up attacks. If you're close enough to cross-up an opponent, you're generally close enough to jump safely. In addition, after an opponent has been knocked to the ground, it's usually safe to jump toward them.

EMPTY JUMP-INS

Another trick you can play on an unsuspecting opponent is to jump toward them and not use an aerial attack. This is generally referred to as an empty jump-in. An empty jump-in is best used after knocking an opponent to the ground, or in place of a cross-up attack. In most cases, an empty jump-in should be followed by a throw or some other high-priority attack. For example, if you anticipate your opponent will attack as soon as you land, a Shoryuken may be a good counter measure because it takes priority over many other attacks. On the other hand, if your opponent uses an empty jump-in, be ready to potentially tech a throw as soon as they land.

EX FOCUS CANCELS

Attack | EX Focus Cancel | Dash Cancel

Certain special moves and normals can be canceled with a Focus Attack (MP+MK). This is referred to as an EX Focus Cancel, and consumes two stocks from the Super Gauge. Once an attack has been EX Focus Canceled, you can then Dash Cancel the Focus Attack with a forward or backward dash. This is referred to as a Focus Attack Dash Cancel (FADC). For example, Ryu's Shoryuken can be canceled with a Focus Attack by pressing MP+MK as soon as the Shoryuken connects (whether it's blocked or hits). The Focus Attack can then be canceled by dashing forward or backward with F,F or B,B. Attacks can only be EX Focus Canceled if they make contact with the opponent. If an attack completely misses an opponent it cannot be EX Focus Canceled.

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Perform a Shoryuken... | ...then FADC after it hits... | ...and follow with an Ultra Combo.

An FADC has a variety of uses in *Super Street Fighter IV*. It consumes two stocks from the Super Gauge, so you can't use it all the time. Instead, you must look at each situation and determine when it's best to use an FADC and when it's best to save your Super Gauge. The most common uses for an EX Focus Cancel are to juggle an opponent (presumably into an Ultra Combo), to make an attack safe, or to safely get away from an opponent. For example, Ryu can execute a Shoryuken that hits an opponent who is standing on the ground, FADC the Shoryuken as soon as the opponent is launched into the air, then hit the opponent with a Metsu Hadoken Ultra Combo before the opponent lands. When used during wake-up, execute the Shoryuken, then FADC with a back dash to safely get off the ground and away from an aggressive opponent. Likewise, if you use a Shoryuken in a block string, you can FADC it to prevent the opposing player from punishing the attack.

PRIMA PRO TIP **Unlike a normal Focus Attack, an FADC does not have Hyper Armor to absorb a single hit.**

ZONING AND SPACING

The techniques of zoning and spacing have been integral parts of the *Street Fighter* series for some time. This strategy is most noticeable when playing as a Shotokan (also known as "Shoto") character (Ryu, Ken, Akuma, etc.), but it can be used by various characters. The basic premise of zoning is to keep your opponent pinned down with attacks, leaving them at a distance they cannot counterattack from. The objective is to maintain a distance that's advantageous for your character, while limiting your opponent's defensive and offensive options.

A basic example of zoning is with Ryu. Use a Hadoken from a distance to force your opponent to block or jump over the special move. If they block the attack, they'll receive chip damage. If they jump over the attack, use an anti-air attack such as a Shoryuken. This effectively limits the opponent's options. They must figure out a way to avoid the Hadoken, while also evading the anti-air attack. With proper spacing and timing of your attacks, this is a very difficult strategy to get around for many characters.

Characters without projectile attacks can also zone effectively. For example, zoning is a major part of E. Honda's strategy. The objective is to keep the opponent locked down at a specific distance with normals, and combo into his Hundred Hand Slap whenever possible. If the opponent remains defensive and ceases to move, use the Oicho Throw to break through their defense. If the opponent attempts to jump toward Honda, use an anti-air attack to keep them grounded.

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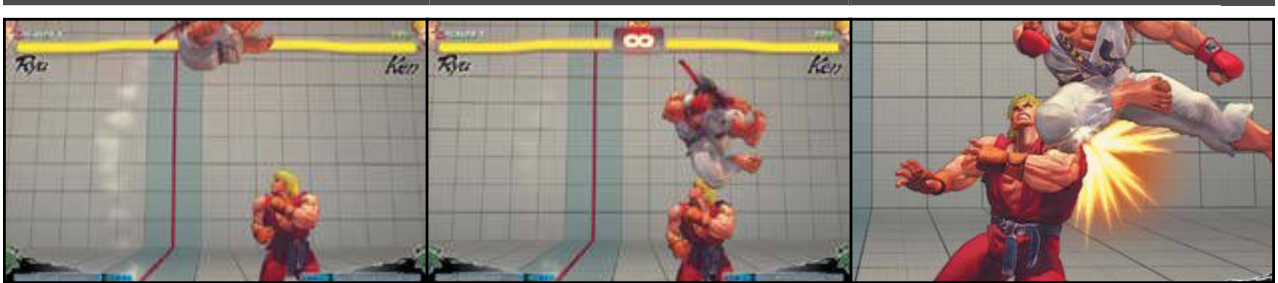
CROSS-UPS

Ryu's normal jumping Medium Kick.



Ryu's cross-up jumping Medium Kick.

Cross-ups are aerial attacks that force the opponent to block in the opposite direction. For example, Ryu's jumping Heavy Kick can be used as a cross-up attack. If you jump so that the HK hits on the back side of the opponent, the opposing player must block by holding Forward instead of Back. Some cross-up attacks have a wider area of attack than others, which means that it is very difficult to determine which side the attack will hit. This is referred to as an ambiguous cross-up because the opposing player is forced to guess which direction to block.

Cross-up attacks are generally used after a knockdown, but they have other applications as well, depending on the character. For example, Blanka can use his Rolling Attack as a cross-up. Knock the opponent down, then as they're getting up, use a Rolling Attack from a specific range so that the Rolling Attack hits the opponent's back side, forcing them to block in the opposite direction. This is also an ambiguous cross-up because the timing and distance of the Rolling Attack determines which side it hits on.

PRIMA PRO TIP **It's very difficult to properly block a cross-up when it's used after an untechable knockdown. In addition, most cross-ups can be followed by a combo to inflict significant damage to an opponent.**

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BLOCK STRINGS

Keep an opponent blocking... | ...then use a throw... | ...an attack with frame advantage... | ...or 2-in-1 into a special move... | ...then FADC the special move.

Block strings are links or combos used to keep an opponent blocking for an extended period of time. Because links and combos (and in some cases chains) are used to create block strings, once a single attack is blocked, the remaining attacks in the link or combo must also be blocked until the opposing character is out of range or the attacking character stops the block string.

In many cases it is best to use block strings in conjunction with throws and kara throws. Ending a block string early and immediately using a throw is called tick throwing. A tick throw is very hard to see coming, which makes it difficult to escape.

It is also good to end a block string with an attack that grants frame advantage when blocked. For example, Adon's HK Jaguar Kick grants him a small amount of frame advantage when it's blocked. If you end a block string with a 2-in-1 into Adon's HK Jaguar Kick, you can continue to keep pressure on the opposing player because your fastest attack will beat out their fastest attack. Use a throw or start another block string to force your opponent to continue blocking or attempt to escape the block string. If the opposing player attempts to escape, watch what they do so you can anticipate it the next time you use a block string. For example, you may use an anti-air attack at the end of a block string if you anticipate that the opposing player is about to jump to get away from you.

A Focus Attack Dash Cancel (FADC) is also a very good way to keep pressure on an opponent. For example, Ryu can use a Shoryuken at the end of a block string, FADC the first hit of the Shoryuken and continue into another block string. The FADC is so quick that the opposing player will have no time to react and will be forced to continue blocking.

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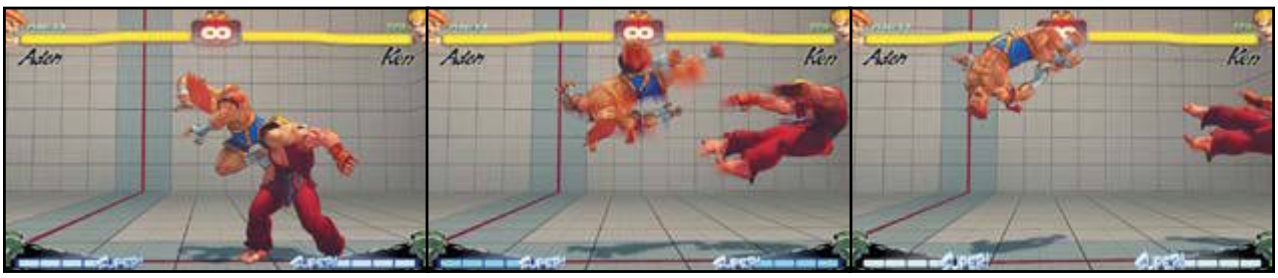
THROWS



Many novice players consider throws to be cheap or easily abused. However, throws are a part of *Street Fighter* and they play an integral role in tournament-level play. Throws execute relatively fast and can be performed on standing or crouching opponents. However, a missed throw leaves an opponent vulnerable to a counterattack for a short time. It is best to use throws in a situation where they are not likely to be avoided, such as after a blocked attack or empty jump-in.

It's possible to escape a throw by inputting the throw command (LP+LK) as soon as the opponent attempts to throw you. This is referred to as teching the throw, and it requires precise timing as there is a very small time frame in which this can be performed. It is almost impossible to tech a throw if you wait until you see the opponent attempting a throw. Instead, watch your opponent and try to read them to determine when a throw is coming, then preemptively tech the throw. For example, if you're fighting against Ken, who has you in a block string, it's not uncommon for the block string to end in a throw. As soon as you anticipate a throw is coming, or you see Ken move in closer, press LP and LK. In most cases, either you will throw the opponent, or you'll tech the opponent's incoming throw.

CHIP DAMAGE

Most Super Combos, Ultra Combos, and special moves inflict a very small amount of damage when they are blocked. This is commonly referred to as chip damage. While chip damage may seem insignificant at first, with proper usage, it can add up over the course of a round. It is especially useful when an opponent has very low Vitality, and chip damage could potentially end the round.

Chip damage also plays a role in wake-up games after a knockdown, as well as zoning strategies. Most advanced players attempt to avoid chip damage by using a Focus Attack to absorb the attack if it's a single-hit special move. However, this opens up new strategies for the offensive player during wake-up and zoning strategies. If an opponent decides to Focus Attack the special move, they must commit to the Focus Attack just before the special move connects. In many cases, this prevents them from using an anti-air attack, which limits their ability to employ proper zoning tactics.

NEGATIVE EDGE

The negative edge technique has been used in the *Street Fighter* series for some time. At the most basic level of understanding, negative edge is used as an alternate, and sometimes easier way to perform a special move, Super Combo, or Ultra Combo. To execute an attack using negative edge, simply hold the attack button, input the notation for the attack, then release the attack button. For example, to negative edge Ryu's HP Hadoken, hold Heavy Punch, input the QCF notation, then release Heavy Punch.

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COMBOS, CHAINS, LINKS AND 2-IN-1S

In *Super Street Fighter IV* it is very important to know the difference between chains, links, and combos, and when you can use a 2-in-1. A novice player may view all of these techniques as combos, and while they all involve multiple attacks in rapid succession, the difference in terms is extremely important.

A combo is a series of consecutive attacks that flow together and cannot be blocked after one of the attacks hits. Combos range from chain cancels to intricate EX Focus Cancel combos. Chains and links are a series of normal attacks that form a combo. Many normal attacks can chain or link into one another, which makes these some of the most common combos. You should always be focused on connecting with the first hit of a chain or link. Once you connect, the rest of the combo cannot be defended against and results in guaranteed damage to the opposing player.

The difference between a chain and link can be difficult to discern at first. A chain combo consists of an attack that is canceled into another attack as quickly as possible. For example, if you press Light Punch as quickly as possible, you may be able to cancel one Light Punch into the next until the opponent is too far away to connect with another Light Punch. A link is performed in a similar manner, but the timing is much more strict. To link two Light Punches, you must perform the second Light Punch at the end of the animation for the first Light Punch. Not all links have the same timing, and some are significantly harder than others. Chain combos cannot be canceled into a 2-in-1 with a special move, but linked combos can. This is why it is important to learn the timing of linked combos.

In some instances, two normals can be chained or linked together. In these circumstances, knowing the difference between chains and links becomes even more important. If you execute the attacks in the combo too early, the result is a chain combo, and you will not be able to 2-in-1 into a special move or Super Combo.

A 2-in-1 combo is similar to a link combo, except that a 2-in-1 involves a normal attack linking into a special move or Super Combo, or a special move linking into a Super Combo. This is typically done by performing the notation of the second attack during the animation of the first attack. For example, to use a low sweep 2-in-1 into a Hadoken with Ryu, press Down+MK, then immediately input the Hadoken command of QCF+Punch. With proper timing, the last few frames of animation of the low sweep are cut off by the Hadoken animation. In this situation, if the low sweep connects, the Hadoken cannot be blocked.

Chains, links, and 2-in-1s can inflict extra damage to your opponent, and can even transition into an EX Focus Cancel, or in some cases, an Ultra Combo. Chains, links, and 2-in-1s that begin with a Light Attack are especially effective due to the speed of the initial attack.

PRIMA PRO TIP **Use Training mode and Challenge mode to practice the timing on links and 2-in-1 combos. Many of the combos within the Challenge mode are not necessarily practical in a normal match, but going through your character's Challenge mode will help you learn how to properly time these techniques.**

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GAUGE MANAGEMENT

Managing your Super Gauge, Revenge Gauge, and even Vitality Gauge are extremely important at all levels of play. The Super Gauge and Revenge Gauge build throughout the match as you attack and get attacked. While the Super Gauge carries over from round to round, the Revenge Gauge resets with each new round. Therefore, use your Ultra Combo as often as possible, and at least once per round if an opening presents itself.

The Super Gauge controls Super Combos, EX special moves, a few normal special moves, and EX Focus Cancels. However, because it carries over from round to round, there's no pressure to use any of these attacks before the end of a round. Each character has a different strategy for gauge management, which is more commonly known as meter management. Some characters rely heavily on their EX special moves, others need to use a Focus Attack Dash Cancel (FADC) to land an Ultra Combo or to connect with their highest damaging combos, and a few others have an extremely useful Super Combo, which outweighs the importance of EX special moves and FADCs.

Keeping an eye on your Vitality Gauge can help determine when you should be using Ultra Combos, Super Combos, and various other techniques. When you are low on Vitality, big damage attacks become more important to even the tables and keep you in the match. The entire purpose of Ultra Combos is to allow the losing player to make a comeback. Keeping this in mind will help you read your opponents. If the opposing player's Vitality Gauge is low, chances are they will be looking to land an Ultra Combo. Depending on the character, that may mean using a combo, then FADC into an Ultra, or it may mean waiting for an opportunity to unleash an Ultra Combo or Super Combo without any other attacks to accompany them.

Pay close attention to your Super and Revenge Gauges, as well as your opponent's, so you know your opponent's offensive and defensive options at all times. For example, if Ryu has one stock of Super Gauge, a full Super Gauge, or an available Ultra Combo (Revenge Gauge at 50 percent or higher), do not jump toward him. A single anti-air Shoryuken can lead to an EX Hadoken (one stock), Shinku Hadoken (full Super Gauge), or Metsu Hadoken (50 percent Revenge Gauge).

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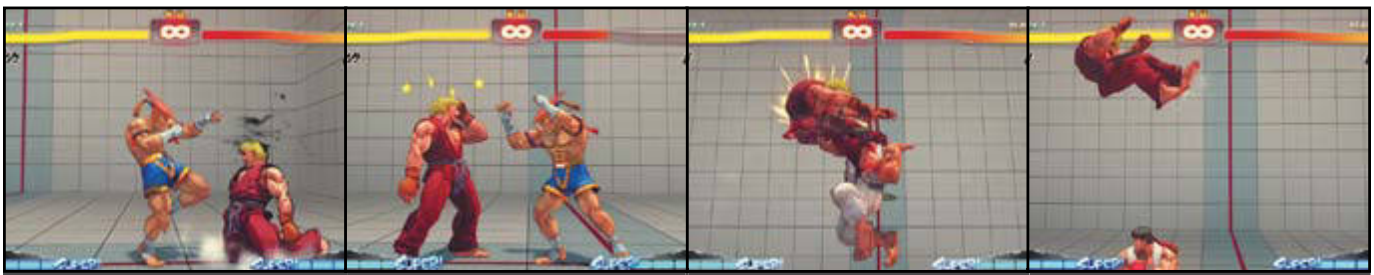
STUNS AND DIZZY



Crumple stun | Dizzy | Ryu hits Ken with a jumping MP... | ...stunning Ken and placing him in a juggle state.

There is an invisible Stun Gauge that builds as your character takes hits. Each attack in the game inflicts a specific stun value, and not all characters have equal Stun Gauges. Characters such as Akuma or Seth require far fewer attacks to stun than a character such as Zangief. When the gauge becomes full, your character enters a dizzy state and cannot block or attack for a short time. Rotate the analog stick or digital pad, or press any and all attack buttons as quickly as possible to lessen the time your character is dizzy. The more inputs that are recognized, the faster you can escape the dizzy state. The longer you go without taking a hit, the lower your hidden Stun Gauge gets, until it reaches zero. If you take several hits in a row, try to play defensively to lessen the chances of a potential dizzy state. After your character has been dizzied, your Stun Gauge expands, making it harder to dizzy your character again during that round.

Stuns are similar to dizzy states and can occur after getting hit with certain attacks. Stuns generally allow the attacking player to land a guaranteed hit, or it may let them beat out your next attack if you do anything other than block after getting stunned. Focus Attacks can inflict a crumple stun, which can be followed by an attack or combo. It is generally best to dash toward your opponent after a successful crumple stun to take advantage of the short stun time frame.

Certain aerial attacks also stun an opponent. When this happens, the opponent is considered to be in a juggle or combo state, meaning that you can follow the aerial stun with another attack before the opponent reaches the ground. For example, Ryu's forward jumping MP places an aerial opponent in a juggle state. With proper timing, Ryu can follow this attack with a Shinku Hadoken (Super Combo) or Metsu Hadoken (Ultra Combo). In most cases, the attacking character must initiate the stun at or before the apex of their jump to have enough time to land and execute an additional attack before the opponent reaches the ground.

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ADVANCED STRATEGIES

KARA THROWS

A kara throw (also known as a kara cancel or kara canceled throw) is an attack that is canceled into a throw. The purpose of a kara throw is to use an attack that moves the character forward, which increases the range of the throw. The range of the kara throw is determined by the canceled attack. The farther the canceled attack moves the character, the longer the range of the kara throw.

Ken's kara throw is arguably the most commonly used and most effective kara throw in *Super Street Fighter IV*. Ken's kara throw is performed by canceling his Forward Step Kick (F+MK) with a throw. The proper command for Ken's kara throw is F+MK, then LP+LK, or whichever throw you want to use. The timing is what makes this technique somewhat difficult. The F+MK and LP+LK must be executed almost simultaneously. The amount of time between inputting the two commands should be so small that it almost seems as though you're inputting both commands at the same time. When executed correctly, Ken will twitch just before initiating a throw, and the throw will have significantly more range. You will not see the animation of the Forward Step Kick beyond the slight twitch that occurs just before the throw.

The best way to practice a kara throw is to go into Training mode and find Ken's maximum throw range. Do this by inching toward the training dummy and missing throws until Ken finally gets close enough to execute the throw in full. Pay attention to the lines on the floor of the training stage and stand just outside of the throw range. Now execute the kara throw. If done correctly, Ken should throw the opponent. If performed incorrectly, Ken will either miss the throw (meaning a normal throw was performed instead of a kara throw), or execute the Forward Step Kick. In most cases, if you miss the throw, you inputted the commands too fast, and if you get the Forward Step Kick instead, you were too slow.

A kara throw requires a fair amount of practice to master. But once you have it mastered, it can be a great asset. Shifting from a block string into a kara throw from maximum range makes it extremely difficult for your opponent to determine when they should be attempting to tech your throw. Not every character has a kara throw, and some characters have better kara throws than others, but this is a great technique for many characters.

PRIMA PRO TIP **Throws are not the only attacks that receive increased range from the kara technique. Many attacks can be kara canceled to increase their range.**

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TIGER KNEE INSTANT AIR ATTACKS

In the early days of *Street Fighter*, the old notation for Sagat's Tiger Knee was a QCF motion that ended at UF instead of F (rotate D, DF, F, UF). It has since been changed to a Dragon Punch motion, but the QCF ending in UF, or any notation with an added UF or UB at the end is known as the Tiger Knee notation (it can also be done in reverse as a QCB ending in UB or with a DP or RDP notation ending in UF or UB respectively).

Cammy's normal Cannon Strike.

The Tiger Knee version of Cammy's Cannon Strike.

Many aerial attacks can be executed very close to the ground using the Tiger Knee notation. For example, Cammy's Cannon Strike is normally performed by inputting QCB+Kick while in the air. However, by using the Tiger Knee notation, the attack can be performed instantly from the ground. To do so, input QCB ending in UB, then press Kick. By ending the notation with UB, the game registers Cammy as being in the air for a split second, then executes the Cannon Strike. The timing is moderately strict, but a few minutes in Training mode should teach you the timing.

Using the Tiger Knee notation on aerial attacks is more useful to some characters than others. Dhalsim becomes significantly better if you Tiger Knee his Aerial Yoga Teleport. This gives Dhalsim instant access to aerial attacks as soon as he reappears. Most aerial attacks are considered overheads, meaning a crouching opponent must stand to block them. Execute the Tiger Knee Aerial Yoga Teleport extremely close to the ground to make it look almost identical to a ground Yoga Teleport. This forces the opposing player to guess if they must block high or low.

PRIMA PRO TIP **The timing on a Tiger Knee input varies from move to move. Characters who have an attack with the same notation as an aerial attack generally have stricter timing involved. For example, Juri's aerial Shikusen and ground-based Senpusha are the same notation (QCB+Kick). The only difference is that one is executed on the ground and the other in the air. To Tiger Knee her Shikusen aerial dive kick, you must input the QCB ending in UB, then wait a split second before pressing Kick. If you press Kick too early, the Senpusha is executed, but if you press Kick too late, Juri performs a normal aerial kick instead of the Shikusen. If you're having a hard time with the proper timing, apply negative edge to this technique. Hold Kick, input QCB ending with UB instead of B, wait a split second, then release Kick.**

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PLINKING

Many links in *Super Street Fighter IV* are relatively difficult to execute. The timing is so strict that they may not be viable in a real match. Plinking makes some difficult links easier to execute. To plink, press the desired attack button, followed by the immediate weaker attack button. For example, if you are attempting to link MP and MK, normally you would press MP, then press MK with precise timing. Using the plinking method, you would press MP, then MK, followed immediately by LK. The time between pressing MK and LK should only be a fraction of a second and seem almost like you're pressing both buttons at the same time.

Plinking takes advantage of the underlying game engine. If you press two buttons at the exact same time, or in rapid succession, the higher strength button takes priority. Unfortunately, this limits plinking to only working with Medium and Heavy attacks. If the next attack in a link is a Light attack, the plinking method does not work.

PRIMA PRO TIP **To ensure that you are plinking correctly, go into Training mode and turn Attack Inputs on. When executed correctly, the attack data should show the desired button and the weaker button pressed at the same time, followed by only the desired button. Using the previous example, it should list MK+LK, then MK.**

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CHARGE BUFFERING

Charge Down-Back for two seconds... | ...dash forward... | ...then press B,F+Punch for the Rolling Attack.

Super Street Fighter IV has an underlying game mechanic that allows attacks that require a charge to be buffered into other motions. For example, Balrog's Dash Straight is generally performed by charging Back for approximately two seconds, then pressing Forward and Punch. Charge buffering allows you to add an additional notation just before executing the attack. Using Balrog's Dash Straight again, you can charge Back for approximately two seconds, then dash forward (Forward, Forward), then simply press Back, Forward+Punch to execute the Dash Straight.

This technique works with any charge-based attack as long as you go back to the charging direction after the additional notation. However, the technique does not work if you press Up. In this instance, the charge is completely lost. The technique also allows Super and Ultra Combos to execute immediately after a dash or some other quick movement. In Balrog's case, his Violent Buffalo Ultra Combo is usually performed by charging Back, then pressing Forward, Back, Forward+PunchX3. With charge buffering you can instead charge Back, dash forward, then press Back, Forward, Back, Forward+PunchX3. Some attacks have very strict timing when using charge buffering.

PRIMA PRO TIP **Charge buffering is especially useful when attempting to execute a charge-based Ultra Combo after a level-three Focus Attack. Perform the Focus Attack while charging Back or Down-Back, Dash Cancel the Focus Attack, then execute the Ultra Combo immediately with charge buffering.**

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WAKE-UP GAME AND UNTECHABLE KNOCKDOWNS

Ryu gets knocked down by a Shoryuken... | ...then uses Quick Recover as soon as he lands (techable). | Ryu gets knocked down by a low sweep... | ...and must stay on the ground for a short time (untechable).

When a character is knocked to the ground, both players enter what is commonly referred to as the wake-up game, or simply wake-up. When you are knocked to the ground, your character is "waking up" as they rise from the ground. When you knock an opposing player to the ground it is called a knockdown. The wake-up game takes place in both instances.

During wake-up, the grounded character can use a wake-up attack (also referred to as a reversal) during the first few frames of animation as they're getting off the ground. An EX special move is almost always the preferred attack in these situations, but every situation is different.

The attacking character also has a variety of options. Pressuring a fallen opponent is a very good option for most characters. Depending on your opponent's actions, you can throw an opponent as soon as they get up, use an overhead or a normal attack that can lead into a combo, or bait the opponent into attacking by closing in on them, then dashing away just before they get off the ground.

Knockdowns and wake-up are two terms that are extremely important to *Super Street Fighter IV* players because they initiate the wake-up game. Anytime one character is on the ground, the wake-up game is in effect, but the wake-up game is most effective after an untechable knockdown. An untechable knockdown occurs when one character is knocked to the ground and cannot use Quick Recover to get off the ground as soon as possible (also referred to as teching off the ground or a ground tech). With some exceptions, most Super and Ultra Combos, throws, and low sweeping attacks (such as a crouching Heavy Kick) knock an opponent down and do not allow them to use Quick Recovery. These are all untechable knockdowns, and give the offensive player time to determine what strategies they want to use during the wake-up game.

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NORMALS, POKING, COUNTER-POKING, AND FOOTSIES

At close and mid-range, most characters have quick or high-priority normal attacks that can lead into a combo, interrupt an opponent's attack, or keep an opponent blocking. These are referred to as normals, poking attacks, or simply pokes. Using normals to keep your opponent at bay and prevent them from initiating their offense is called footsies. A player skilled at using footsies keeps their opponent at maximum poking distance, and only closes in once they have successfully forced their opponent to block, or to follow up with a combo. Most poking attacks are safe when blocked and can be used at any time without fear of a counterattack.

Some characters rely on footsies more than other characters. It is also common to stay just outside of the maximum range of your opponent's poking attacks, then use your own poking attacks to hit your opponent's limbs. In this situation, you're standing at a safe distance, but you can still attack your opponent as they extend their arms or legs in an attempt to attack you. This is called counter-poking, and it works well against players skilled at footsies. However, to properly use counter-pokes, you must control the space between both characters extremely well. You must be outside of your opponent's attack range, but remain close enough to hit the opponent's pokes with your counter-pokes.

PRIMA PRO TIP

Use footsies to approach an opposing player without jumping. To do this, you must learn the maximum range of your character's best normals.

CORNER TRAPS

A staple of the *Street Fighter* series and most Capcom fighting games in general is the corner trap. The far end on either side of a stage is considered the corner. When an opponent reaches the corner of a stage, they can no longer move back. This effectively traps the opponent in the corner, preventing them from properly spacing and making it more difficult to use effective zoning strategies.

Once an opponent is in the corner, try to keep them there as long as possible. Because an opponent cannot move back any farther, certain combos will only connect on a cornered opponent. These are combos that would generally knock the opponent too far away to properly finish the combo. The corner prevents them from moving back and allows more attacks to be added to what would normally be the end of the combo, which means more damage can be inflicted on cornered opponents. In many cases, combos that end in an Ultra Combo can only be performed in a corner.

When an opponent is trapped in the corner, while the aggressor almost always has the advantage, a skilled opponent will be looking for an opportunity to escape the corner. When this happens, they will try to turn the tables and trap you in the corner instead. Be more offensive when an opponent is trapped in the corner, but be careful to avoid having the tables turned and getting yourself trapped in the corner.

Reading an opponent is also very important during corner traps. If you can determine when and how an opponent will attempt to get out of the corner, it will be significantly easier to stop their attempt and keep them cornered. Keep in mind that you do not have to be close to an opponent to keep them trapped in a corner. Some corner traps are extremely effective from approximately three or four character lengths away, or about the distance of a forward jump. For example, at this distance, a projectile-heavy character such as Ryu can use HP Hadoken attacks to keep the opponent in the corner, and if the opponent attempts to jump, Ryu is at the perfect range to counter with a Shoryuken.

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WAY OF THE WORLD WARRIORS

BASICS

Each character is broken down into multiple sections. Some sections contain very specific information while others contain general information.

NOTE **For more information on the general terms and strategies please refer to the Basic Info and Terminology and Basic Training chapters.**

CHARACTER ESSENTIALS

CHARACTER TYPES

Charge: The character requires a charge command for most or all special moves.

Fundamental: The character relies heavily on general fundamentals.

Grappler: The character relies heavily on throwing attacks.

Poking: The character excels in the use of normals with their primary strategies revolving around footsies.

Projectile: The character has at least one projectile attack.

Rush Down: The character's primary strategy revolves around a barrage of close-range attacks in rapid succession.

Technical: The character relies heavily on advanced, technical gameplay.

Turtle: The character's primary strategy revolves around staying away from an opponent.

Zoning: The character's primary strategy revolves around staying a specific distance away from an opponent and keeping them at that distance.

PREFERRED ULTRA COMBO

Each character in *Super Street Fighter IV* has two Ultra Combos. However, only one can be selected at a time. The preferred Ultra Combo section suggests a recommended Ultra Combo that is general either more useful than the other Ultra Combo, or is easier to use.

PRIMA PRO TIP **The preferred Ultra Combo is generally the recommended Ultra Combo for novice players. It is not always the best Ultra Combo available to the character. Be sure to read about both Ultra Combos in each character's Ultra Combo section for a detailed breakdown of the advantages and disadvantages of each Ultra Combo.**

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ANTI-AIRS

While a wide variety of attacks can be used to knock an opponent out of the air, the attacks listed in the anti-air section are the best attacks for this purpose. Some anti-air attacks work better from specific distances depending on the angle of an opponent's jump and the aerial attack the opponent is using.

AIR-TO-AIRS

Each character has at least six aerial attacks, with many having twelve or more. However, the attacks listed in this section are the best aerial attacks to interrupt an opponent's aerial attack. Use these attacks in place of an anti-air attack or when an opponent jumps toward you while you're airborne.

NOTE **All air-to-air attacks must be executed in the air unless otherwise noted. All basic attacks listed in this section must be executed while jumping forward or back unless otherwise noted.**

NORMALS

Every character has at least 12 normals (basic attacks), with many having a variety of command normals as well. The normals and command normals listed in this section are the best attacks to use while applying the footsies general strategy.

CROSS-UP

This section lists all of the preferred aerial cross-up attacks for each character.

NOTE **All cross-up attacks must be executed in the air unless otherwise noted. All basic attacks listed in this section must be executed while jumping forward or back unless otherwise noted.**

OVERHEAD

This section lists all of the special moves and basic attacks for each character that are considered overhead attacks. This does not include basic aerial attacks (jumping Heavy Kick for example) because a vast majority of aerial attacks are overheads by default.

LINKS AND COMBOS

The links and combos sections list the preferred links, basic combos, FADC combos, and corner only for each character, along with the damage and stun values. Both sections are divided into two sub-sections, one for difficult combos and links and one for normal combos and links. The difficult combos and links may require significant practice to execute.

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FADC combos list the recommended attack that should be EX Focus Canceled, along with the attack that follows the FADC. In some cases, only an entire combo is listed depending on how each character uses FADCs within combos. Some characters do not have a use for FADCs in combos. Corner only combos are combos that only work when an opponent is cornered or very close to a corner.

NOTE **Many combos do not list EX special moves, but for any combo that lists a special move if an EX version of the special move is available, it can be used in place of the standard special move unless otherwise noted. In addition, all combos can begin with a basic jump-in attack (such as a jumping Heavy Kick or a cross-up attack) unless otherwise noted.**

NOTE **All damage values listed in the links and combos sections are based on the default damage value. If an attack within a combo is counter-hit or the opponent's Vitality Gauge is below 50 percent, the damage may vary.**

PRIMA PRO TIP **Chains are not listed in the links and combos section. However, some links can also be performed as chains. In these cases, in order to follow the linked attacks with a special move, you must use precise timing to make the attacks link instead of chain.**

BEST COMBO OPTIONS

The best combo options section is essentially a list of recommend punishment options. These are the best combos to use if an opponent leaves himself wide open to a counter-attack. For example, if your opponent is playing as Ken and completely misses a HP Shoryuken, this gives you a relatively long time to counter-attack. If you do not have a lot of time to counter attack, use one of the combos or links instead.

Ultra: Most damaging attack option if you have a full Revenge Gauge.

Super: Most damaging attack option if you have a full Super Gauge.

Meter: Most damaging attack option if you have a single stock in the Super Gauge.

Nothing: Most damaging attack option if you do not have an available Ultra Combo, and less than one stock in the Super Gauge.

PRIMA PRO TIP **The attacks and combos listed in this section are for use in specific situations and may not always be the most damaging option available. For example, in some cases you may have one stock in the Super Gauge and an Ultra Combo available. If the best combo option with an Ultra Combo available is to use a combo with a special move, it may be more damaging to use an EX special move instead. Likewise, if you have two stocks in the Super Gauge and can use an EX Focus Cancel, some FADC combos end with an Ultra Combo and may inflict more damage than the best combo option listed.**

NOTE **In some cases the best combo option if an Ultra Combo is available is the Ultra Combo by itself.**

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GAUGE MANAGEMENT

Each character must manage their Super Gauge differently. This section details how each character should use their Super Gauge, between EX special moves, EX Focus Cancels, and Super Combos.

GENERAL STRATEGIES

The general strategies section is a numerical list of each character's bread and butter strategies. It is a quick overview of how the character is best played.

IN-DEPTH STRATEGIES

The in-depth strategies section explains how to play each character. It expands upon the general strategies section and goes into more detail about the character's bread and butter strategies, as well as other useful strategies.

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QUICK REFERENCE NOTATIONS CHARTS

ATTACK KEY

Attack	Abbreviation	Icon
Light Punch	LP	Light
Medium Punch	MP	Medium
Heavy Punch	HP	Heavy
Any Punch	Punch	
Any Two Punches	PunchX2	
All Three Punches	PunchX3	
Rapidly Tap Any Punch	—	
Light Kick	LK	Light
Medium Kick	MK	Medium
Heavy Kick	HK	Heavy
Any Kick	Kick	
Any Two Kicks	KickX2	
All Three Kicks	KickX3	
Rapidly Tap Any Kick	—	
Focus Attack Dash Cancel	FADC	—

NOTE All Focus Attack Dash Cancels require a forward dash unless otherwise noted.

MISC. KEY

Action	Notation
At the same time	+
Followed by	>
Crouching	cr
Close to opponent	Close
Away from opponent	Far
Jumping forward or backward	Jumping
Jumping straight up	Neutral Jumping

NOTE The + icon indicates pressing two commands at the same time. For example, Forward+ Medium or F+MK would mean press Forward and Medium Kick at the same time.

NOTE The > icon indicates multiple commands in a combo or link. For example, Medium > Medium or MK > MP would mean press Medium Kick, then press Medium Punch to continue the combo or link.

NOTE All attacks should be executed from a standing position, facing to the right, unless otherwise noted.

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CHARACTERS

Abel

BIO

Abel is actually nothing more than a genetically engineered replacement body created for M. Bison. He was to be disposed of with other failed specimens, but he alone managed to survive and escape.

VITAL STATS

Date of Birth: November 5

Nationality: French

Height: 6'6"

Weight: 187 lb.

Measurements: 51/33/35

Blood Type: A

Martial Arts Style: Mixed martial arts with a focus on judo

Likes: Dogs (living the life of a mercenary offered little time to own pets, but Abel plans to get a dog as soon as the tournament is over)

Dislikes: Oysters (having been the victim of a bad crop of oysters in the past, he is understandably leery of this shellfish now)

Hobbies/Skills: Sewing (years of repairing his own clothing as a soldier had made him quite adept with a needle and thread)

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MOVE LIST

Drop Throw
or Neutral + Light + Light
Throw; must be close to opponent

Pincer Throw
+ Light + Light
Throw; must be close to opponent

Overhead
Heavy
Overhead; must be close to opponent

Forward Kick
+ Medium
—

Change of Direction
+
EX Version

Second Mid
+
During Change of Direction

Second Low
+
During Change of Direction

Finish Mid
+
After Second Mid or Second Low

Finish Low
+
After Second Mid or Second Low

Wheel Kick
+
Armor Break; EX Version

Marseilles Roll
+
EX Version

Falling Sky
+
EX Version

Tornado Throw
+
EX Version

Heartless
+
Armor Break; Super Combo

Soulless
+
Armor Break; Ultra Combo I

Breathless
+
Hyper Armor; Ultra Combo II

ESSENTIALS

Character Type(s): Grappler, Rush Down, Technical

Vitality: 1,050

Stun: 1,050

Preferred Ultra Combo: Breathless

Anti-airs: EX Falling Sky, cr MK, cr HP[1], close HP, Breathless (Ultra II)

Air-to-airs: Jumping HP

Normals: Forward Kick, LK, MP, far HK, cr MP

Cross-Up: Jumping MK

Overhead: Close HK

[1]–Second hit

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close HK[12] > LK	70	100
Forward Kick > HP	190	300
cr LK > HP	140	250

[1]–Overhead version

[2]–Only on crouching opponents

NORMAL LINKS

Link	Damage	Stun
cr LP > MP	110	150
cr LP > HP	140	250
cr LP > cr LP > cr LP > MP[1]	140	210

[1]–Only on standing opponents

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr HP > LK Marseilles Roll > HP Falling Sky	270	350

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NORMAL COMBOS

Combo	Damage	Stun
Close MK > Change of Direction	207	225
cr MP or cr MK > MP Change of Direction	207	225
HP > HP Change of Direction	222	225
cr HP > LK Marseilles Roll > MP Falling Sky	260	300
cr HP > LK Marseilles Roll > Heartless	445	150
Close HP[1] > Heartless	445	150
cr HP > Soulless	514	150

[1]–Cancel the second hit

FADC COMBOS

Combo	Damage	Stun
Change of Direction[1] > FADC > cr HP	150	200
cr HP[2] > LP Change of Direction > FADC > EX Falling Sky	268	320

[1]–Cancel the first hit

[2]–Both hits

CORNER ONLY COMBOS

Combo	Damage	Stun
Change of Direction (cancel first hit) > FADC > cr HP	150	200

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	cr HP > Soulless	514	150
Ultra Combo II	Breathless	480	0
Super Combo	cr HP > LK Marseilles Roll > Heartless	445	150
One Stock	cr HP > EX Wheel Kick	290	350
Nothing	cr HP > HP Falling Sky	270	350

SPECIAL MOVES

Change of Direction

Change of Direction | *Second Mid* | *Finish Mid* | *Second Low* | *Finish Low*

Change of Direction (CoD) is a multi-part special move that should be primarily used in combos, but also works as a decent poking tool. Every version of Change of Direction is unsafe when blocked, so use it sparingly. If you have at least two stocks on your Super Gauge, you can FADC it to make the attack safe if it's blocked. Avoid using the Second Low and Finish Low because they do not combo from the mid options. However, if you manage to connect with Second Low, you can combo into Finish Mid. The HP version has good range, and the EX version has hyper armor to absorb a single hit. If you connect with CoD, complete the entire special move, then follow with the Marseilles Roll or a quick forward dash to keep the opponent guessing. You can use a LK Marseilles Roll to cross-up the opponent for additional mix-ups.

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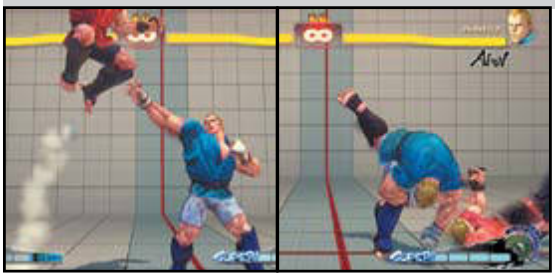
Falling Sky



Falling Sky should be limited to two basic uses. It can be used as a mix-up if you think an opponent is going to jump away to escape a Tornado Throw. This is especially useful in the mix-up after a Forward Kick (F+MK) dash when the opponent must guess in order to react properly. It can also be used as an anti-air, but this is mainly reserved for the EX version. Connecting with a Falling Sky places the opponent in an untechable knockdown, allowing Abel to shift into the wake-up game for additional mix-ups. The LP version executes slightly faster than the MP and HP versions, but the HP version has more active frames, giving you more time to connect with the attack.

Marseilles Roll

The Marseilles Roll is one of Abel's bread and butter special moves. Throughout most of the animation, it is invincible to everything except throws. However, Abel can be hit at the very start and end of the Roll. It can be used to build Super Gauge from a distance or to get closer to novice opponents who may not be fast enough to punish the end of the Roll. Using the Roll at the end of a 2-in-1 can move Abel to the other side of the opponent and force them into another mix-up. It can also be used defensively to escape block strings and go through projectile attacks. The strength of the Roll determines the distance Abel moves, with the LP Roll moving the shortest distance. The EX version moves the same distance as the HP version and is invincible to everything except throws during the entire animation, including the start and end.

Wheel Kick

The Wheel Kick inflicts a good amount of damage, but it must be used sparingly. The strength of the Kick determines the distance of the attack, with LK going the shortest distance. It is only safe from maximum range, so learn the range of each strength. All versions can be used as a counter poke to low basic attacks. For example, if you anticipate Ryu is going to poke with crouching MK, use the Wheel Kick to jump over the low attack and inflict moderate damage. The LK version should generally be used for this tactic, while the EX version goes through projectile attacks and has the same reach as the MK version. The HK version can be used to go over projectile attacks, but the timing is fairly strict.

Tornado Throw

The range of Abel's Tornado Throw is based on the strength of the Punch used. The LP version has the most range, while the HP version has the least amount of range. The EX version has the same range as the LP version and is invincible to all attacks except throws. The three normal versions are invincible to throws, including Super and Ultra throws, but no other attacks. The Tornado Throw is Abel's primary source of damage and should be used frequently.

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SUPER COMBO

Heartless

Abel's Super Combo has various uses depending on the strength of the Punch button used. All three are invincible during the first few frames of animation. The LP version is invincible to physical attacks, MP is invincible to throws, and HP is invincible to projectile attacks. Abel has a good EX special moves, so you should not be using his Super Combo very often. However, when you do use it, limit its use to abusing the invincibility (going through projectiles), or combo into it. Using it in any other situation would be very risky because if it's blocked, the opponent has plenty of time to counter-attack.

ULTRA COMBOS

Soulless

While Breathless (Ultra II) is Abel's preferred Ultra Combo, Soulless is arguably just as useful and served Abel well throughout the original version of *Street Fighter IV*. During the beginning of the animation, the top half of Abel's body is invincible, meaning he can be hit by low attacks, but it goes through anything high, including most jumping attacks. You can combo into Change of Direction, use an FADC, then go right into Soulless, but its primary use is to combo after crouching HP or to go through projectile attacks. It can be used to punish most projectile attacks from almost a full screen away.

Breathless

At first glance, some may think that Soulless is better than Breathless. You cannot combo into Breathless like you can Soulless, unless you start with a Focus Attack to stun an opponent. However, Breathless can be delayed by holding all three Kick buttons, and it has hyper armor to absorb a single hit. Breathless cannot be delayed indefinitely, but you have enough time to use it for punishment. If an opponent jumps at almost any distance (anything shy of full screen), initiate Breathless and delay it until the opponent lands. The only way the opponent can avoid this is to empty jump, then use an attack with invincibility frames at the beginning of the animation. Breathless is also useful for going through single-hit projectile attacks or as a well-timed counter poke.

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GAUGE MANAGEMENT

Abel's Super Gauge should be used almost exclusively for EX special moves and the occasional FADC. The EX Change of Direction has hyper armor and can be used defensively in anticipation of a basic attack. The EX Tornado Throw should be used during wake-up games, in anticipation of a normal throw from the opponent. The EX Marseilles Roll goes through any attack that isn't a throw, and the EX Wheel Kick goes through projectile attacks. Under most circumstances, Abel will only have a full Super Gauge if he's winning and the round is almost over. At this point you can use a Super Combo to finish the opponent off, but otherwise stick to EX special moves or FADC Change of Direction.

GENERAL STRATEGIES

1. **Get to close range.**
2. **Land a Tornado Throw.**
3. **Land combos, once opponent is afraid of the Tornado Throw.**

IN-DEPTH STRATEGIES

Abel is a fairly straight-forward character, but you must have an attack flow with him to be successful. Your first task is to get close to the opponent. From a distance, Abel doesn't have much to rely on outside of a maximum range Wheel Kick. However, if an opponent is intent on keeping Abel out, use the LK Marseilles Roll to build Super Combo Gauge from a distance.

Use Abel's recommended normals to close in on an opponent and land Change of Direction or Tornado Throw to knock the opponent down. After a knockdown, stay on top of the opponent by using Abel's jumping MK to cross-up or Marseilles Roll mix-ups. Under most circumstances, use the LK Marseilles Roll followed by a crouching HP. Instead of a jumping MK to cross-up, you can also use an empty jump followed by a Tornado Throw to further confuse the opponent.

If you connect with a crouching HP or standing HP, you can follow it with Falling Sky, or 2-in-1 the crouching HP into a Marseilles Roll. In this situation, more often than not the LK Marseilles Roll lands in front of the opponent, while the MK version lands behind them. However, some larger characters may require the HK version to get behind them. After the Marseilles Roll, mix-up between Falling Sky, Tornado Throw, or another crouching HP.

It is very important to learn the range of the LK Marseilles Roll. Use it a few times to train the opponent not to use counter pokes. This allows you to then use Abel's normals from farther away, which opens up the use of Forward Kick. After Abel's Forward Kick, press Forward to shift immediately into a forward dash to quickly close in on an opponent and force a guessing game. Forward Kick followed by a dash, then two crouching Light Punches should put you in range to land a LP Tornado Throw.

After a Forward Kick into a dash, mix-up between a HP Tornado, standing HP, or Falling Sky. One or two standing or crouching Light Punches or Light Kicks followed by a LP Tornado Throw is also a good mix-up. Falling Sky catches an opponent who attempts to jump away from the Tornado Throw, or you can use Abel's HK as well. The HK also catches crouching opponents. Doing nothing is also a good mix-up because you can use several Light Punches, then go right into Forward Kick to start the cycle anew.

When you use HK to catch an opponent jumping away or as an overhead against a crouching opponent, it inflicts decent damage if it hits, and works extremely well if it's blocked. On hit it combos into LK and you're just outside of LP Tornado Throw range. Use a quick forward dash to get within range, then use a Tornado Throw.

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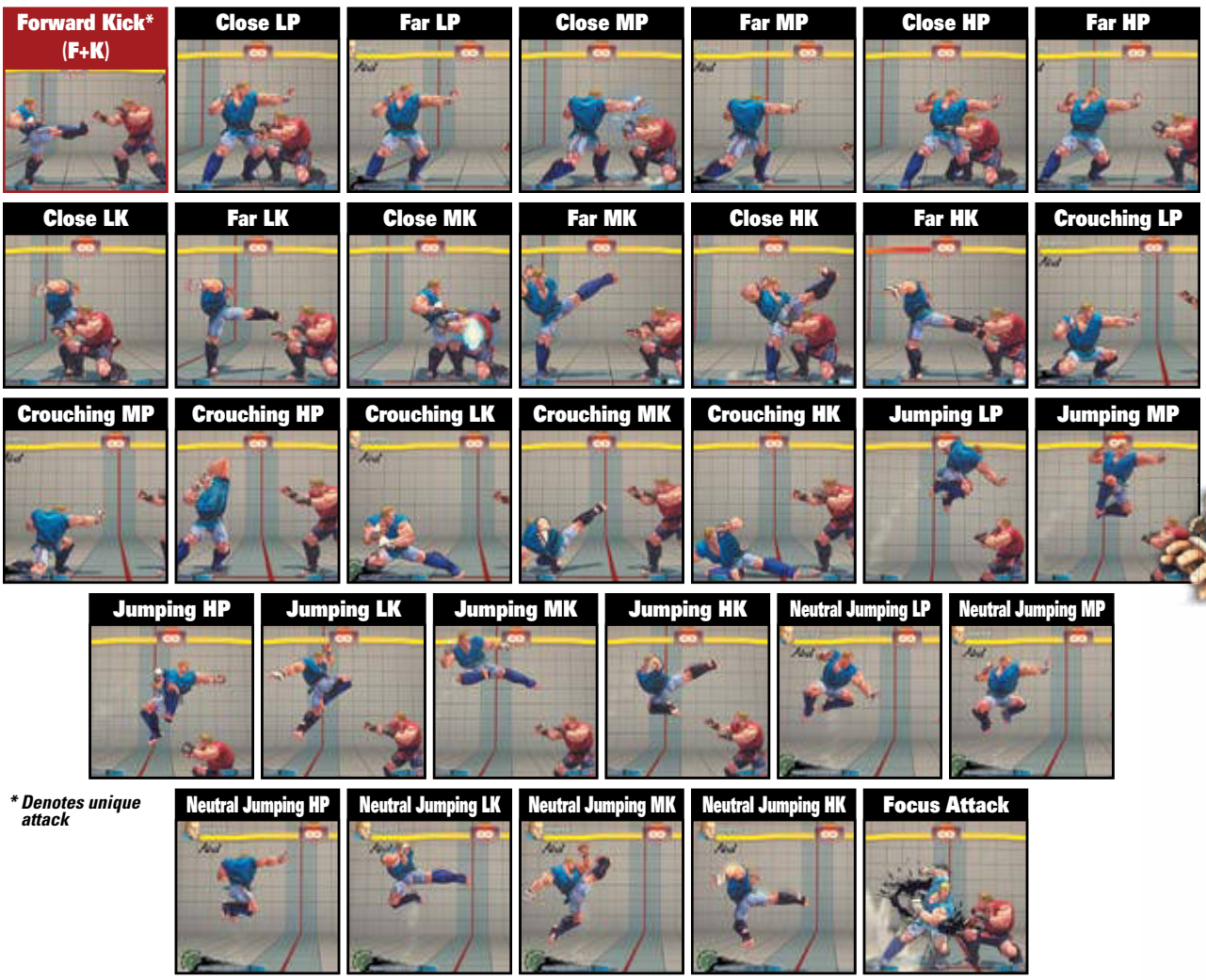
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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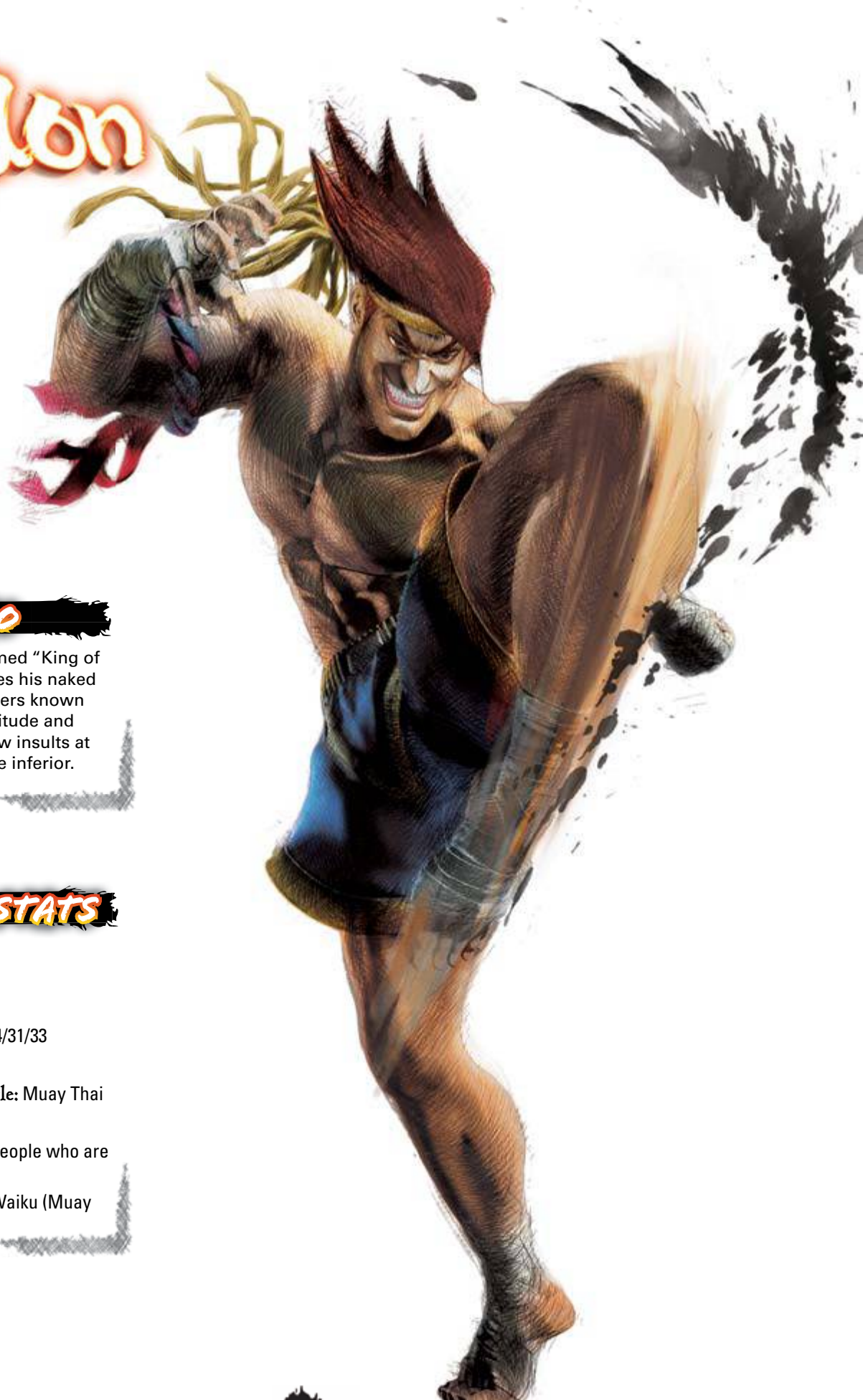
Adon



BIO

This self proclaimed "King of Muay Thai" makes his naked contempt for others known with his surly attitude and tendency to throw insults at those he feels are inferior.

VITAL STATS

Nationality: Thai
Height: 5'11"
Weight: 160 lb.
Measurements: 44/31/33
Blood Type: B
Martial Arts Style: Muay Thai
Likes: Muay Thai
Dislikes: Sagat, People who are all talk
Hobbies/Skills: Waiku (Muay Thai dance)

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MOVE LIST

Jaguar Carry
or Neutral + Light + Light
Throw; must be close to opponent

Jaguar Slam
+ Light + Light
Throw; must be close to opponent

Jaguar Crunch
+ Medium
Overhead

Jaguar Kick
+
Armor Break; EX version

Airborne Jaguar Kick
+
During vertical or forward jump; EX version

Rising Jaguar
+
EX version

Jaguar Tooth
+
Armor Break: EX version

Jaguar Varied Assault
+
Super Combo

Jaguar Varied Assault: Thousand Jaguars
During Jaguar Varied Assault; Super Combo

Jaguar Varied Assault: Jaguar Assassin
During Jaguar Varied Assault; Super Combo

Jaguar Revolver
+
Armor Break; Ultra Combo I

Jaguar Avalanche
+
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Rush Down
Vitality: 950
Stun: 1,000
Preferred Ultra Combo: Jaguar Avalanche
Anti-airs: Far cr HP, Close HK, Close HP, HK Rising Jaguar
Air-to-airs: Jumping MP, Jumping MK, Neutral Jumping HP
Normals: HK, cr MK, cr MP, LK
Cross-Up: Jumping MK
Overhead: Jaguar Carry

LINKS

DIFFICULT LINKS

Link	Damage	Stun
LP > cr MK	100	150
LP > Close MK	105	150
cr LP > cr LP > cr MP	108	180
Close HP > LP	120	250

NORMAL LINKS

Link	Damage	Stun
cr LP > LP	60	100
LP > Far LK	70	100
cr LK > LP	70	100
cr LP > cr MP	90	150
LP > MP	100	150
cr LP > MP	100	150

PRIMA PRO TIP
You can combine many of Adon's links to make 4-hit combos.

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
LP > cr MK > LK Rising Jaguar	204	286
LP > Close MK > HK Rising Jaguar	225	302
Close HP > cr LK > LK Rising Jaguar	234	386
HK Jaguar Tooth > cr LK > LK Rising Jaguar	264	336

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NORMAL COMBOS		
Combo	Damage	Stun
LP > LK > HK Rising Jaguar	185	252
Close HP > HK Rising Jaguar	240	390

FADC COMBOS		
Combo	Damage	Stun
LK Rising Jaguar > FADC > MK Rising Jaguar	220	280

CORNER ONLY COMBOS		
Combo	Damage	Stun
Airborne Jaguar Kick > cr LK > MK Rising Jaguar	232	354
EX Jaguar Tooth > Jaguar Avalanche	467	200

BEST COMBO OPTIONS

BEST COMBO CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	Close HP > LK Rising Jaguar > FADC > Jaguar Avalanche	476	300
Super Combo	Close HP > cr LK > Jaguar Varied Assault: Jaguar Assassin	395	250
One Stock	Close HP > cr LK > EX Rising Jaguar	258	426
Nothing	Close HP > HK Rising Jaguar	240	390

SPECIAL MOVES

Jaguar Kick

The Jaguar Kick is arguably Adon's best special move. The strength of the Kick button determines the horizontal and vertical distance of the attack, with the LK version having the longest horizontal range, but the lowest vertical distance and the HK version having the shortest horizontal range, but the highest vertical distance. Learn the range of the LK version because it can be used as a cross-up. The MK and EX versions evade most projectiles with proper timing, and the HK version gives Adon frame advantage if it's blocked. The EX version travels the same distance as the MK version and is a two-hit overhead attack (the others can be blocked low) that results in an untechable knockdown if it connects and is also invincible to projectiles at the start of the animation. Every version is safe when blocked.

Airborne Jaguar Kick

in the air

The Airborne Jaguar Kick is not nearly as useful as the ground version. The strength of the Kick button determines the horizontal distance of the attack, with the LK version traveling the shortest distance. The EX version travels the same distance as the LK version, but is two hits and results in an untechable knockdown. Every version can be blocked low, and the hit box of the attack is very low on Adon's leg, meaning that you must execute the attack fairly close to an opponent or it will miss. The primary use of the Airborne Jaguar Kick is to evade projectile attacks after a mistimed jump.

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Rising Jaguar

Adon's Rising Jaguar has two primary uses: anti-air and the ability to FADC into his Jaguar Avalanche Ultra Combo. The HK version works best as an anti-air and the LK version works best to FADC into Adon's Ultra Combo II. The strength of the Kick button determines the vertical and horizontal distance of the attack, as well as the damage. The LK version has the longest horizontal range, but the shortest vertical distance and inflicts the least amount of damage, while the HK version has the shortest horizontal range, and the farthest vertical distance, inflicting the most damage aside from the EX version. All three normal versions are two hits while the EX version is three hits and inflicts the most damage. Every version is invincible for a short time at the very beginning of the attack, with the EX version having the most invincibility frames. The EX version can also go through projectile attacks. For the most part, you will be using the HK and EX versions as anti-airs and comboing into the LK version to FADC followed by Ultra Combo II.

Jaguar Tooth

The Jaguar Tooth has a few limited uses against good competition, and one glaring weakness. The strength of the Kick button determines the distance and angle of the attack, with the LK version traveling the shortest distance on the steepest angle, and the HK version traveling the full length of the screen at the widest angle. The EX version has the same range as the HK version and executes faster than any other version. It is also invincible during the very beginning of the animation. If you connect with the EX version while an opponent is in the corner, you can follow it with the Jaguar Avalanche Ultra Combo, or a basic standing HK. It is possible to combo after the HK and MK versions anywhere on the screen by using a standing or crouching LP or a crouching LK, however the timing is fairly strict. Be careful when using the HK or MK versions because a skilled opponent can easily knock Adon out of the air with a well-timed basic attack. The LK version can be used to get away from an opponent and to build Adon's Super Gauge from across the screen. The HK version can be used to escape a corner and both the EX and HK versions can be used to evade and punish projectile attacks with proper timing. All four variations are safe when blocked.

SUPER COMBO

Jaguar Varied Assault

Thousand Jaguars *Jaguar Assassin*

It's unlikely that you will have a full Super Combo Gauge because Adon has solid EX special moves. However, if you do have a full Super Combo Gauge, the beginning of the Jaguar Varied Assault is invincible, allowing you to go through attacks with proper anticipation. It is especially useful to go through projectiles at relatively close range. Otherwise, its use should be restricted to ending combos. The strength of the Punch button has a slight effect on the distance of the Super Combo, with the LP version having the shortest range. There are also three different endings to the Jaguar Varied Assault depending on what button is pressed during the initial animation. Rapidly pressing Punch results in the Jaguar Varied Assault: Thousand Jaguars, which ends in punches and inflicts more chip damage if it's blocked compared to the other two versions. It is slightly safer if it's blocked, although still very unsafe. Kick results in the Jaguar Varied Assault: Jaguar Assassin, which ends with a variation of the Rising Jaguar and inflicts the most damage. If nothing is pressed, the normal version is executed, which ends in a jumping kick that slams the opponent against an invisible wall. Unfortunately, it is not possible to attack the opponent immediately following the wall bounce.

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ULTRA COMBOS

Jaguar Revolver

Adon's Ultra Combo II is the Ultra Combo of choice, but that doesn't mean the Jaguar Revolver Ultra Combo I doesn't have its uses. The range is very specific, and if the Ultra Combo is performed from the wrong range, it leaves Adon extremely vulnerable to a counter-attack, so if you plan to use Ultra Combo I, make sure you learn the range to perfection. After executing the command for the Ultra, press Back or Forward to alter the distance of the initial attack. Pressing Back gives the Ultra shorter range, and pressing Forward results in a nearly full screen version. If nothing is pressed, the Ultra goes a little farther than the short range version. The Jaguar Revolver inflicts very good damage and is invincible during the beginning of the animation. It also goes through projectile attacks, making it the perfect punishment tool for projectile-happy opponents. It is possible to combo into the Ultra by FADCing a Rising Jaguar, but the entire attack does not connect, which vastly limits the amount of damage it inflicts. It is also possible to use the attack as an anti-air, but it results in a similar situation where some of the hits miss.

Jaguar Avalanche

The Jaguar Avalanche is Adon's preferred Ultra Combo for many reasons. It works well as an anti-air attack if an opponent jumps toward Adon, you can FADC a LK Rising Jaguar, then follow with the Jaguar Avalanche, and there's no need to worry about missing hits and damage, which is a concern with Adon's Ultra Combo I. Once Adon has the Jaguar Avalanche available, with at least two stocks in the Super Combo Gauge, every combo should end with a LK Rising Jaguar, FADC, then Jaguar Avalanche. This is the primary use of the Ultra Combo II, in addition to working well as an anti-air attack. However, a smart opponent will not jump toward Adon when this Ultra is available.

GAUGE MANAGEMENT

Adon's Super Combo Gauge should be used for EX special moves and to FADC a LK Rising Jaguar to combo into Ultra Combo II. The EX Jaguar Tooth works very well to punish projectile attacks from a full screen away, and if it connects, you can combo into the EX Rising Jaguar for additional damage. The EX Jaguar Kick goes through projectile attacks from mid-range, serves as an overhead attack, and provides an untechable knockdown if it connects. The only time Adon's Super Combo should be used is to end a round.

GENERAL STRATEGIES

1. **Stay at mid- to close range.**
2. **Use long-range normals and the Jaguar Kick at mid-range.**
3. **Use normals for footsies at close range.**

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IN-DEPTH STRATEGIES

Adon has many ways to get around projectile-heavy characters, and can work his magic from any range against any character, but under most circumstances it's best to be working at mid- to close range to have the best chance at defeating an opponent. From across the screen, Adon's EX and HK Jaguar Tooth are perfect for punishing projectile attacks. If the EX hits in the corner, you can follow it up with the Jaguar Avalanche Ultra. If the HK version connects anywhere on screen, you can combo into the LK Rising Jaguar and even FADC into Ultra II if you have enough Revenge and Super Gauge available.

At mid-range use Adon's longer normals to poke and counter poke. HK and LK have very good range, and work well in conjunction with crouching MK as a low poke. Crouching MP works well as a counter poke if you anticipate an opponent's poke. Use these just outside of your opponent's poking range to work your way into close combat where you can use any of Adon's links as block strings. Keep in mind that many of his links can be combined to make combos and block strings. End your block strings with the HK Jaguar Kick to keep your opponent pinned down and maintain frame advantage. Crouching MK into Jaguar Kick also works well and gives you slightly longer range than some of Adon's links. The strength of the Jaguar Kick depends on the distance you're at when you execute the crouching MK.

If an opponent tries to jump in on you, Adon has several solid anti-air normals or the Rising Jaguar to keep them at bay. He also has very good ambiguous cross-ups with jumping MK and jumping LK, or you can use a block string to combo into the LK Jaguar Kick to cross-up. Mix this up with the EX Jaguar Kick, which cannot be blocked low and your opponent will be guessing in almost every situation.

If you get an opponent into a corner, use the Jaguar Kick as much as possible to maintain pressure. If the Jaguar Kick is blocked, it pushes the opponent back into the corner and inflicts decent chip damage. In addition, the EX Jaguar Tooth leads into the Jaguar Avalanche if it connects in the corner. However, beware of the HK Jaguar Tooth because it is easily knocked out of the air by a well-timed basic attack.

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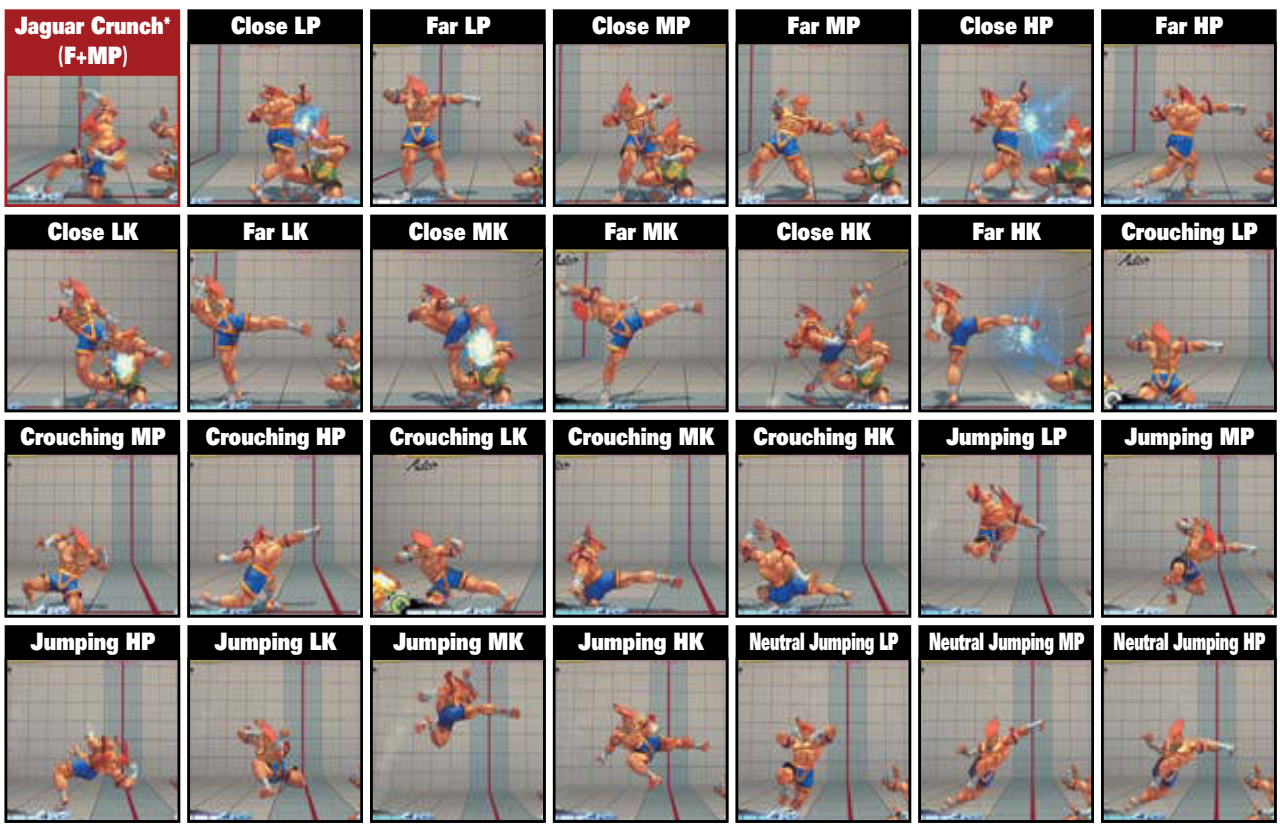
BASIC ATTACKS

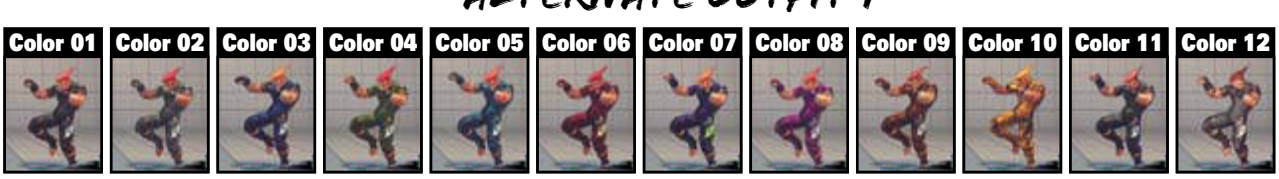


** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1



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Akuma

BIO

This warrior values strength over all else, going so far as to abandon his own humanity as a means to obtain more. It is thought that the Buddhist beads around his neck represent warriors who have fallen before him.

VITAL STATS

Date of Birth: Unknown
Nationality: Japanese
Height: 5'10"
Weight: 176 lbs.
Blood Type: Unknown
Martial Arts Style: Shotokan
Likes: Unknown
Dislikes: Unknown
Hobbies/Skills: Unknown

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MOVE LIST

Goshoha
→ or N + Light + Light
Throw; must be close to opponent

Syuretto
← + Light + Light
Throw; must be close to opponent

Zugaihasatsu
→ + Medium
Overhead

Tenmakujinkyaku
↓ + Medium
In the Air; executed at apex of forward jump

Gohadoken
↻ +
EX version; projectile

Shakunetsu Hadoken
↺ +
EX version; projectile

Zanku Hadoken
↻ +
EX version; in the air; projectile

Goshoryuken
Z→ +
EX version

Tatsumaki Zankukyaku
↺ +
EX version

Aerial Tatsumaki Zankukyaku
↺ +
In the Air; EX version

Hyakkishu
Z→ +
EX version

Hyakki Gozan
Z→ +
—

Hyakki Goshu
Armor Break; during Hyakkishu

Hyakki Gojin
During Hyakkishu

Hyakki Gosai
Light + Light
Throw; during Hyakkishu

Ashura Senku
Z→/← + or
Z→/← +
Teleport

Raging Demon
Light Light →
Light Heavy
Throw; Super Combo

Wrath of the Raging Demon
Light Light ←
Light Heavy
Throw; Ultra Combo

Demon Armageddon
↑ ↑ +
Armor Break; Throw; Ultra Combo

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down, Technical, Turtle, Zoning

Vitality: 850

Stun: 850

Preferred Ultra Combo: Wrath of the Raging Demon

Anti-airs: HP Shoryuken, cr MP, cr HP

Air-to-airs: Neutral Jumping MK, LP, HK, Neutral Jumping HK

Normals: cr MK, cr MP, cr HK, HK[1]

Cross-Up: MK, Aerial Tatsumaki Zankukyaku[2]

Overhead: Zugaihasatsu

[1]–If the first hit of Akuma's HK is blocked, the second hit may miss a crouching opponent.

[2]–The EX version does not work as a cross-up.

LINKS

DIFFICULT LINKS

Link	Damage	Stun
LP > cr HK	120	150
Far HK > cr MP	160	300

NORMAL LINKS

Link	Damage	Stun
cr LP > cr MP	90	150
cr LP > cr MK	90	150
cr MP > LP	90	150
cr LP > MP	100	150
cr MP > cr MK	120	200
LP > cr HP	130	250
cr MP > Close MK	130	200
cr MP > cr MP	160	200

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LP > cr MP > LK Tatsumaki Zankukyaku > HP Goshoryuken[1]	237	305
Far HK > cr LP > LK Hurricane > HP Goshoryuken	291	395

[1]–This combo will not work on a crouching opponent. Use an EX Tatsumaki Zankukyaku or EX Gohadoken to end the combo after the crouching MP.

NORMAL COMBOS

Combo	Damage	Stun
cr MK > HP Gohadoken	120	200
cr MP > cr MK > HP Gohadoken	168	280
cr LP > cr LP > cr LP > cr LP > LK Tatsumaki Zankukyaku > HP Goshoryuken	222	280
HP > HP Goshoryuken	250	350
Close HP > LK Tatsumaki Zankukyaku > HP Goshoryuken	290	370
LP > HP > LK Tatsumaki Zankukyaku > HP Goshoryuken	291	395

NOTE **In addition to a jumping basic attack, Akuma's Hyakki Gojin (Dive Kick from the Demon Flip) can be used before the first attack in Akuma's combos.**

FADC COMBOS

Combo	Damage	Stun
Close HP > HP Gohadoken > FADC > Any Close Basic Attack	160	300
cr MK > HP Gohadoken > FADC (192/280)[1]		
LK Tatsumaki Zankukyaku > LP Goshoryuken > FADC > HP Shakunetsu Hadoken	251	234

[1]–This combo is used to stay close to the opponent and maintain pressure after the FADC.

CORNER ONLY COMBOS

Combo	Damage	Stun
EX Tatsumaki Zankukyaku > MP Goshoryuken > FADC > HP Shakunetsu Hadoken	314	356

NOTE **In Akuma's combos, an EX Gohadoken can be used in place of the LK Tatsumaki Zankukyaku to knockdown an opponent.**

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo	Wrath of the Raging Demon	510	0
Super Combo	Focus Attack > Raging Demon	404	200
One Stock	Far HK > cr MP > EX Tatsumaki Zankukyaku	320	500
Nothing	Far HK > cr MP > LK Tatsumaki Zankukyaku > HP Goshoryuken	321	445

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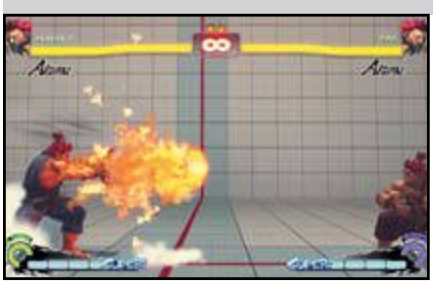
SPECIAL MOVES

Gohadoken

The most basic of Akuma's three projectile attacks, the Gohadoken is used for zoning and to end combos. The strength of the Punch button determines the speed of the projectile, with LP being the slowest. The EX version is two hits, travels at the speed of the HP version, and knocks down an opponent if it hits.

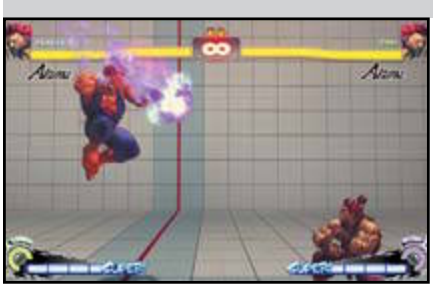
Shakunetsu Hadoken



The Shakunetsu Hadoken (also known as the Red Fireball) takes the place of many character's EX projectile attacks. The strength of the Punch button determines the speed, damage, and number of hits of the projectile. The LP version is the slowest, least damaging, and consists of only one hit. The MP version travels at a moderate speed, inflicts moderate damage, and consists of two hits. The HP version travels faster than the other two, inflicts more damage, and consists of three hits. The EX version is the same speed and number of hits as the HP version, but inflicts more damage and gives Akuma frame advantage if it's blocked at close range. Every version of the Shakunetsu Hadoken knocks down if it hits, and the two- and three-hit variations inflict decent chip damage. Most of Akuma's FADC combos end with the Shakunetsu Hadoken.

Zanku Hadoken

in the air



Akuma's aerial projectile has long been considered one of his most powerful attacks. The strength of the Punch button determines the angle and speed of the projectile. The LP version travels at an almost 90 degree angle and is the slowest of the variations. The EX version shoots two fireballs instead of one and keeps Akuma in the air for an extended time compared to the other versions. The EX version, as well as the HP and MP versions work well to keep Akuma in the air if you mistime a jump to evade an opponent's projectile. It is possible to use the LP version to cross-up an opponent, but the range is very strict. Akuma's Zanku Hadoken can be used offensively or defensively depending on which direction you're jumping when you use the attack. It is very good at keeping opponents away from Akuma.

Goshoryuken

The Goshoryuken is Akuma's bread and butter anti-air attack and is also used to end many combos or after Akuma has been knocked to the ground. The strength of the Punch button determines the number of hits, damage, and height of the attack. The LP version covers the shortest vertical distance, consists of one hit, and inflicts the least amount of damage. The MP version is two hits, and the HP version is three hits. The EX version covers the same vertical distance as the HP version, and also consists of three hits, but it inflicts more damage than any other variation. It is also invincible from the beginning of the animation, all the way up until Akuma reaches the peak of his jump. All three hits of the Akuma's HP and EX Goshoryuken can be FADC'd.

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Tatsumaki Zankukyaku

The Tatsumaki Zankukyaku (also known as the Hurricane Kick) is used in many of his combos. The strength of the Kick button determines the horizontal distance, damage, and number of hits. The LK version covers the shortest distance, inflicts the least amount of damage, and consists of one hit. The MK version consists of two hits, and the HK version is three hits. The EX version is five hits, and remains stationary instead of moving Akuma forward like the other variations. It works very well after a knockdown as Akuma is getting up off the ground. If an opponent is in the corner and you connect with an EX Tatsumaki Zankukyaku, you can follow it with a HP or MP Goshoryuken. All variations of the Tatsumaki Zankukyaku go through most projectile attacks during the beginning of the animation. The LK version is most prominently used in combos, but it can be ducked. If the opponent is crouching, use the EX version instead.

Airborne Tatsumaki Zankukyaku

The aerial version of the Tatsumaki Zankukyaku is the key component in Akuma's vortex strategy. The strength of the Kick button determines the horizontal distance and damage of the attack, with the LK version covering the shortest distance and inflicting the least amount of damage. The EX version hovers in place and consists of three hits. Use the EX version to avoid projectile attacks if you mistime a jump, and the normal versions to get out of a corner (execute the attack early in the jump). After knocking an opponent to the ground, the aerial Tatsumaki Zankukyaku can be used as a cross-up as the opponent is getting up. Follow a cross-up Tatsumaki Zankukyaku with a crouching HK to land an untechable knockdown, or HP Goshoryuken to combo.

Hyakkishu

Hyakkishu | *Hyakki Gozan* | *Hyakki Gosho* | *Hyakki Gojin* | *Hyakki Gosai*

The Hyakkishu (also known as the Demon Flip) is one of Akuma's best offensive tools. The strength of the Kick button determines the distance Akuma travels during the initial jump, with LK covering the shortest distance. The EX version homes in on the opponent and executes faster than any other variation. Every version can be used to evade projectile attacks, but they work especially well after knocking an opponent to the ground. After the initial jump, Akuma has four options available. If nothing is pressed, Akuma executes the Hyakki Gozan low sweep that is not safe if it's blocked. Press Punch to execute the Hyakki Gosho, an armor breaking, overhead attack that leaves Akuma with frame advantage if it's blocked. Press Kick to execute the Hyakki Gojin, a slightly improved version of his unique attack, Tenmakujinkyaku Dive Kick. Press LP+LK to execute the Hyakki Gosai throw.

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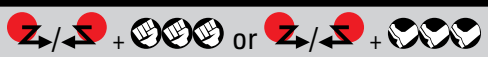
Ashura Senku



The Ashura Senku is Akuma's teleport. It is invincible during the start of the animation, which means that it can be used to get Akuma out of almost any situation. It is primarily used to get out of corners, escape an opponent after getting knocked to the ground, and avoid a potential cross-up. While the teleport is very good, be careful not to over use it. A skilled opponent may anticipate the Ashura Senku and attempt to trick you into using it. In this situation, Akuma is vulnerable to a counter-attack after the invincibility frames of the teleport.

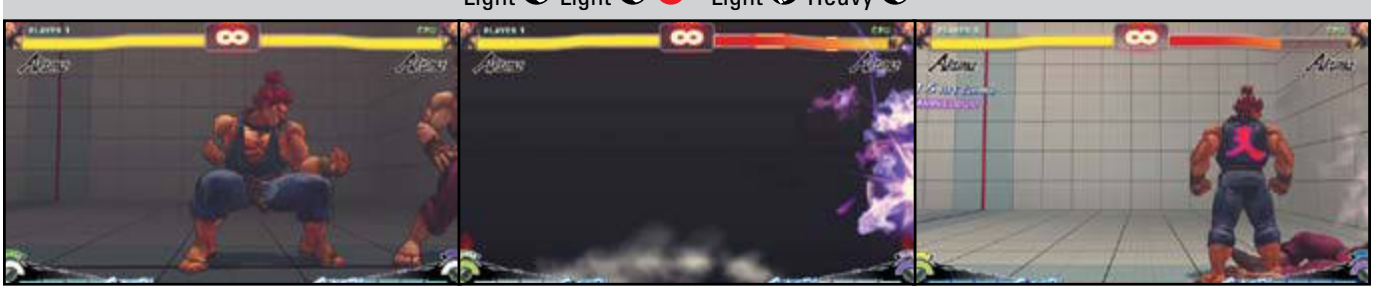
TELEPORT COMMAND CHART

Notation	Teleport	Notes
DP+PunchX3	Full screen forward	Can go behind opponent if close enough
RDP+PunchX3	Full screen back	—
DP+KickX3	Short distance forward	Can go behind opponent if close enough
RDP+KickX3	Almost a full screen back	—

SUPER COMBO

Raging Demon

Light Light → Light Heavy



The Raging Demon Super Combo is considered an instant throw at extremely close range. This means that if you execute the Super Combo at point blank range, the opponent cannot escape unless they attempted to evade before the Super Combo was initiated. It is invincible for a few frames at the beginning of the animation, but only for a very short time. It does not go through projectile attacks, but it will go through physical attacks and can be used to punish an opponent's poorly judged jump in attack. It's also good as general punishment if an opponent makes a mistake, and because it's considered a throw, it cannot be blocked.

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ULTRA COMBOS

Wrath of the Raging Demon

Light Light ← Light Heavy

The Wrath of the Raging Demon Ultra Combo is very similar to the Raging Demon Super Combo. However, it is not an instant throw like the Super Combo version, meaning that you must be a little more tactful when you use it. Just like the Super Combo version, it can be used as an anti-air to punish opponents jumping toward Akuma. It has a few invincibility frames at the start of the animation, just like the Super version, and it can be used for zoning purposes. Use one of Akuma's projectile attacks to get an opponent to jump, then use the Wrath of the Raging Demon as they descend. If an opponent is using a Focus Attack to absorb Akuma's attack, such as the Zanku Hadoken aerial projectile, if they attempt to Focus, you can use the Wrath of the Raging Demon as soon as Akuma lands to punish the opponent before they can react.

PRIMA PRO TIP **It is possible to press B and F repeatedly, while tapping LP, LK, and HP to execute the Raging Demon or Wrath of the Raging Demon without a precise notation. This can be an effective technique for beginners who are trying to use either attack in the middle of a combo or during the wake-up game. You can also input the first two commands, then press the direction and the last two commands at the same time. The Ultra Combo always takes precedence if it's available.**

Demon Armageddon

+

For all practical purposes, the Demon Armageddon should not be used. It inflicts less damage than the Wrath of the Raging Demon, and the only ways to combo into it are after a Focus Attack on larger characters, or if an EX Zanku Hadoken connects. In the unlikely event that the EX Zanku Hadoken connects as Akuma is jumping forward, you can use an Ashura Senku (DP+KickX3 version) and then immediately input the notation for the Demon Armageddon to cancel the teleport and connect the Ultra Combo.

GAUGE MANAGEMENT

When managing Akuma's Super Combo Gauge, your best bet is to ignore the Raging Demon Super Combo and instead focus on his EX special moves and FADC combos. The EX Zanku Hadoken and EX Hyakkishu are extremely good, both offensively and defensively. In addition, Akuma's most damaging combos require an FADC, which uses half of the Super Combo Gauge.

GENERAL STRATEGIES

1. **Zone with various projectiles.**
2. **Use an anti-air if the opponent attempts to jump.**
3. **If the opponent gets close, teleport away.**

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IN-DEPTH STRATEGIES

What Akuma lacks in vitality and stun value he more than makes up for in his offensive and defensive abilities. Between his ability to zone, keep an opponent out, run away if they get in, and his vortex strategy, Akuma is an extremely tough opponent to fight.

Start off by zoning the opponent with Akuma's various projectile attacks. If the opponent does not have a projectile, or does not have one stock of Super Combo Gauge, you can use the Gohadoken for zoning. Otherwise, use the MP or HP Shakunetsu Hadoken to get two or three hits respectively. Even an opponent's EX projectile attack is only two hits at the most, meaning that the HP Shakunetsu Hadoken will go through the EX projectile and still have a chance to hit the opponent or inflict chip damage. If the opponent jumps during the zoning strategy, use one of Akuma's anti-air attacks to keep them at bay. If they get close, use the teleport to escape back to a safe distance.

The Hyakkishu Demon Flip is a strategy all by itself, especially after connecting with an untechable knockdown. Do not use the Hyakki Gozan low sweep very much because it's unsafe if the opponent blocks the attack and it's relatively easy to see coming. The Hyakki Gosho punch and Hyakki Gojin dive kick should be your most used options. Use the LK initiate jump coupled with the Hyakki Gosho punch to miss the opponent and land just in front of them. This allows you to mix-up between a throw, block string, or possibly an overhead attack. Use the Hyakki Gosho punch if an opponent uses a projectile attack. Under most circumstances it's fast enough to evade the projectile and hit the opponent before they can block. It also causes an untechable knockdown, allowing you to start the vortex strategy.

VORTEX STRATEGY

Akuma's vortex strategy is a looping attack string that forces an opponent to guess repeatedly. First start with an untechable knockdown, which usually comes from the Demon Flip Punch, crouching HK, or a throw. After a neutral throw you can dash forward twice, then use a MK Demon Flip or a normal jump and the various options out of either to further confuse the opponent. If you connect with a cross-up Tatsumaki Zankukyaku, follow with a crouching HK to score another untechable knockdown and continue the vortex. Essentially, anytime you connect with an untechable knockdown, use one of Akuma's many mix-up and cross-up options to keep the opponent guessing in an attempt to connect with another untechable knockdown and start the process over again.

The Hyakki Gojin dive kick is very similar to the Tenmakujinkyaku dive kick except that you can combo after it and it's not an overhead attack. Because Akuma's normal jump looks just like the Demon Flip jump, you can confuse an opponent by using the normal overhead Tenmakujinkyaku dive kick or an aerial Tatsumaki Zankukyaku to cross-up. You can combo after the Tenmakujinkyaku dive kick, but the timing is more strict and the attack does not have the ability to cross-up. Rounding out the Demon Flip strategies, you can use the throw once you've trained an opponent to block the various attacks out of the Demon Flip.

Use Akuma's teleport and EX Demon Flip to get out of bad situations, or use the HK aerial Tatsumaki Zankukyaku at the beginning of a jump to escape corners. The Zanku Hadoken aerial projectile should be used to run away from an opponent or safely move forward. You can also walk up to an opponent and use crouching MK followed by a 2-in-1 into a projectile for footsies. Akuma has one of the faster walking speeds in the game, which makes this a very viable strategy.

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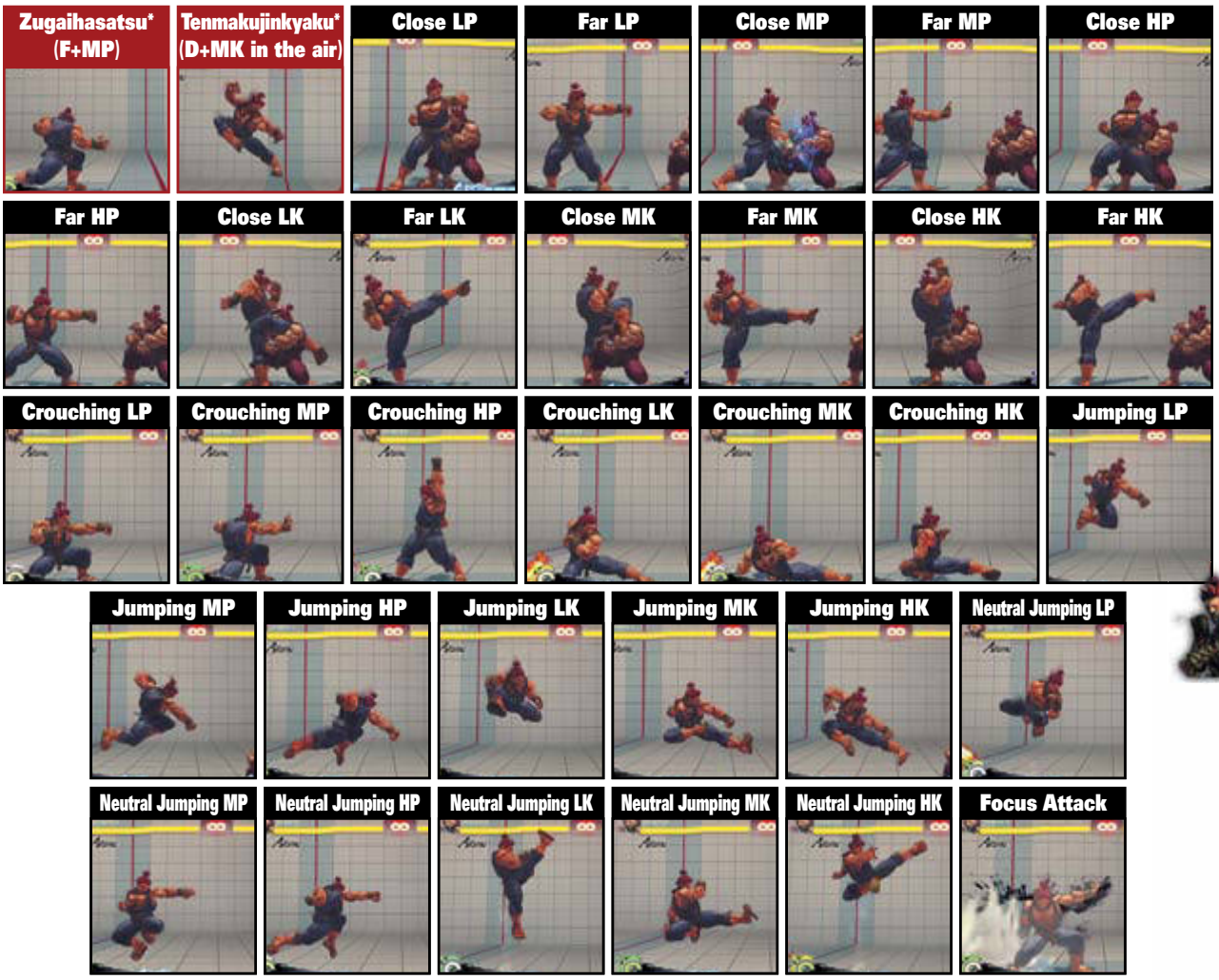
BASIC ATTACKS



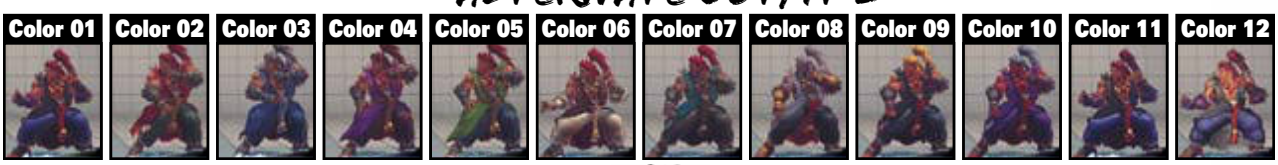
** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2



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Balrog

BIO

This brutal boxer has little respect for the rules, and fights with a violent bloodlust. Having grown up poor, he places a high value on money and considers the poor to be beneath him.

VITAL STATS

Date of Birth: September 4
Nationality: American
Height: 6'6"
Weight: 225 lbs.
Measurements: 47/35/39
Blood Type: A
Martial Arts Style: Street Boxing
Likes: Women, bourbon
Dislikes: Fish, math, hard work
Hobbies/Skills: Gambling

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MOVE LIST

Head Bomber
→ or Neutral + Light + Light
Throw; must be close to opponent

Lever Break
← + Light + Light
Throw; must be close to opponent

Dash Straight
← CHARGE → + ✊
EX version

Dash Upper
← CHARGE → + ◡
EX version

Dash Low Straight
← CHARGE ↘ + ✊
EX version

Dash Low Smash
← CHARGE ↘ + ◡
Armor Break; EX version

Dash Swing Blow
← CHARGE ↘ + Hold ✊
Armor Break; EX version; Overhead

Buffalo Head
CHARGE ↓ ↑ + ✊
EX version

Turn Punch
Hold ✊✊✊ or ◡◡◡, Release
Armor Break

Crazy Buffalo
← CHARGE → ← →
+ ✊ Hold ◡
Armor Break; Hold Kick for uppercut version; Super Combo

Violent Buffalo
← CHARGE → ← →
+ ✊✊✊ Hold ◡
Armor Break; Hold Kick for uppercut version; Ultra Combo

Dirty Bull
720° + ✊✊✊
Throw; Ultra Combo

ESSENTIALS

Character Type(s): Charge, Fundamental, Poking, Rush Down, Turtle, Zoning
Vitality: 1,050
Stun: 1,000
Preferred Ultra Combo: Violent Buffalo
Anti-airs: cr HP, MP, Buffalo Head
Air-to-airs: Jumping HP, Neutral Jumping HP, Neutral Jumping HK, Jumping MP
Normals: LP, cr LP, cr HK, HK, HP, MK, cr MK, cr MP
Cross-Up: None
Overhead: Dash Swing Blow

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > cr LP	50	100
LP > cr HK	110	170
cr LP > Close HK	120	250
LP > Far LK	130	250
Far LP > Far HK	130	250

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LK[1]	50	100
cr LP > cr MP	90	150
cr MK > cr LP	90	150
cr MK > LP	90	150
cr MK > cr LK	100	150
cr LP > Close MK	110	150
Close HK > cr LK	130	250

[1]–This link can also be executed as a chain.

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LP > cr LK > HP Buffalo Head	172	280
cr LP > cr LP > cr MP > HP Dash Straight	180	320

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NORMAL COMBOS		
Combo	Damage	Stun
cr LP > cr LP > cr LP > cr LK > HP Buffalo Head[1]	161	295
cr LP > Close MK > Dash Low Smash	206	310
cr MK > cr LP > cr LK > HP Buffalo Head	222	330
Close HK > cr LK > HP Dash Straight	226	410
HP Dash Swing Blow > Close cr LK > HP Buffalo Head[2]	242	410

[1]–You must be close to opponent to connect three crouching Light Punches. If you are not, only use two crouching Light Punches.

[2]–The crouching Light Kick may miss depending on distance and the character you're fighting, replace it with a crouching Medium Punch if this happens.

NOTE **In Balrog's combos, a Dash Upper can be used in place of the Dash Straight, but the Dash Upper will miss a crouching opponent.**

NOTE **Balrog does not have any practical FADC combos.**

CORNER ONLY COMBOS		
Combo	Damage	Stun
EX Dash Low Smash > Ultra I[1]	381	200

[1]–Use the kick version of Ultra I.

BEST DAMAGE OPTIONS

PUNISHMENT CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Ultra I	491	0
Super Combo	cr MP > HP Dash Straight > Super	466	200
One Stock	cr MP > EX Dash Upper > cr LP > cr LK > HP Buffalo Head	311	495
Nothing	Close HK > cr LK > HP Dash Straight	226	410

SPECIAL MOVES

Dash Straight

Balrog's Dash Straight is mainly used to end combos, but it has other uses as well. It can quickly close a gap between Balrog and the opposing character and it allows for a quick damage option. You can cancel it into Balrog's Super Combo and it works as a mix-up with the Dash Swing Blow as long as it's not used very often. The strength of the Punch button used determines the distance and damage of the attack, with LP being the weakest and shortest version. The EX version travels the same distance as the HP version and has hyper armor that can absorb a single hit. This makes it very good to prevent an opponent from using a cross-up attack. As soon as the opponent is overhead and you predict a cross-up, use the EX Dash Straight to absorb the hit whether it's a cross-up or a normal jump in. The LP and MP versions are safe if used from maximum range, otherwise all versions are unsafe if blocked. If you have at least two stocks on your Super Combo Gauge, end a block string with a Dash Straight, then FADC to make the attack safe and continue to apply pressure with another block string or a throw.

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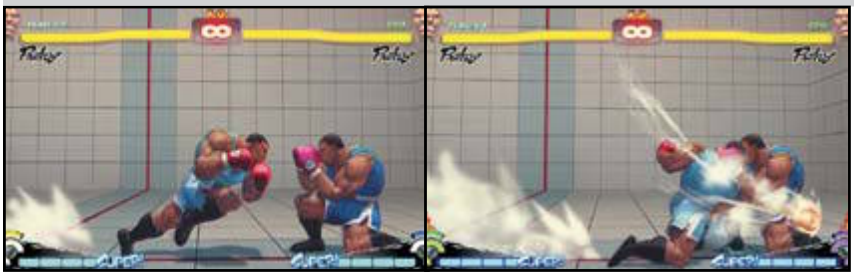
Dash Upper

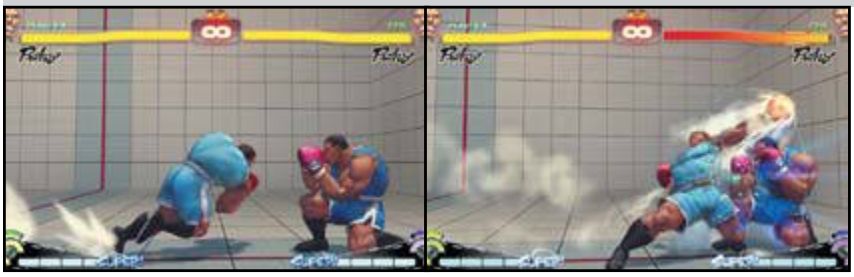
The Dash Upper is very similar to the Dash Straight except that an opposing character can duck under it. The strength of the Punch button determines the distance and damage of the attack, with the LP version covering the shortest distance and inflicting the least amount of damage. The EX version is the same as the HP version with the addition of hyper armor that can absorb a single hit. Use the EX version to go through one-hit projectile attacks, or single-hit pokes if you anticipate an attack is coming. You can also combo after the EX version with crouching LP into a combo of your choice. If an opponent is ducking, you can use the Dash Upper at the end of a combo instead of the Dash Straight, then use a throw or go into another combo immediately following the missed Dash Upper. This keeps your opponent on their toes, guessing which attack you'll use and what you will follow the attack with. On the rare occasion that you catch an opponent in the air with the Dash Upper, you can follow it with the Violent Buffalo Ultra Combo. The LP and EX versions are safe if they are blocked, but all other versions can be punished accordingly.

Dash Low Straight



The main use of the Dash Low Straight is to hit an opponent with an untechable knockdown. The strength of the button determines the distance, damage, and stun of the attack, with the LP version covering the shortest distance and inflicting the least amount of damage and stun. The EX version is the same as the HP version and has hyper armor to absorb a single hit. All versions of the attack are unsafe if blocked, but if you connect, use the untechable knockdown to initiate Balrog's wake-up game.

Dash Low Smash



The Dash Low Smash is Balrog's armor breaking attack. The strength of the Kick button determines the distance, damage, and stun of the attack, with the LK version covering the shortest distance, and inflicting the least amount of damage and stun. The MK version covers the full length of the screen, and the HK version goes slightly farther than full screen. If an opponent jumps back, the HK version will continue to move instead of stopping when it reaches full screen like the MK version. The EX version covers the same distance as the HK version and has hyper armor to absorb a single hit. It is also the only version of the Dash Low Smash that's safe if blocked. If an opponent is using a Focus Attack to absorb Balrog's other special moves, mix in the Dash Low Smash to armor break and go through the Focus Attack. If it connects, it works well to knock an opponent into the corner, and if you hit at full screen and the opponent reaches the corner you can follow with the Crazy Buffalo Super Combo or the Violent Buffalo Ultra Combo.

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Dash Swing Blow

CHARGE ↘ + Hold

Balrog's only overhead attack is the Dash Swing Blow. The strength of the Punch determines the distance, damage, and stun of the attack, with the LP version covering the shortest distance and inflicting the least amount of damage and stun. The EX version is the same as the HP version except that it executes slightly faster and has the addition of hyper armor to absorb a single hit. It is also an armor breaking attack if you anticipate an opponent is going to use a Focus Attack. Unfortunately, the Dash Swing Blow is relatively easy to see coming, so you can't use it very often. All versions are unsafe if they're blocked and a skilled opponent can even throw Balrog out of the attack. If it connects, you can combo after it or use it to end a block string if the opponent is crouching. If you use it to end a combo that connects, the Dash Swing Blow will not continue the combo, but if the opponent is crouching, it will start a new combo.

Buffalo Head

CHARGE ↓ ↑ +

The Buffalo Head has many different uses. It's one of Balrog's anti-air attacks, it goes through projectiles, and if you use it to end a combo or it catches an aerial opponent, you can follow with the Violent Buffalo Ultra Combo. The strength of the Punch button determines the damage and horizontal distance of the attack, with the LP version moving the shortest horizontal distance and inflicting the least amount of damage. The EX version inflicts more damage than the HP version, but covers the same distance, and is invincible during the first few frames of the attack. The Buffalo Head is not safe if it's blocked, so restrict its uses to ending combos, anti-air, and going through projectiles.

Turn Punch

Hold ✊✊✊ or ✋✋✋ Release

Balrog's Turn Punch is a rarely used, but surprisingly useful attack. There are 10 variations of the attack depending on how long you hold the buttons. You can have two Turn Punches charging if you hold all six buttons, but that vastly limits your offensive abilities. Under most circumstances you should be holding all three Kick buttons so you can still use the Buffalo Head. Each variation is considered a level, with level one being the least amount of charge and level 10 being the maximum charge. In the off chance that you happen to land the level ten version, it inflicts 560 damage and 290 stun. Only the level one Turn Punch is safe when blocked, and against some characters (Zangief, Chun-Li, and Ryu) it's only safe if it's executed from maximum range. For a very brief time at the beginning of the Turn Punch, Balrog is invincible to all attacks, including projectiles. However, the timing on this invincibility is very strict.

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SUPER COMBO

Crazy Buffalo

CHARGE ← → ← → + Hold

The Crazy Buffalo is invincible at the start of the animation and can be used to go through projectile attacks from mid-range. It also inflicts good chip damage if your opponent is close to a KO. You can combo into it by canceling the Dash Straight at the end of a combo, or use it in place of the Violent Buffalo Ultra Combo after a Buffalo Head. It can also be used as an anti-air attack from a distance. All three versions of Balrog's Super Combo are the same. However, once the Super Combo has been executed, you can hold all three Kick buttons to execute uppercuts or all three Punch buttons to execute straight punches. If you start with uppercuts, the Super Combo executes slightly faster, making it more reliable. If the Super Combo hits an aerial opponent, the sequence used will vary the damage inflicted. Follow the table to determine the best sequence of uppercuts and straight punches to inflict maximum damage.

ULTRA COMBOS

Violent Buffalo

CHARGE ← → ← → + Hold

Balrog's Ultra Combo of choice is the Violent Buffalo. It is very similar to the Crazy Buffalo Super Combo and can be used after an anti-air Buffalo Head, or when a Buffalo Head is used to end a combo. It also goes through projectile attacks with proper timing. After the Ultra connects, immediately charge a Turn Punch. Release the Turn Punch at the completion of the Ultra Combo to cross-up the opponent and keep them guessing. You can also charge down during the Ultra, then use a Buffalo Head as a mix-up at the completion of the Violent Buffalo. A LP Buffalo Head keeps Balrog on the side he started on, while the HP version leaves Balrog on the opposite side of the opponent. Like the Crazy Buffalo, the Violent Buffalo has multiple variations for each attack if you hold all three Punch buttons or Kick buttons. Hold all three Kick buttons to execute uppercuts or all three Punch buttons to execute straight punches. If it hits an aerial opponent, the sequence used will vary the damage inflicted. Follow the table to determine the best sequence of uppercuts and straight punches to inflict maximum damage.

PRIMA PRO TIP **When using the Crazy Buffalo or Violent Buffalo after a Buffalo Head, execute the Buffalo Head by charging DB, then pressing UB+Punch. This allows you to maintain the Charge Back for the Ultra or Super Combo during the entire execution of the Buffalo Head.**

CRAZY BUFFALO / VIOLENT BUFFALO SEQUENCE TABLE

Position	Sequence
Open Area	Kick, Neutral, Kick, Kick, Kick
Corner	Punch, Punch, Kick, Kick, Kick

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Dirty Bull

If you can connect with the Dirty Bull, it inflicts a meager 300 damage, but an amazing 700 stun. Unfortunately, hitting the Dirty Bull is nearly impossible, especially against a skilled opponent. No matter what setup you use to lead into the Dirty Bull, as soon as the screen freezes and the camera zooms in on Balrog, the opponent can hold Up to jump out of the way. The only time an opponent cannot escape the Dirty Bull is if it is executed in the middle of an opponent's attack or after an unsafe attack when the opponent can't move. You can also use the crumple stun after a Focus Attack to connect with the Dirty Bull, but the stun takes a slight drop down to 690 total. Despite the massive amount of stun this Ultra Combo inflicts, it does not outweigh the usefulness of the Violent Buffalo.

GAUGE MANAGEMENT

Balrog builds Super Gauge very quickly. His Super Combo isn't bad, but his EX special moves are also very useful and take precedence over his Super Combo. All of his EX special moves have hyper armor to absorb a single hit, which is extremely useful to Balrog, especially against projectile-heavy characters. You can also use an FADC to catch an opponent off guard after a crouching HK or a Dash Straight.

GENERAL STRATEGIES

1. **Move to maximum range for LP range.**
2. **Land an untechable knockdown using cr HK or a Dash Low Smash.**
3. **Initiate a combo that leads into the Buffalo Head.**

IN-DEPTH STRATEGIES

Balrog is one of the best characters in the game and can be very difficult to fight against in the right hands. Use his special moves to move close to an opponent. You want to position Balrog at the maximum range of his standing LP. From this distance you can control the match using Balrog's versatility. If you connect with a standing LP, you can link into a crouching HK. Alternately, poke at the opponent until you can land a crouching HK or a combo that ends with a Dash Low Smash. Both of these provide an untechable knockdown and allow Balrog to transition into his wake-up game.

After a knock down, jump toward the floored opponent and execute a well-timed jumping HP or jumping HK just as the opponent is getting up. If the opponent does not attempt to attack, they'll simply block the aerial attack. If they attempt to use a reversal attack, Balrog will land and block the reversal. The timing is fairly strict, but it will severely limit the opponent's options. This works against most characters, but be very careful against characters with a Shoryuken (Ryu, Ken, Akuma, etc.) because a Shoryuken will beat this tactic.

Another mix-up to use during wake-up is to walk up to an opponent and crouch to make it look like you're about to use a crouching LP, then use a throw instead. You can also intentionally miss a Dash Swing Blow as the opponent is getting up, then mix-up between a crouching MK, a Buffalo Head, or a throw.

To move in closer to an opponent, use a level one Turn Punch, or most of his LP Dash special moves (LP Dash Straight, LP Dash Upper, etc.). Jumping HP also works well from a distance, just be careful of an anti-air attack. Mix up the jumping HP with an empty jump from the same distance, followed immediately by a throw or a crouching MK. Once you get close to the opponent, use Balrog's crouching LP combos as block strings to maintain pressure. Balrog's crouching LP is difficult to deal with because it's very fast and takes priority over a lot of other attacks. If you trap an opponent in the corner, stay at maximum range and use crouching HP if the opponent attempts to jump out of the corner.

When using multiple crouching Light Punches as a block string, instead of ending with a special move, use a couple crouching Light Punches, then a short dash forward and alternate between more crouching Light Punches and a throw. If you happen to use a crouching HK or a Dash Low Smash and it's blocked, FADC and follow it with a crouching LP or a throw to keep the opponent guessing. This also works if you FADC a Dash Straight or a Turn Punch.

If you're knocked to the ground, use the EX Dash special moves to escape a potential cross-up attack. The Turn Punch can also work in this situation, and it moves Balrog across the screen to a safe distance. If you're not grounded and an opponent jumps toward you, but you do not have the Buffalo Head ready, use a basic attack anti-air or jump back and use a jumping HP as soon as Balrog gets off the ground.

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PRIMA PRO TIP

An extremely advanced tactic that works in conjunction with the hyper armor on Balrog's attacks is to use an EX special move to absorb a single hit, then cancel into another EX special move, the Crazy Buffalo, or the Violent Buffalo. Charge Back, then press Forward, Back+PunchX2, Forward+PunchX3 (for the Ultra Combo, or end it with one of the other attack options). The timing is very strict, but if done properly, you absorb a single hit with the EX special move, then cancel into the second attack with using any Super Combo Gauge (unless you execute the Crazy Buffalo).

BASIC ATTACKS

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Blanka

BIO

Blanka survived a plane crash only to be orphaned in the jungles of the Amazon. Though his fighting style is primitive and mostly consists of bites and spinning moves, he possesses real skill and is a formidable opponent.

VITAL STATS

Date of Birth: February 12
Nationality: Brazilian
Height: 6'4"
Weight: 216 lbs.
Measurements: 78/47/68
Blood Type: B
Martial Arts Style: Wild Movement and Electricity
Likes: Samantha (his mother), pirarucu fish, tropical fruit
Dislikes: Army ants
Hobbies/Skills: Hunting, unleashing electricity

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MOVE LIST

Wild Fang
or Neutral + Light + Light
Throw; must be close to opponent

Jungle Wheel
+ Light + Light
Throw; must be close to opponent

Rock Crusher
or + Medium
Hold MP for Overhead; must be close to opponent

Amazon River Run
+ Heavy

Surprise Forward
+

Surprise Back
+

Coward Crouch
+
Hold for increased duration

Rolling Attack
CHARGE +
Armor Break; EX version

Backstep Roll
CHARGE +
EX version

Vertical Roll
CHARGE +
EX version

Electric Thunder
EX version

Ground Shave Roll
+
Super Combo; Charge

Lightning Cannonball
+
Ultra Combo I; Charge; Hold PunchX3 to delay.

Shout of Earth (anti-air)
+
Armor Break; Ultra Combo II; Charge; Hold PunchX3 to delay.

Shout of Earth (anti-ground)
+
Armor Break; Ultra Combo II; Charge

ESSENTIALS

Character Type(s): Charge, Fundamental, Poking, Rush Down, Turtle
Vitality: 1,000
Stun: 950
Preferred Ultra Combo: Lightning Cannonball
Anti-airs: cr MP, Vertical Roll, Electric Thunder, cr HP, HK
Air-to-airs: Neutral Jumping HP, Jump Back HP, Neutral Jumping MP, Jumping HK
Normals: MP, HP, Far cr HP, Far cr HK, Far Amazon River Run, Rock Crusher
Cross-Up: Jumping MK
Overhead: Rock Crusher

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Far LP > Far LP	60	100
cr LK > cr LK	60	100
MP > cr MK	150	200

NORMAL LINKS

Link	Damage	Stun
cr LK > Far LP	60	100

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Close MK (2 hits) > Far LP > Far LP > HP Rolling Attack	218	330
cr MK > Far LP > EX Electric Thunder	220	310
Close MP > Far LP > EX Electric Thunder	230	310

NORMAL COMBOS

Combo	Damage	Stun
cr MK > HP Rolling Attack	190	300
cr MK > Far LP > Far LP > HP Rolling Attack	208	330

PRIMA PRO TIP Blanka's Rolling Attack is not always safe, even if it hits. Against characters who can punish the Rolling Attack, end combos with Electric Thunder instead.

NOTE Blanka does not have any practical FADC or corner-only combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Lightning Cannonball	495	0
Super Combo	cr MK > HP Rolling Attack > LP Ground Shave Roll	510	300
One Stock	Close MK (2 hits) > Far LP > EX Electric Thunder	230	310
Nothing	Close MK (2 hits) > Far LP > Far LP > HP Rolling Attack	218	330

SPECIAL MOVES

Rolling Attack

Blanka's Rolling Attack (also known as the Blanka Ball) has a few uses, but you must be very careful when fighting against a skilled opponent. Most characters can punish the Rolling Attack if it's blocked, which is not unusual, but quite a few characters can punish the Rolling Attack even if it connects. This includes connecting it at the end of a combo. You should only end a combo with the Rolling Attack if you know it's safe against the character you're fighting, or if you cancel the Rolling Attack into a Super Combo or EX Focus Cancel. If the Rolling Attack connects, you can let the Focus Attack complete to add an extra hit to the combo, instead of canceling it with a dash. The strength of the Punch button determines the distance and damage of the Rolling Attack, with the LP version traveling the shortest distance and inflicting the least amount of damage. The EX version inflicts the same amount of damage as the MP variation, travels the entire length of the screen like the HP version, and executes a little faster as well. All variations of the Rolling Attack go through projectile attacks, but there's no invincibility to physical attacks.

ROLLING ATTACK COUNTER ATTACK CHART

Character	Blocked	Hit
Abel	Ultra I, Ultra II[1]	Ultra II
Adon	LK Jaguar Kick	Can't Punish
Akuma	Super, Ultra I	Can't Punish
Balrog	Dash Straight	Dash Straight
Blanka	df+HP, EX Rolling Attack, Ultra II	Can't Punish
C. Viper	EX or HP Seismic Hammer	Can't Punish
Cammy	Spiral Arrow, Ultra I	Ultra I
Chun	Ultra I	Can't Punish
Cody	LK Ruffian Kick, Ultra II	Ultra II
Dee Jay	EX Double Rolling Sobat	Can't Punish
Dhalsim	HP	HP
Dudley	EX or HP Machinegun Blow, Ultra I	Can't Punish
E. Honda	EX Sumo Headbutt	Can't Punish
El Fuerte	Super	Can't Punish
Gen	Super, Ultra I	HP Super (Mantis)
Guy	Run > Shadow Kick, EX Hozanto[2]	Can't Punish

ROLLING ATTACK COUNTER ATTACK CHART

Character	Blocked	Hit
Hakan	Oil Slide	EX Oil Slide (after Oil Shower)
Ibuki	Neck Breaker	Can't Punish
M. Bison	Psycho Crusher, Scissor Kicks, Ultra I, Ultra II	Can't Punish
Makoto	HP Hayate	Can't Punish
Rose	Ultra I[3]	Can't Punish
Rufus	cr HP, Ultra II	Ultra II
Ryu	HP Super Combo	HP Super Combo
Sagat	Tiger Cannon, Low Tiger Shot[3]	Can't Punish
Seth	HP	HP
Vega	Ultra II	Can't Punish
Zangief	HK Kara EX Glowing Fist[4]	Can't Punish

[1]–You must briefly charge the Ultra Combo.

[2]–You must dash before the EX Hozanto.

[3]–You must block the Rolling Attack standing.

[4]–This is extremely hard to connect.

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Backstep Roll

The Backstep Roll has a few specific uses, but it will take practice to understand exactly how and when to use it. The strength of the Kick button determines the vertical and horizontal distance and the damage of the attack, with the LK version covering the shortest horizontal distance and lowest vertical distance, and inflicting the least amount of damage. The EX version is invincible at the start of the animation, and can be controlled by pressing Forward or Back after executing the attack. If nothing is pressed, the attack covers the same distance as the HK version. Press Forward to extended the range a little farther, and Back to limit the range to an extremely short distance. The range can be controlled throughout the entire animation of the attack. Use the EX version after getting knocked to the ground or to get out of the corner. If you knock an opponent down, any version except for the LK variation can be used to cross-up the opponent. All variations are overhead attacks and can be used to evade projectiles while building Blanka's Super Combo Gauge.

Vertical Roll

Blanka's Vertical Roll is primarily limited to anti-air use. The strength of the Kick button determines the distance, speed, angle, and damage of the attack, with the LK version covering the shortest distance at the steepest angle, moving slower than the other variations, and inflicting the least amount of damage. The EX version is invincible at the start of the animation, and while all versions work well as an anti-air attack, the EX version works the best. It inflicts the same amount of damage as the HK version, but covers more distance and goes through projectiles. You can combo into the Vertical Roll, but be very careful when an opponent is in the corner. It is not safe, even if it hits, when the opposing character is cornered.

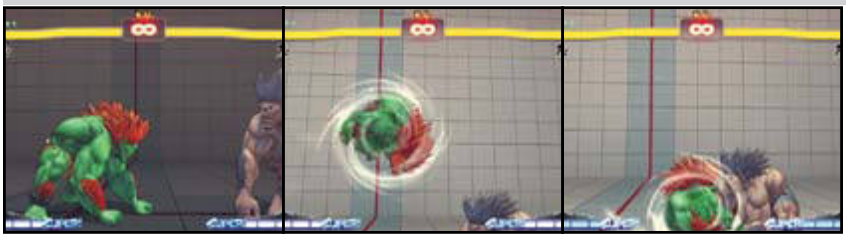
Electric Thunder

Electric Thunder is one of Blanka's trademark special moves. The strength of the Punch button makes a slight change to the horizontal range and determines how long the electricity lasts, along with how much damage it inflicts. The LP version has the shortest range, lasts the least amount of time, and inflicts the least amount of damage. The EX version has the longest range and inflicts the most damage. All variations of Electric Thunder are safe when blocked or give Blanka frame advantage. End a combo with Electric Thunder to maintain pressure on an opponent, or to inflict moderate chip damage if used at the end of a block string. Electric Thunder also serves as a good anti-air attack and can build Super Combo Gauge from across the screen.

PRIMA PRO TIP **An easy way to execute the Electric Thunder is to use the piano technique. Instead of rapidly pressing a single Punch button, quickly move from one Punch to the next, as if playing a piano. With this technique, you can execute Electric Thunder in five presses. For example, if you want the MP Electric Thunder, start with LP, then quickly move to MP, then HP, then back to LP, with the special move executing as soon as you reach MP again. This can also be used for the EX version by ending the technique with two Punch buttons instead of one."**

SUPER COMBO

Ground Shave Roll



Blanka's EX special moves outweigh the importance of his Super Combo, but it can still be useful. The strength of the Punch button determines the height of the initial jump, with the LP version covering the shortest vertical distance. You can combo into the Ground Shave Roll by canceling a Rolling Attack at the end of a combo, or after some of Blanka's basic attacks. It also works well as an anti-air attack, and it can be used to jump over low attacks if you have exceptional timing.

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ULTRA COMBOS

Lightning Cannonball

The Lightning Cannonball is Blanka's preferred Ultra Combo. You can combo into it after crouching MK, but this is a one-frame link and extremely difficult to execute. You can also use a jumping HK or HP, followed by a close MP and combo into the Lightning Cannonball, but it is also very difficult. You must charge Up-Back during the jumping attack to maintain the charge for the Ultra Combo. In the corner, or if an opponent is directly above Blanka, you can use a jumping HP or HK followed immediately by the Ultra Combo. It is also possible to cross-up with the Lightning Cannonball after knocking an opponent down, or you can use Surprise Forward to cross-up or possibly catch an unsuspecting opponent off guard. Lastly, the Lightning Cannonball can serve as an anti-air with proper timing.

Shout of the Earth

Anti-air

Anti-ground

There are two variations of the Shout of the Earth Ultra Combo. The punch version is an anti-air attack that covers the area directly above Blanka. This works well if the opponent is attempting to jump over Blanka to perform a cross-up or get out of the corner. Hold all three Punch buttons to delay the Ultra Combo in case you perform it too early or if the opponent has an aerial attack that may require you to delay the Ultra Combo. The kick variation consists of four hits, with the first attack covering the entire length of the screen, and each additional hit just shy of full screen. It hits low and can catch an opponent jumping back, or to punish an opponent attempting to hit Blanka with a projectile attack from across the screen. Blanka is invincible during the initial flip he performs at the beginning of the animation.

GAUGE MANAGEMENT

All of Blanka's EX special moves are useful in one way or another. Therefore, it's rare to have a full Super Combo Gauge. Most of his EX special moves are very good to use during wake-up games, after Blanka has been knocked to the ground, and also to escape a corner trap. The EX Rolling Attack works well against projectiles. The EX Backstep Roll offers several good mix-up options, works well as an anti-air, and inflicts decent chip damage. The EX Electric Thunder also inflicts good chip damage.

GENERAL STRATEGIES

1. **Get close to the opponent.**
2. **Mix-up with cross-ups, throws, Electric Thunder, Super Forward/Back.**
3. **Use short combos repeatedly, mixed with Blanka's normals.**

IN-DEPTH STRATEGIES

Blanka relies heavily on what many hardcore players like to refer to as shenanigans. While Blanka has a few decent combos, much of his damage comes from confusing the opponent with a plethora of mix-ups. As a Blanka player, you should be constantly on the move, keeping your opponent guessing.

To be effective with Blanka, you need to first close in on the opponent. From full screen, you can use the Rolling Attack (Blanka Ball) to get close and confuse the opponent at the same time. The LP version moves Blanka closer to the opponent, but keeps him out of attack range for the most part. It moves fast enough to make it very difficult for an opponent to punish the missed attack. The MP variation stops right in front of an opponent from a full screen away, putting Blanka at close range and ready for a mix-up between a throw, Surprise Forward to get to the other side of the opponent, or a poke into Electric Thunder or some other attack.

At mid-range (after a LP Rolling Attack from full screen), use the Amazon River Run to slide under projectile attacks, or as a quick low attack. It is safe when used from maximum range, and goes under projectile attacks. If you stay at mid-range, be ready to use the Amazon River Run as soon as the opponent attempts a projectile attack. Positioning is extremely important with Blanka to ensure that his attacks are safe when blocked and that he's at the appropriate range to mix up between attacks and throws.

Once you reach close range, the Electric Thunder is a very good mix-up tool. A basic mix-up consists of using a standing LP followed by either Electric Thunder (use the piano technique to combo Electric Thunder after LP) or a throw. Surprise Forward is very good at close range against charge characters because Blanka can quickly erase their charge by using Surprise Forward to go through them and move to the opposite side.

After knocking an opponent down, you can use a well-timed Rolling Attack to cross-up the opponent, just time the special move to make sure it connects on the back side of the opponent as they are standing. You can also use the LP or MP version (depending on distance) to stop right in front of the opponent, use the piano technique during the Rolling Attack so you land and immediately execute Electric Thunder, then stop Electric Thunder before it executes completely (stop pressing Punch immediately after it executes) and use a throw. This is a very difficult strategy to react to.

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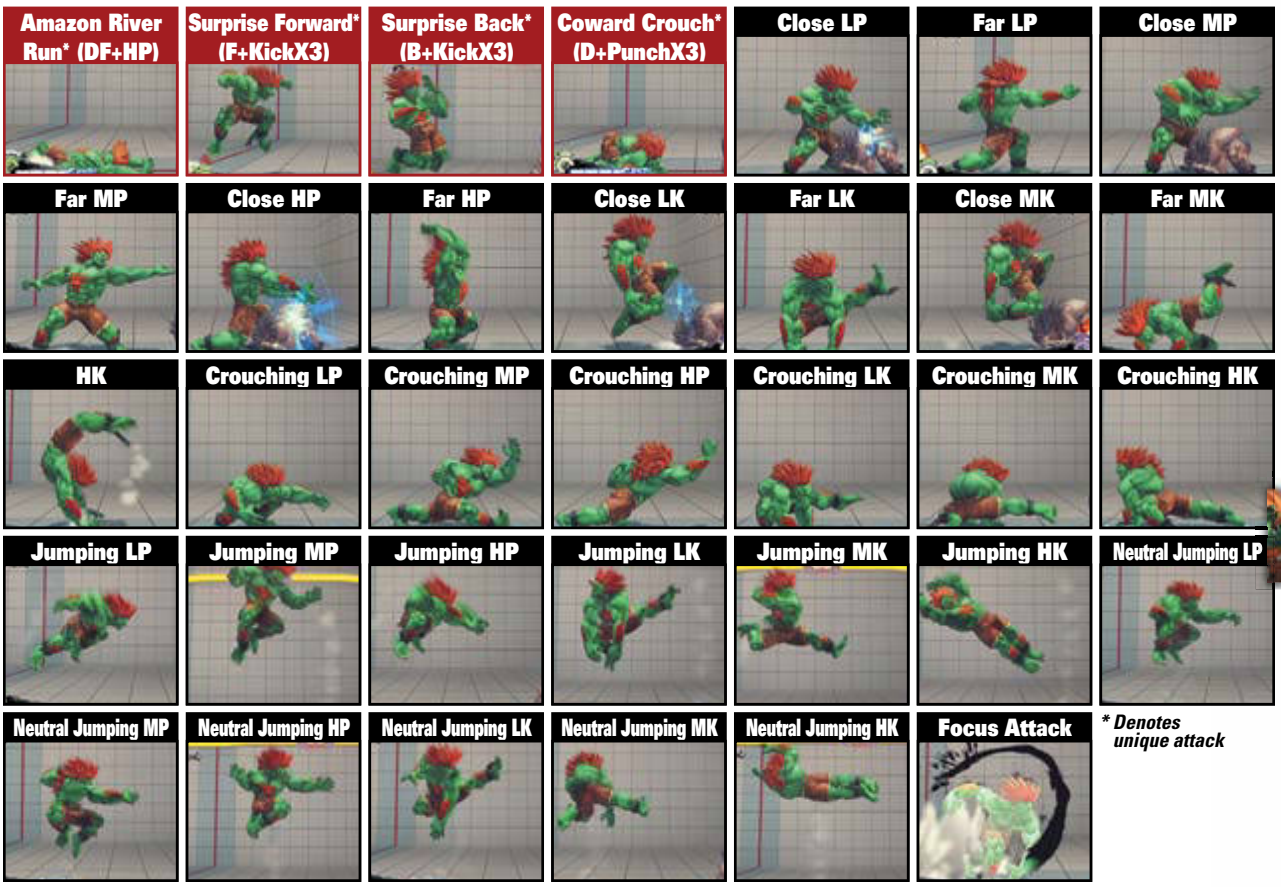
Do not be afraid to use throws because they complete Blanka's offensive strategy. Without the use of throws, the opponent will simply block all of Blanka's attacks and it will be difficult to inflict damage. Abuse the Electric Thunder until the opponent learns to block, then abuse throws. You can also use Surprise Forward combined with charge buffering to execute Surprise Forward into an instant Lightning Cannonball Ultra Combo. Just replace the typical forward dash during charge buffering with Surprise Forward. If an opponent attempts to attack after a Surprise Forward, use the instant Ultra Combo to punish them for the attempt.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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C.Viper

BIO

This worldly 30-year-old fighter is a CIA agent. She is also a single mother and her daughter, Lauren, is on her mind at all times.

VITAL STATS

Date of Birth: July 18
Nationality: American
Height: 5'9"
Weight: 123 lb.
Measurements: 39/24/95
Blood Type: AB
Martial Arts Style: Espionage (aided with tools)
Likes: Her daughter, money
Dislikes: Overtime
Hobbies: Magic

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MOVE LIST

Ab Fitness
or Neutral + Light + Light
Throw; must be close to opponent

Temple Massage
+ Light + Light
Throw; must be close to opponent

Viper Elbow
+ Medium
Overhead

Double Kick
+ Heavy

High Jump
or or
Must input immediately after

Thunder Knuckle
+
Armor Break; EX version; Feint by pressing any two punch buttons.

Burning Kick
+
EX version

Aerial Burning Kick
+
In the air; EX version

Seismic Hammer
+
EX version; Feint by pressing any two punch buttons.

Emergency Combination
+
Super Combo

Burst Time
+
Armor Break; Ultra Combo I

Burning Dance
+
Armor Break; In the air; Ultra Combo II

ESSENTIALS

Character Type(s): Rush Down, Technical, Zoning
Vitality: 900
Stun: 950
Preferred Ultra Combo: Burst Time
Anti-airs: HP Thunder Knuckle, HK
Air-to-airs: HK Aerial Burning Kick, Jumping HK, Jumping MK
Normals: cr MK, Close MP, cr MP, cr HP, cr HK, cr LK
Cross-Up: Jumping HK, Jumping MK, MK Aerial Burning Kick, HK Aerial Burning Kick
Overhead: Viper Elbow

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LP > Close MP	80	150
Close LP > cr MP	80	150
LK > cr MP	80	150
Close MP > LK	90	150
Close MP > cr MP	120	200
Close HP > cr MP	150	300

NORMAL LINKS

Link	Damage	Stun
Close MP > cr LP[1]	80	150
Close MP > cr LK	80	150

[1]–This combo only works on a crouching opponent.

COMBOS

FEINTS

Many of C. Viper's combos require a feint or a High Jump Cancel, with some requiring both techniques. The Thunder Knuckle and Seismic Hammer can be performed as a feint by pressing any two Punch buttons immediately after executing the command for either special move. The timing is very strict, but when executed properly, Viper feints the special move, which allows her to create impressive, and extremely difficult combos.

HIGH JUMP CANCELING

C. Viper can High Jump by quickly pressing Down, then Up. She can use this in combos to cancel out of certain attacks, allowing her to follow with attacks that would normally not connect. This is referred to as a High Jump Cancel (HJC), or in some cases, as a Super Jump Cancel (SJC). For example, to HJC a Seismic Hammer into an Aerial Burning Kick, perform the command of the Seismic Hammer, then immediately press Down, then Up-Forward in rapid succession. This cancels the Seismic Hammer immediately after it connects, and launches Viper into the air, moving toward the opponent. At this point you can execute the Aerial Burning Kick to end the combo. This technique is difficult and requires a fair amount of practice to perfect.

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DIFFICULT COMBOS

Combo	Damage	Stun
MP > cr MP > MP Thunder Knuckle	216	360
cr HP > HP Thunder Knuckle Feint > cr MK > MP Thunder Knuckle	246	460
cr HP > HP Thunder Knuckle Feint > cr HP > MP Thunder Knuckle	276	560
cr HP > EX Seismic Hammer > HJC > MP Thunder Knuckle	306	460
cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > HK Aerial Burning Kick	346	550

NORMAL COMBOS

Combo	Damage	Stun
cr LK > Close LK > MP > MP Thunder Knuckle	172	320
cr MP > MP Thunder Knuckle	180	300
cr MK > MP Thunder Knuckle	180	300

FADC COMBOS

Combo	Damage	Stun
cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > FADC > HP Thunder Knuckle	325	585
cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > FADC > EX Burning Kick	346	585
cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > FADC > cr HK	346	620

NOTE **C. Viper's High Jump Cancel allows her to FADC without using any stocks from the Super Combo Gauge. Press Down, then Up together with MP+MK. The timing is very strict, but when done correctly, no Super Combo Gauge will be consumed.**

CORNER ONLY COMBOS

Combo	Damage	Stun
cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > MP Thunder Knuckle[1]	360	620

[1]–This combo can be followed by the Burst Time Ultra Combo.

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Burst Time	488	200
Ultra Combo I	Burst Time	480	0
Super Combo	cr HP > HP Thunder Knuckle Feint > cr HP > MP Thunder Knuckle > Emergency Combination	486	560
One Stock	cr HP > HP Thunder Knuckle Feint > cr HP > EX Seismic Hammer > HJC > HK Aerial Burning Kick	346	550
Nothing	cr HP > HP Thunder Knuckle Feint > cr HP > MP Thunder Knuckle	276	560

SPECIAL MOVES

Burning Kick

↑● + ●

Viper's Burning Kick is one of her most used special moves. The strength of the Kick button determines the height and distance of the grounded Burning Kick, with the LK version covering the least amount of distance and inflicting less damage than the other variations. The EX version is invincible during the start of the animation, and all versions are invincible to throws during the first few frames of animation.

Aerial Burning Kick

↑● + ● in the air

The Aerial Burning Kick is extremely potent in combos and when crossing up an opponent. The LK version stops all horizontal motion and moves Viper straight down. The MK and HK versions move Viper forward, with the HK version covering slightly more distance than the MK version. Use a jumping HK followed by one of the Aerial Burning Kicks before Viper lands to keep the opponent guessing. The LK version hits the opponent on the front side, while the MK and HK versions will cross-up the opponent depending on where the jumping HK hit. The end result is a mix-up when the jumping HK is blocked, and if the opponent guesses wrong, the Aerial Burning Kick knocks them to the ground and the mix-up can be repeated.

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Thunder Knuckle

LP MP HP

The Thunder Knuckle is an important addition to Viper's arsenal. The LP version goes under most projectiles, but does not connect as a low attack. It may look like a low hit, but it can be blocked by a standing opponent. The MP version places Viper in a standing position, and the HP version makes Viper jump into the air. The HP version can be used as an anti-air attack, and if you hit an aerial opponent, you can combo with a second HP Thunder Knuckle before the opponent hits the ground. It is also invincible for the first six frames of the animation, just before the attack becomes active. This means you can go through some attacks, but the HP Thunder Knuckle may still trade with an opponent's attack after the six-frame window. The EX version looks similar to the MP version, but it can go through an opponent, leaving Viper on the opposite side. If it connects, it stuns the opposing character, allowing Viper to continue with a combo, but you cannot end a combo with it unless the opponent is in the air or stunned. The LP and MP variations are safe when blocked, but the HP and EX versions are not. However, not all characters can punish the EX version. You can feint the Thunder Knuckle for advanced mix-ups, or to land difficult, but damaging combos.

Seismic Hammer

LP MP HP

The Seismic Hammer is about as close as Viper gets to having a projectile attack. Viper slams her fist into the ground, causing an impact at a specific point ahead of her. An opponent must block low to guard against all versions of the attack. The strength of the Punch button determines the range of the attack. LP is short range, MP impacts around the middle of the screen, and the HP version impacts a full screen away. The normal versions of the Seismic Hammer only impact a small portion of the ground, but the EX version covers more horizontal distance, impacting an area that extends almost all the way across the screen. The EX version is also invincible during the start of the attack, making it perfect to use if you anticipate an opponent is about to attack. All versions of the Seismic Hammer are very good against projectile characters. Under normal circumstances, the Seismic Hammer is not safe when blocked. However, you can High Jump Cancel to make all versions safe.

SUPER COMBO

Emergency Combination

Viper's Super Combo won't be used very much due to the quality of her EX Seismic Hammer, but it can come in handy if you find yourself with a full Super Combo Gauge. The strength of the Punch button determines the distance of the attack. The LP version covers the most range, while the HP version covers a considerably shorter distance. You can combo into Emergency Combination after many of Viper's normals or after a LP or MP Thunder Knuckle. You can use the HP Thunder Knuckle, but some of the hits will miss and it will not inflict as much damage. However, if you combo into it, use the HP version because it recovers slightly faster than the other versions, which gives Viper a tactical advantage after it connects.

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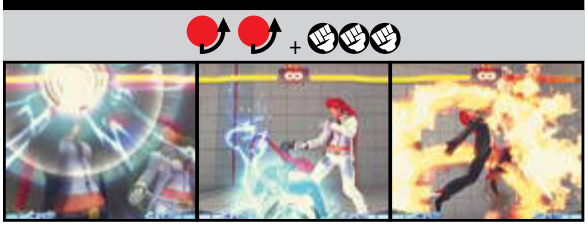
ULTRA COMBOS

Burst Time



The Burst Time Ultra Combo can be used in the corner after a ground or Aerial Burning Kick connects, or in open space if you connect with a HK Aerial Burning Kick. The timing is strict, and it will take some time to get it down, but if you miss the Ultra Combo, Viper is left completely open to a counter-attack for a long time. The most common use of Burst Time is to combo into it after an EX Seismic Hammer, followed by a High Jump Cancel, then an Aerial Burning Kick. You must hit the opposing character's upper body with the HK Aerial Burning Kick to have enough time to connect the Ultra Combo after it.

Burning Dance

Viper's new Ultra Combo, Burning Dance, can be used in almost the same situations as Burst Time. While Burst Time is the recommended Ultra Combo for Viper, if you're having trouble with the timing, switch to Burning Dance for slightly easier combos. Unlike Burst Time, the Burning Dance Ultra Combo must be performed in the air. The damage is less than Burst Time, but it's moderately easy to connect after an EX Seismic Hammer. Simply HJC into a neutral jump, then immediately activate the Ultra without the need for an Aerial Burning Kick. It can also be used to punish projectiles, but the timing is extremely strict. Against most projectile characters you will have to predict a projectile is coming and preemptively jump. As soon as the projectile is unleashed, activate the Ultra Combo. Luckily, if Burning Dance is blocked, Viper jumps back. This limits punishment options for most characters.

GAUGE MANAGEMENT

The EX Seismic Hammer is one of Viper's best tools and will use up most of your Super Combo Gauge. It can be used during wake-up due to the invincibility frames at the beginning of the animation, and it leads into both of Viper's Ultra Combos. The EX Thunder Knuckle leads into a combo, and the EX Burning Kick is even useful from time to time. You should not be using Viper's Super Combo unless you're ending a match with it.

PRIMA PRO TIP **If you have a full Super Combo Gauge, consider using one stock to avoid accidentally activating Viper's Super Combo.**

GENERAL STRATEGIES

1. **Knock down the opponent with the Seismic Hammer or Burning Kick.**
2. **Use Burning Kick mix-ups to confuse the opponent.**
3. **Land another knockdown and repeat the process.**

IN-DEPTH STRATEGIES

Crimson Viper is the most difficult character to play and even harder to use at higher levels. The execution required to use all of her advanced techniques is unmatched across almost any fighting game. She is the definition of an advanced character and is not at all recommended for beginners and novice players.

The first rule of playing C. Viper is to learn her feints and High Jump Cancels (HJC). All of her damaging combos come from feints, HJCs, or combos that include both. Feints are also very good for keeping an opponent guessing and allowing Viper to continue her offense. The Thunder Knuckle and Seismic Hammer can be feinted, and the Seismic Hammer should also end with a HJC to make it safe when blocked, and to allow Viper to continue her offense with an Aerial Burning Kick or jumping HK mix-ups.

The LP and MP Thunder Knuckle are safe when blocked and should be used frequently. After an LP Thunder Knuckle, Viper is at the perfect range to poke with crouching MK. Use either Thunder Knuckle to get close to the opponent, then start using mix-ups to keep them guessing. At close range, use Thunder Knuckle feints followed by throws, Viper's overhead, or her recommended normals. Mix these up with completed Thunder Knuckles to keep pressure on the opponent. You can also use Viper's overhead to jump over low attacks with precise timing. These strategies will open up the opponent to Viper's big damage combos.

If you get an opponent into the corner, focus on hitting a ground Burning Kick. If this connects in the corner, follow it with Viper's Burst Time Ultra Combo for big damage. If you anticipate an opponent is about to use a throw, instead of attempting to tech the throw, you can use a Burning Kick to go right through it. The invincibility of the EX Burning Kick also works moderately well after Viper has been knocked to the ground. Just be careful and do not use it too often because it is unsafe if the opponent blocks.

The Aerial Burning Kick is one of the main focuses of Viper's offense and should be used after a jumping HK as an ambiguous cross-up. Knock an opponent to the ground, then jump in with an Aerial Burning Kick. If the jumping HK is blocked, use a LK Aerial

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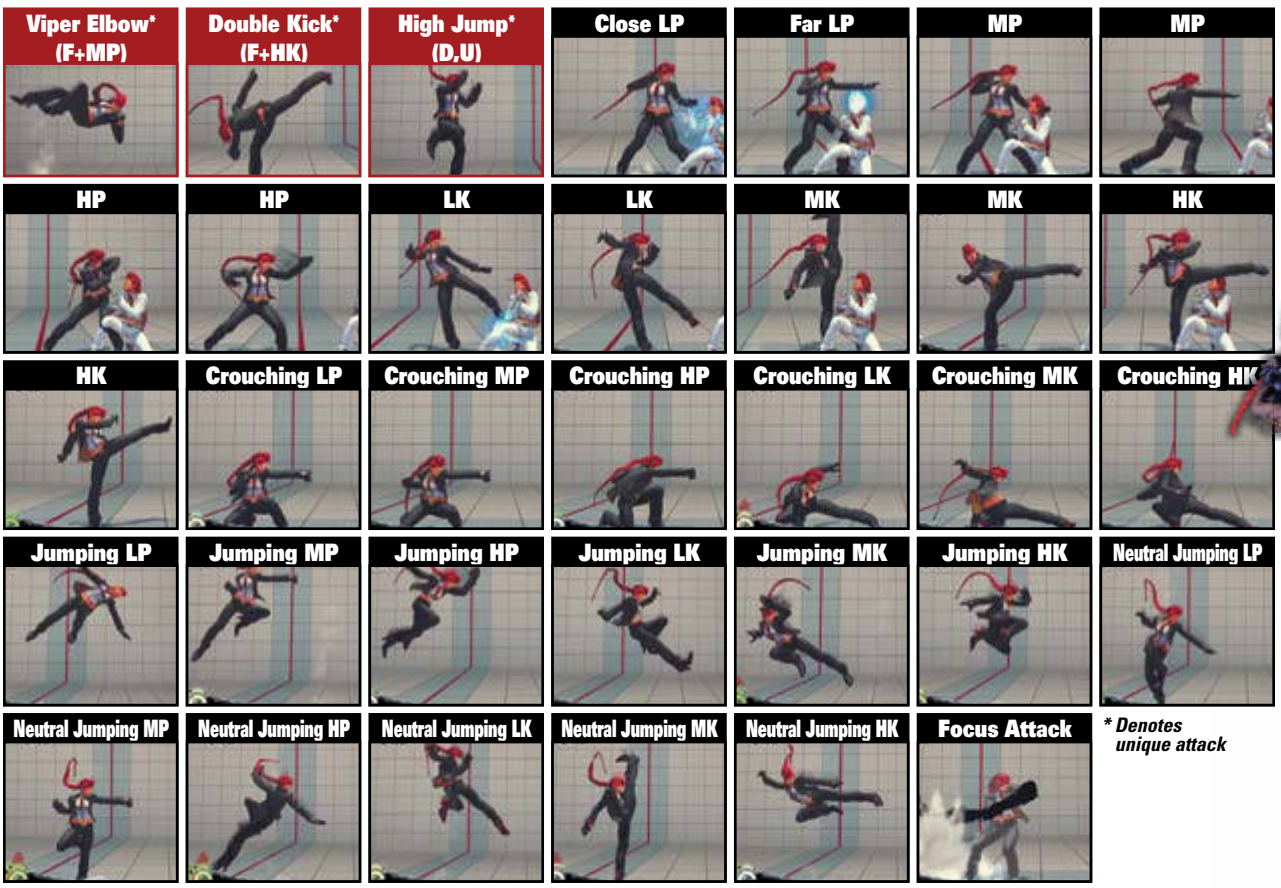
Burning Kick to attack the opponent's front side, or a MK or HK Burning Kick to cross-up and attack the opponent's back side. The positioning of the jumping HK will determine if the MK Burning Kick crosses up, which makes it a complete guessing game for both the opponent and you. This works especially well after a Temple Massage back throw, because the opponent is at a good distance for the jumping HK. It is also possible to use a jumping HK without an Aerial Burning Kick, and follow with an overhead, throw, or HP instead. If the HP connects, follow it with an EX Seismic Hammer. If it's blocked, use a HP Thunder Knuckle feint, followed immediately by a MP Thunder Knuckle or Burning Kick cross-up.

Viper's EX Seismic Hammer is one of her best tools, and all of the Seismic Hammers work well against projectile characters. It's easy to use the Seismic Hammers to hit an opponent as they're using a projectile attack, and with good anticipation skills, you can use the EX Seismic Hammer to go through attacks. The invincibility frames at the beginning of the EX Seismic Hammer give Viper enough time to go right through pokes and special moves. It leads into both of her Ultra Combos, so if you anticipate correctly, the opponent will lose a considerable amount of Vitality. If you feint the EX Seismic Hammer, the attack does not execute, but you still get the invincibility. This makes it a great tool to avoid cross-up attacks.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Cammy

BIO

This young woman is a member of the esteemed group of operatives known as Delta Red. She was discovered three years ago with amnesia and taken under the wing of her commander, Col. Wolfman.

VITAL STATS

Date of Birth: January 6
Nationality: British
Height: 5'5"
Weight: 101 lb.
Measurements: 34/22/35
Blood Type: B
Martial Arts Style: Shadaloo Assassination Techniques; Special Forces Training
Likes: Cats
Dislikes: Everything (when she's in a bad mood)
Hobbies/Skills: Knife throwing

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MOVE LIST

Hooligan Suplex
or Neutral + Light + Light
Throw; must be close to opponent

Frankensteiner
+ Light + Light
Throw; must be close to opponent

Flying Neck Breaker
Light + Light
Air Throw; in the air

Cannon Spike
+
EX version

Spiral Arrow
+
EX version

Quick Spin Knuckle
+
Armor Break; EX version

Hooligan Combination
+
EX version

Razor's Edge Slicer
+

Fatal Leg Twister
Light + Light
After Hooligan Combination; throw; must be close to opponent

Crossed Scissors
Light + Light
After Hooligan Combination; in the air; throw; must be close to opponent

Cannon Strike
+
EX version; in the air

Instant Air Cannon Strike
+

Spin Drive Smasher
+
Super Combo

Gyro Drive Smasher
+
Ultra Combo I

CQC (Cammy Quick Combination)
+
Ultra Combo II

ESSENTIALS

Character Type(s): Poking, Rush Down, Technical, Zoning

Vitality: 950

Stun: 950

Preferred Ultra Combo: Gyro Drive Smasher

Anti-airs: Cannon Spike, Close MP, Close HK, cr HP, Air Throw

Air-to-airs: Air Throw, Jumping HK

Normals: HK, MK, cr HP, cr MK, cr LK, cr LP, LK, LP, cr MP

Cross-Up: Jumping LK[1]

Overhead: None

[1]-Will not cross-up Akuma, Dan, Dhalsim, El Fuerte, Guile, Ken, Rose, Ryu, and Vega unless they are getting up after a knockdown.

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr MP > cr LP	85	150
cr MP > cr LK	90	150
Close HP > cr LP	120	250
Close LP > HP	125	250
Close HP > cr LK	125	250
Close MP > cr MP	135	200
Close MP > cr MK	135	200
cr HP > cr MK	155	300
cr HP > Far MP	160	300
cr HP > Far MK	160	300
cr HP > cr HP	180	400
cr HP > cr HK	185	350

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LK	45	100
LP > cr LK	50	100
Close MP > cr LP	90	150
Close MP > Far LP	95	150
Close MP > cr LK	95	150
cr HP > Far LP	115	250
cr HP > cr LK	115	250
cr HP > Far HP	210	400

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
EX Instant Air Cannon Strike > EX Instant Air Cannon Strike > HK Instant Air Cannon Strike > cr HP > cr MK > HK Spiral Arrow	380	570

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NORMAL COMBOS		
Combo	Damage	Stun
LP > cr LK > HK Spiral Arrow	162	244
cr LK > cr LP > cr LK > HK Spiral Arrow	163	266
LK > LP > cr LK > HK Spiral Arrow	168	266
cr HP > HK Cannon Spike	190	300[1]
HP > HK Cannon Spike	200	300
cr MK > HK Spiral Arrow	205	280
HP > HK Spiral Arrow	240	380
HK Instant Air Cannon Strike > cr HP > cr MK > HK Spiral Arrow	300	506

[1]–This combo does not work on all characters.

FADC COMBOS		
Combo	Damage	Stun
HK Cannon Spike > FADC > HK Cannon Spike	200	200
HK Spiral Arrow > FADC > Close LP > cr LK > HK Spiral Arrow	227	316
Cannon Spike > FADC > Gyro Drive Smasher[1]	364	100

[1]–Use a back dash to cancel the FADC in this combo.

CORNER ONLY COMBOS		
Combo	Damage	Stun
EX Spiral Arrow > HK Cannon Spike > FADC > Gyro Drive Smasher[1]	370	200

[1]–Use a back dash to cancel the FADC in this combo. The EX Spiral Arrow must be executed from maximum range.

BEST COMBO OPTIONS

BEST COMBO CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Gyro Drive Smasher	480	0
Super Combo	HK Instant Air Cannon Strike > cr HP > cr MK > HK Spiral Arrow > HK Spin Drive Smasher	468	450
One Stock	EX Instant Air Cannon Strike > HK Instant Air Cannon Strike > cr HP > cr MK > HK Spiral Arrow	342	538
Nothing	HK Instant Air Cannon Strike > cr HP > cr MK > HK Spiral Arrow	300	506

NOTE **In Cammy's combos, a Cannon Spike can be used in place of a Spiral Arrow.**

SPECIAL MOVES

Cannon Spike

The Cannon Spike is essentially Cammy's version of a Shoryuken, and it's her anti-air special move of choice. The strength of the Kick button determines the damage of the attack, with the LK version inflicting the least amount of damage. All versions have a small amount of invincibility at the beginning of the animation, but the EX version has more invincibility, and inflicts more damage than the normal versions. In addition to using the Cannon Spike as an anti-air attack, you can FADC it to combo into the Gyro Drive Smasher Ultra Combo, or just to make the attack safe if it's blocked.

Spiral Arrow

Cammy's Spiral Arrow hits low and is primarily used to end combos. The strength of the Kick button determines the horizontal distance and damage of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage. The HK and EX versions consist of two hits if executed at close range, and the EX version inflicts more damage than the normal variations and is invincible to projectile attacks. Use the HK or EX versions to end combos for maximum damage, otherwise use the attack to go through projectiles or surprise an opponent with a low attack from mid-range. If the attack is blocked, all variations are unsafe under normal circumstances, but the LK version is safe if executed at maximum range.

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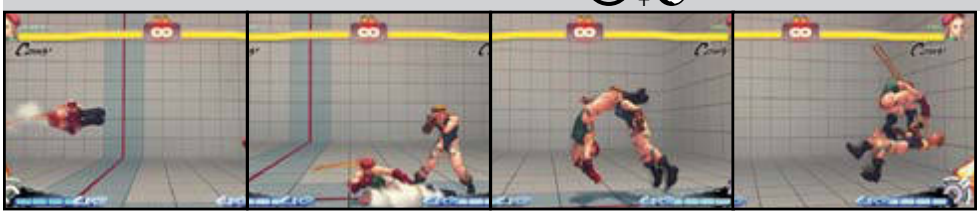
Quick Spin Knuckle

The Quick Spin Knuckle is Cammy's only armor breaking attack. Unfortunately, it's slow and not very useful against skilled opponents. It goes through projectile attacks, but if you use it any other time, most skilled opponents will simply attack Cammy before the Quick Spin Knuckle fully executes. The strength of the Punch button determines the horizontal distance of the attack, with the LP version traveling the shortest distance. The EX version is invincible to all physical attacks in addition to the projectile invincibility of the other variations. If you anticipate an opponent is about to attack, you can use the EX version to go through it. All variations of the Quick Spin Knuckle give Cammy frame advantage if the opponent blocks, which can leads to mix-ups between throws and various combos, but it is difficult to get a skilled opponent to block the attack.

Hooligan Combination



Hooligan Combination *Razor's Edge Slicer* *Fatal Leg Twister* *Crossed Scissors*

The Hooligan Combination is a series of attack options. If nothing is pressed after the initial notation, Cammy performs the Razor's Edge Slicer low sweep which results in an untechable knockdown. If a throw (LP+LK) is used, Cammy performs the Fatal Leg Twister throw to an opponent on the ground, or the Crossed Scissors throw to an aerial opponent. The strength of the initial Punch determines the horizontal distance and the speed of Cammy's jump at the beginning of the animation. The LP version moves slower than the other variations and covers the shortest distance. The EX version homes in on the opponent and inflicts more damage and stun than the other variations. Against a skilled opponent, the Hooligan Combination does not have many uses. It's too slow to execute, and most players can attack Cammy long before she uses any of the attacks out of the Hooligan. Even after Cammy has knocked an opponent to the ground, most skilled players can still attack Cammy before she can fully execute the Hooligan.

Cannon Strike

in the air

Cannon Strike *Instant Air Cannon Strike*

The Cannon Strike is one of Cammy's best special moves and the primary source of her ability to use a rush down strategy. The normal versions are all the same and must be performed while Cammy is jumping forward. The EX version inflicts more damage than the normal variations and can be performed from any jump (forward, neutral, or back). The attack is safe if the opponent blocks and allows Cammy to continue into a block string or throw, or shift into a combo if it connects. The main benefit of the Cannon Strike is to use the instant air version. With a Tiger Knee input (end the notation with UF, then press Kick) it can be performed instantly from the ground. This allows Cammy to maintain pressure without having to jump, and you can combo up to four EX Instant Air Cannon Strikes one after another (if you have the required number of stocks in the Super Combo Gauge). Because it's an aerial attack, it goes through throw attempts, so if you think an opponent is about to throw, use the Instant Air Cannon Strike to thwart their attempt.

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SUPER COMBO

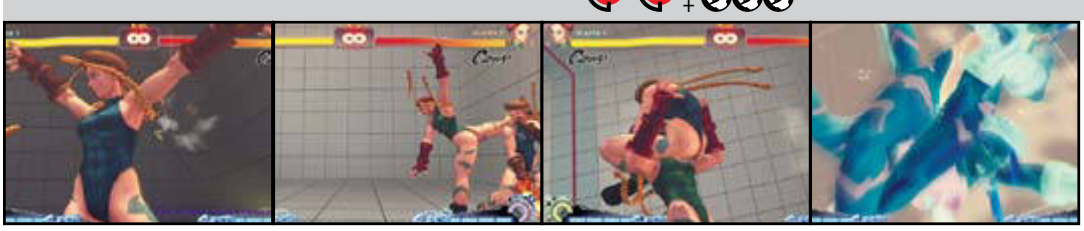
Spin Drive Smasher

The Spin Driver Smasher is a fairly decent Super Combo. It's easy to combo into from a Spiral Arrow and it inflicts considerable damage. It is also invincible during the first few frames of animation, which allows Cammy to go through various attacks. Unfortunately, Cammy's EX Cannon Strike is an extremely useful tool, and it's fairly common to FADC a Cannon Spike, so you may not have a full Super Combo Gauge very often.

Gyro Drive Smasher

The Gyro Drive Smasher is very similar to Cammy's Spin Drive Smasher Super Combo. It has more invincibility frames at the beginning of the attack and should be used to go through projectile attacks or after you FADC a Cannon Spike. Unfortunately, if you combo into the Gyro Drive Smasher after an FADC, the Ultra Combo will not execute in full and some of the hits will miss. It will still inflict a decent amount of damage though. Despite the small drawback, it is far more useful than Cammy's other Ultra Combo.

Cammy Quick Combination



The CQC Ultra Combo II is a counter Ultra. This means that it only executes if an opponent attacks during the initial animation of the Ultra Combo. At first glance, it sounds like a solid concept. However, the counter window is not active very long, and unless the opponent is attacking just as you execute the CQC, the pause that occurs with all Ultra Combos essentially warns the opponent to stop attacking. Even if the opponent continues to attack, if they use an armor breaking attack, or a throw, it will ignore the Ultra Combo and hit Cammy. If the CQC is activated at the wrong time, Cammy is left vulnerable to a counter-attack for a long time.

GAUGE MANAGEMENT

When it comes to Cammy's Super Combo Gauge, your main priority should be to build the gauge until you have at least two stocks. This allows you to FADC Cammy's Cannon Spike to make it safe, or to add a second Cannon Spike to combos for additional damage. Her EX Instant Air Cannon Strike also leads to one of her most damaging combos. If you have a full Super Combo Gauge, only use the Spin Drive Smasher at the end of a combo to finish off an opponent.

GENERAL STRATEGIES

1. **Use Cannon Strike mix-ups.**
2. **Abuse Cammy's Focus Attack from mid-range.**
3. **Use Cammy's quick dash into throws and mix-ups.**

IN-DEPTH STRATEGIES

Cammy is a fairly technical character. She requires a fair amount of execution skills and quick reflexes to compete with some of the easier-to-use characters and characters that have better tools than Cammy. However, if you can master her execution, get into your opponent's head, and use the limited tools she has to perfection, you'll be evenly matched with all challengers.

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Before you even think about playing Cammy as a main character, you must be able to execute her Instant Air Cannon Strike. This is arguably Cammy's most used attack, and you cannot compete head to head with skilled players if you cannot execute this special move at a moment's notice. Under most circumstances, an opponent cannot attack after blocking a Cannon Strike. Use this opportunity to mix-up between her crouching LK > crouching LP > cr LK > HK Spiral Arrow combo, an Instant Air Cannon Strike, or a throw. If you opt to use a Cannon Strike followed by an Instant Air Cannon Strike, and it hits, follow it with HP > HK Cannon Spike.

Cammy's Focus Attack is very fast and has good range. From mid-range, use it often followed by a back dash cancel. Your goal is to absorb an opponent's normal, then connect with the Focus Attack, at which point the back dash cancel allows you to immediately counter with Cammy's Ultra Combo I, Super Combo, or HK Spiral Arrow. From mid-range you can also dash in quickly and mix-up between a throw or one of Cammy's combos. Her dash is faster than most characters, so you can catch an opponent off guard with proper timing.

The Spiral Arrow is a decent poking tool, but only use the LK version and only from maximum range. This is the only time it's safe if the opponent blocks. However, if you anticipate that an opponent will try to attack after blocking a LK Spiral Arrow from maximum range, follow it with a HK Cannon Spike to interrupt almost any attack. If you have at least two stocks in your Super Combo Gauge, you can use this tactic more freely because you can FADC the Cannon Spike to make it safe if the opponent blocks.

From time to time, if you have at least two stocks, mix in a HK Spiral Arrow. FADC to a forward dash, then use a HK Instant Air Cannon Strike before the opponent can attack. If it connects, use the HP > HK Cannon Spike combo as a follow-up, and if it's blocked, throw the opponent or go into Cannon Strike mix-ups.

BASIC ATTACKS

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Chun-Li

BIO

This Interpol detective wears an outfit reminiscent of traditional Chinese dresses. She is bent on revenge against Bison, who killed her father in retaliation for his investigation into Bison's drug trade.

VITAL STATS

Date of Birth: March 1
Nationality: Chinese
Height: 5'7"
Weight: Secret
Measurements: 35/23/35
Blood Type: A
Martial Arts Style: Chinese Kempo
Likes: Crepes, fruit, pastries
Dislikes: Bison, crime, people who have something to hide
Hobbies/Skills: Target shooting (won 6th place in international competition)

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MOVE LIST

Koshuto
→ or Neutral + Light + Light
Throw; must be close to opponent

Kirinshu
← + Light + Light
Throw; must be close to opponent

Ryuseiraku
Light + Light
Air Throw; In the air

Overhead
Medium
Overhead; must be close to opponent

Kakukyakuraku
↘ + Heavy

Rear Spin Kick
↘ + Light

Kakusenshu
→ + Medium

Kintekishu
← + Medium

Tenkukyaku
Medium
During Kintekishu

Tenshyokyaku
↑ ↓ + Medium
During Tenkukyaku

Yosokyaku
↓ + Medium
In the air; Can be executed up to three consecutive times; overhead

Wall Jump
↗
In the air; Near wall

Target Combo
Heavy Heavy
In the air; during forward or backward jump

Hyakuretsukyaku
EX version

Kikoken
← CHARGE → +
EX version; Projectile

Hazanshu
↻ +
EX Version; overhead

Spinning Bird Kick
CHARGE ↓ ↑ +
Armor Break; EX version

Senretsukyaku
← CHARGE → ← → +
Super Combo

Hosenka
← CHARGE → ← → +
Armor Break; Ultra Combo I

Kikosho
↻ ↻ +
Ultra Combo II

ESSENTIALS

Character Type(s): Charge, Fundamental, Poking, Projectile, Rush Down, Technical, Turtle, Zoning

Vitality: 900

Stun: 1,050

Preferred Ultra Combo: Kikosho

Anti-airs: EX Spinning Bird Kick, cr MP, HK, Ryuseiraku, cr MK, cr HP, Far MK, Close MK

Air-to-airs: Jumping HP, Ryuseiraku (air throw), Jumping MK, Jumping HK, Yosokyaku

Normals: cr LK, cr LP, MP, cr HK, HK, cr MP, cr HP, LP

Cross-Up: Jumping LK, Kakukyakuraku

Overhead: MK, Hazanshu

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LP > cr LP	50	100
Close LP > Far LK	50	100
Close LP > cr LK	50	100
Far LP > Far LK	50	100
Far LP > cr LK	50	100
Close LK > cr LP	70	100
Close LK > Far LK	70	100
Close LK > cr LK	70	100
Close LP > cr MK	80	150
Far LP > cr MK	80	150
Far LP > HP	120	250

NORMAL LINKS

Link	Damage	Stun
cr LP > Close LP	50	100
cr LP > cr LP	60	100
cr LP > Close LK	60	100
cr LP > cr LK	60	100
cr LP > cr MK	90	150
cr LP > Close MK	100	150
cr LP > Close MP	110	150
cr LP > Close HP	120	250
cr LP > Close HK	130	250

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Close HK > HK Hyakuretsukyaku > MK Hyakuretsukyaku > cr HK[1]	271	540
Close HK > LK Hyakuretsukyaku > EX Hyakuretsukyaku	288	440
cr LP > cr LP > cr LP > Far HP > Senretsukyaku	358	280

[1]—This combo only works on large characters (Zangief, Hakan, T. Hawk, etc.)

PRIMA PRO TIP
To link from HK Hyakuretsukyaku to MK Hyakuretsukyaku you must press MK three times immediately after the HK Hyakuretsukyaku begins.

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NORMAL COMBOS		
Combo	Damage	Stun
cr LK > cr LK > EX Hyakuretsukyaku[1]	188	260
Jumping HP > Jumping HP > Yosokyaku > Yosokyaku > Yosokyaku[2]	236	305
Close HK > EX Hyakuretsukyaku	260	400
MK Hazanshu > cr LK > EX Hyakuretsukyaku	288	410
Close HK > EX Hyakuretsukyaku > Kikosho	468	400

[1]–Depending on distance and the character you're fighting, it is possible to add a third crouching LK to the beginning of this combo.

[2]–The jumping Heavy Punches must hit an aerial opponent.

CORNER ONLY COMBOS		
Combo	Damage	Stun
cr LK > cr LK > EX Hyakuretsukyaku > Hosenka	421	260
HK > EX Hyakuretsukyaku > Hosenka	533	400

NOTE **Chun-Li does not have any practical FADC combos.**

BEST COMBO OPTIONS

BEST COMBO CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Hosenka	460	0
Ultra Combo II	cr LK > cr LK > Kikosho	359	260
Super Combo	cr HP > MK Spinning Bird Kick > HK Senretsukyaku[1]	502	300
One Stock	Close HK > EX Hyakuretsukyaku	260	400
Nothing	Close HK > HK Hyakuretsukyaku > MK Hyakuretsukyaku > cr HK[2]	271	540

[1]–You must cancel the first hit of the crouching HP with the MK Spinning Bird Kick.

[2]–This combo only works on large characters (Zangief, Hakan, T. Hawk, etc.)

SPECIAL MOVES

Hyakuretsukyaku

The Hyakuretsukyaku, or Lightning Legs, is not only Chun-Li's most recognizable attack, it is quite possibly her most important special move as well. The strength of the Kick button determines the speed and stun of the attack, with the LK version executing faster than the MK and HK variations, even though Chun-Li's legs are moving slower. The LK version also inflicts the least amount of stun. The EX version executes just as fast as the LK version and inflicts more damage and stun than the other variations. All versions except for the HK version are safe if the opponent blocks, but even the HK variation can be punished only by a handful of attacks consisting of primarily Super Combos. It is possible to combo into all variations of the Hyakuretsukyaku, but the EX version leads directly into Chun-Li's Kikosho Ultra Combo. If you do not have at least one stock of the Super Combo Gauge, use the HK version in combos.

PRIMA PRO TIP **An easy way to execute the Hyakuretsukyaku is to use the piano technique. Instead of rapidly pressing a single Kick button, quickly move from one Kick to the next, as if playing a piano. With this technique, you can execute Hyakuretsukyaku in five presses. For example, if you want the MK Electric Thunder, start with LK, then quickly move to MK, then HK, then back to LK, with the special move executing as soon as you reach MK again. This can also be used to the EX version by ending the technique with two Kick buttons instead of one. To use combos such as crouching LK > crouching LK > EX Hyakuretsukyaku, press crouching LK immediately followed by MK so that the MK does not execute, but still counts toward the EX Hyakuretsukyaku. Do the same for the second crouching LK, then press HK and MK at the same time to execute the EX Hyakuretsukyaku."**

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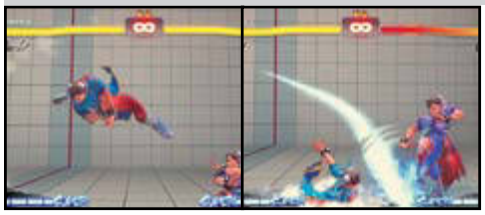
Kikoken

The Kikoken is Chun-Li's projectile attack. The strength of the Punch button determines the speed, damage, and stun value of the projectile, with the LP version having the slowest speed and inflicting the least amount of damage and stun. The EX version is as fast as the HP version, hits twice instead of once, and inflicts more damage than any other variation. Chun-Li can execute a Kikoken, then move forward to follow after it to keep pressure on opponents. She can also use it to zone by waiting for an opponent to jump over the Kikoken and knocking them out of the air with an anti-air attack.

Hazanshu



Chun-Li's ground-based overhead attack is the Hazanshu. The strength of the Kick button determines the speed, horizontal distance, damage, and stun of the attack, with the LK version executing faster than the other variations, but covering the shortest distance and inflicting the least amount of damage and stun. The EX version is the same speed, distance, and stun as the HK version, but it inflicts more damage and is invincible at the beginning of the animation. It also causes an untechable knockdown if it connects. All versions of the Hazanshu can be followed by crouching LK or crouching LP into a combo.

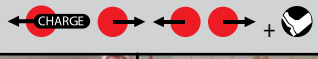
PRIMA PRO TIP **It is possible to link a Super Combo after the Hazanshu, but the execution is tricky because you need to hold Back long enough to charge the Super Combo, but still execute the Hazanshu. To do this, input the HCB notation for Hazanshu, but wait a split second before pressing the desired Kick button. Continue to hold Back, then proceed with the Super Combo notation. The split second wait on the Kick gives you enough charge time to execute the Super Combo.**

Spinning Bird Kick

The Spinning Bird Kick is also one of Chun-Li's signature special moves, but its uses are somewhat limited in *Super Street Fighter IV*. The strength of the Kick button determines the horizontal distance, speed, damage, and stun value of the attack, with the LK version traveling the shortest distance, and inflicting the least amount of damage and stun, but executing faster than the MK and HK variations. The EX version does not move horizontally at all, executes faster than any other version, and inflicts more stun, but less damage than the normal variations. It is also invincible at the very start of the animation, which makes it a very good anti-air attack. The only other time it's practical to use the Spinning Bird Kick is to use the MK version in combos (cancel the first hit of crouching HP into the MK Spinning Bird Kick to combo).

SUPER COMBO

Senretsukyaku



The main benefit of Chun-Li's Senretsukyaku Super Combo is that it's the fastest Super Combo in the game. This allows Chun-Li to punish almost any special move if she blocks it within range of Senretsukyaku. The incredible speed of the Super Combo also allows Chun-Li to link into it from a LK or MK Spinning Bird Kick, or Hazanshu. Unfortunately, it's unlikely you'll have a full Super Combo Gauge, because most of the gauge should be used for EX Hyakuretsukyaku into Ultra Combo II, and EX Spinning Bird Kick for anti-air purposes. The beginning of the animation goes through projectile attacks, making it useful at mid-range against a projectile character. The strength of the Kick button determines the horizontal distance of the attack, with the LK version traveling the shortest distance.

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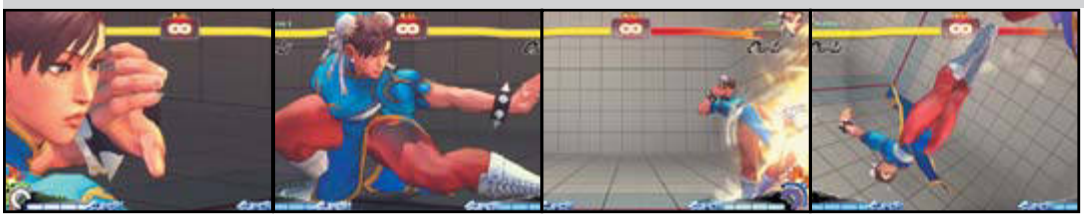
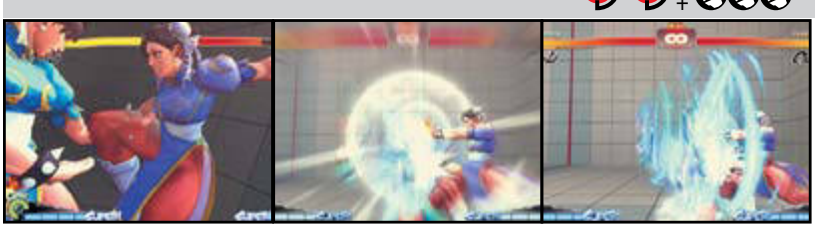
ULTRA COMBOS

Hosenka



Hosenka is no longer Chun-Li's recommended Ultra Combo, but that doesn't mean it's completely useless. It is invincible at the start of the animation, which makes it perfect to punish projectile attacks. It can also be used to end combos if the opponent is trapped in the corner. However, it's much easier to combo into Chun-Li's Kikosho Ultra Combo II, which is why it is now the Ultra Combo of choice.

Kikosho



While Chun-Li's new Ultra Combo is not quite as damaging as Hosenka, it is far more useful. It can be used after any combo that ends with the EX Hyakuretsukyaku, whether the opponent is in the corner or in open space. EX Hyakuretsukyaku knocks the opponent into the air, which gives Chun-Li plenty of time to execute Kikosho to catch the opponent before they hit the ground. There's no need to worry about missing any hits, as long as you execute Kikosho fast enough, every hit will connect.

GAUGE MANAGEMENT

Under most circumstances, you should save Chun-Li's Super Combo Gauge to use EX Hyakuretsukyaku to lead into the Kikosho Ultra Combo, or to use EX Spinning Bird Kick as an anti-air attack. However, against some characters, it can be beneficial to have access to Chun-Li's Super Combo because it's the fastest Super Combo in the game. If it's nearing the end of the round, and you have a full Super Combo Gauge, it may be better to maintain the thread of Chun-Li's Super Combo unless you have an opportunity to connect EX Hyakuretsukyaku into the Kikosho. This is especially effective against E. Honda because you can punish the LP or EX Sumo Headbutt, which is normally very difficult to punish.

GENERAL STRATEGIES

1. **Use a blocked level one Focus Attack for frame advantage.**
2. **Use MP to keep opponents on the defensive to open up throws and block strings.**
3. **Surprise opponents with her fast walking speed by throwing from a moderate distance.**

IN-DEPTH STRATEGIES

Chun-Li is a fairly versatile character. While many characters in *Super Street Fighter IV* must be played with a specific style to be successful against skilled opponents, Chun-Li can be played a variety of ways with equal success.

Use the Kikoken to play a zoning and turtle strategy or a rush down strategy. Chun-Li has one of the fastest walking speeds in the game, so she can use a Kikoken from across the screen, then follow it to maintain pressure or stay back to force an opponent into jumping over it for anti-air opportunities. Moving forward, then back after a Kikoken is a valid strategy because you are making the opponent think you're moving in for rush down, but by backing away the opponent may become frustrated and try to get around the Kikoken to close in on Chun-Li. You can also make the opponent think twice about jumping toward Chun-Li by using a normal punch instead of a Kikoken. If the opponent expects another Kikoken, the normal punch may throw them off enough to hesitate before attempting to jump.

From mid-range Chun-Li has a number of options. Her fast walking speed allows her to quickly close in on an opponent and either throw or go for crouching LP or crouching LK. Her far MP is also very good at maximum range, and can hit crouching opponents. Once you have trained the opponent to be watchful of Chun-Li's crouching attacks or a potential throw, you can use the Hazanshu overhead attack. Unfortunately, the Hazanshu can be predictable if you use it too much, but if you properly rotate among Hazanshu, a throw, or a crouching LK or crouching LP, the opponent will have a difficult time predicting the Hazanshu. If you connect with Hazanshu you can start a combo that leads to an Ultra Combo, or go right into a Super Combo.

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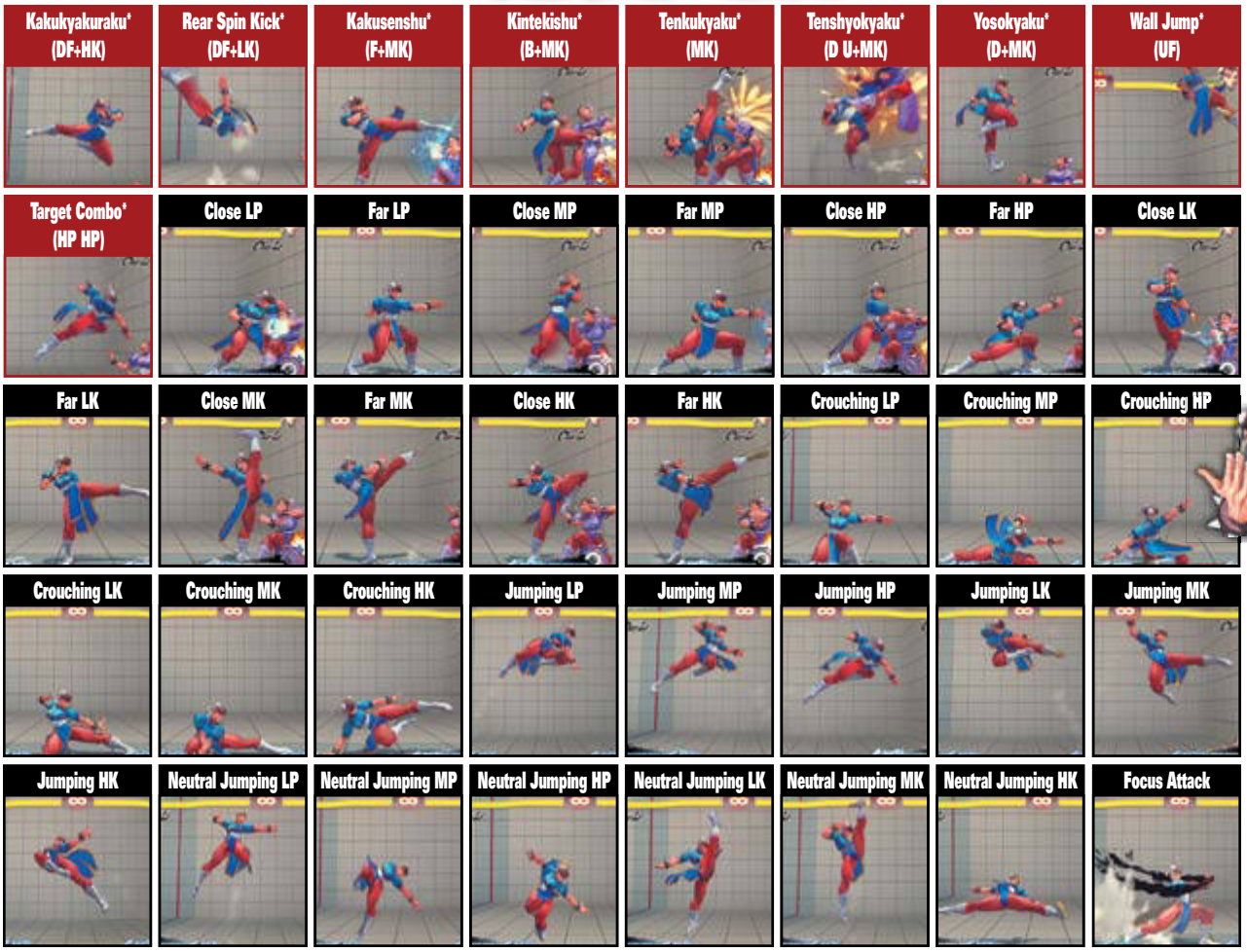
At close range, in addition to using throws and crouching normals, Chun-Li can create an instant overhead attack with the Yosokyaku head stomp. Execute the Yosokyaku as soon as you jump and it will hit an opponent as Chun-Li jumps into the air. This can be followed by up to two more Yosokyaku. Kakukyakuraku is also good to use from time to time because it can cross-up an opponent, but do not overuse it because it can get predictable just like the Hazanshu.

Chun-Li's target combo, the double aerial jumping HP is a good mix-up tactic by itself. Use both jumping Heavy Punches to condition the opponent to expect both attacks. Once the opponent has been trained, only use one jumping HP, then land and use a throw or one of Chun-Li's crouching normals to hit low. Both hits of the target combo must be blocked high, so it can be relatively easy to connect a low after the first jumping HP.

Unlike most other characters, Chun-Li can use a level one Focus Attack and maintain frame advantage if it's blocked. Use this to your advantage by using a level one Focus Attack, the following with a throw, crouching normal into EX Lightning Legs, or another mix-up of your choice.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Cody

BIO

Despite his history as one of the heroes that liberated Metro City from the grips of the evil Mad Gear gang, Cody has a short temper and his penchant for starting fights has landed him in prison.

VITAL STATS

Nationality: American
Height: 6′
Weight: 176 lb.
Measurements: 54/33/38
Blood Type: O
Martial Arts Style: Street Fighting
Likes: Starting Fights
Dislikes: People Who Preach
Hobbies/Skills: Knife Handling

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MOVE LIST

Prisoner Throw
or Neutral + Light + Light
Throw; must be close to opponent

Bad Stomp
+ Light + Light
Throw; must be close to opponent

Fake Bad Stone
+ Heavy + Heavy

Pick up Knife
+
Only when standing over knife

Knife Throw
+
While holding knife

Knife Attack
While holding knife

Bad Spray
+
During knockdown recovery

Stomach Blow
+ Medium

Crack Kick
+ Heavy

Jaw Crusher
+ Medium

Hammer Hook
+ Heavy
Overhead

Bad Stone
+
EX version; hold Punch for increased power; not possible while holding knife

Criminal Upper
+
EX version

Ruffian Kick
+
Armor Break; EX version

Zonk Knuckle
Hold Release
Armor Break; EX version

Dead End Irony
+
Super Combo

Final Destruction
+
Armor Break; Ultra Combo I

Last Dread Dust
+
Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down

Vitality: 1,000

Stun: 1,050

Preferred Ultra Combo: Final Destruction

Anti-airs: HK, Jaw Crusher, cr HP, cr MK, Far HP, Zonk Knuckle

Air-to-airs: Neutral Jumping MK, Neutral Jumping HP

Normals: Far LK, Far MK, Far HK, Stomach Blow, cr LK, MP

Cross-Up: Jumping MK, Jumping HK

Overhead: Hammer Hook

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr MP > cr LP	80	150
Close MP > cr MK	140	200
Close HP > cr MP	160	300
Close MP > cr HK	170	200

NORMAL LINKS

Link	Damage	Stun
cr LP > cr MP	80	150
Stomach Blow > cr LP	80	150
Close MP > cr LP	90	150
Stomach Blow > LP	90	150
Jaw Crusher > cr LP	100	150
Jaw Crusher > cr LK	100	150
Jaw Crusher > Far LP	110	150
Close MP > cr MP	130	200

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > Close LP > cr MP > cr LK > HP Criminal Upper	208	347
Close LP > Close MP > cr MP > HP Criminal Upper	210	384

NOTE Any of Cody's combos that end with the Criminal Upper can also end with the Ruffian Kick.

NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr MK > HP Criminal Upper	168	334
cr LK > HP Criminal Upper	180	270
cr LP > cr LP > cr MP > HP Criminal Upper	200	334

NORMAL COMBOS

Combo	Damage	Stun
HP or cr HP > LP or MP Zonk Knuckle	250	400
MP > cr MP > HP Criminal Upper	258	376
cr HP > HP Criminal Upper	260	420

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FADC COMBOS

Combo	Damage	Stun
HP Criminal Upper > FADC > cr LP	80	120

CORNER ONLY COMBOS

Combo	Damage	Stun
LP Bad Stone > MK Ruffian Kick	180	250

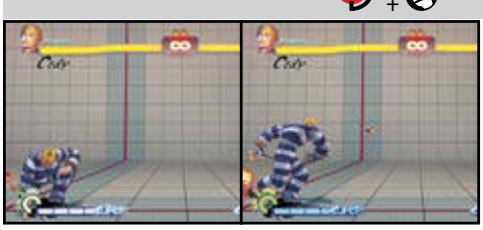
BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	HP > HK Ruffian Kick > FADC > Final Destruction	530	300
Super Combo	HP > HK Ruffian Kick > HK Dead End Irony	480	300
One Stock	cr HP > EX Criminal Upper	280	430
Nothing	cr HP > HP criminal Upper	260	420

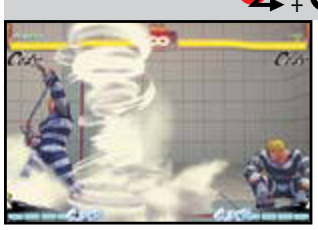
SPECIAL MOVES

Bad Stone



While Cody's Bad Stone is technically a projectile attack, it can't be used in quite the same way as most other projectiles. The strength of the Punch button determines the distance of the projectile, with the HP version traveling the full length of the screen. The EX version is two-hits, travels the same distance as the HP variation, and inflicts more damage. Bad Stone can be used to zone, like other projectiles, but it's not quite as fast and the arc it travels along makes it a little harder to use. However, it's very small and it's not uncommon for an opponent to have difficulty seeing it. In addition, Cody can use a fake Bad Stone by pressing Down and Taunt (HP+HK). The fake works well to make an opponent jump, which allows Cody to use an anti-air attack.

Criminal Upper



The Criminal Upper is one of Cody's main combo enders. The strength of the Punch button determines the damage and distance of the attack, with the LP version covering the shortest distance and inflicting the least amount of damage. The EX version covers the same distance as the LP variation, but executes faster. All versions of the Criminal Upper are unsafe if they are blocked, but you can FADC the first hit of the attack to make them safe or lead into Cody's Final Destruction Ultra Combo. With proper timing the Criminal Upper can also be used to stop single-hit projectile attacks.

Ruffian Kick

LK *MK* *HK*

Cody's Ruffian Kick has a variety of uses. The strength of the Kick button determines the damage inflicted, the distance the attack covers, and where the attack hits. The LK version travels the farthest and hits low, while the MK version can be blocked low or high, and the HK version will miss a crouching opponent, but if it hits, it knocks the opponent into the air. The EX version is similar to the LK variation and can be used to hit an aerial opponent, such as after a HK Ruffian Kick. It also goes through projectile attacks, but not during the beginning of the animation. The LK and EX versions result in an untechable knockdown if they connect, and the HK version can be used as an anti-air with proper timing. If the HK version hits cleanly as an anti-air in the corner, you can follow with the Final Destruction Ultra Combo. If it hits as an anti-air, cleanly in open space, you can FADC, then follow with Final Destruction. If it trades with an aerial opponent, you can follow with the EX Ruffian Kick in open space, or Final Destruction in the corner. Only the LK version is safe when blocked, and only at maximum range. Only the HK version can be canceled into a Super Combo or FADC.

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Zonk Knuckle

Hold ✊ Release

The Zonk Knuckle is arguably Cody's best special move. The amount of time the attack is charged determines the distance of the attack. The longer it is charged, the farther it reaches. The EX version inflicts more damage than the normal version and consists of two hits. All variations are invincible to physical attacks and all projectiles at the start of the animation, but only the EX version is invincible to throws. The EX version also has longer invincibility than the normal version. You can FADC the first hit of the EX version and follow with the Final Destruction Ultra Combo or any special move except for Bad Stone. The Zonk Knuckle should be used to go through attacks and as an anti-air from moderately far away. Be careful when anticipating an attack because if the Zonk Knuckle is blocked it is not safe.

Knife

✊

There are two advantages to Cody's knife. The first is that every knife attack inflicts chip damage if it's blocked. Secondly, the range of Cody's normals is extended while he has the knife in-hand. For the most part, Cody is superior without the knife. While he has the knife, you can't 2-in-1 into any special moves and you're limited to basic combos or an FADC. However, if you FADC, throw, use a normal Focus Attack, or use a Super or Ultra Combo, Cody drops the knife. You can still use the fake Bad Stone though.

SUPER COMBO

Dead End Irony

You should not be using Cody's Super Combo very often because his Super Combo Gauge is better used for EX special moves. However, Dead End Irony still has a few uses. The strength of the Kick button has the same effect as the various Ruffian Kicks. The LK version connects low, the MK version can be blocked low or high, and the HK version misses crouching opponents. The LK and HK variations go through projectile attacks at the beginning of the animation. The LK version has a fair amount of invincibility at the start of the Super Combo, with the HK version having slightly less invincibility, and the MK version have the shortest amount of invincibility. Be very careful when using Dead End Irony because if it's blocked, the opponent can interrupt after the second hit, or wait until the end of the Super Combo and punish.

ULTRA COMBOS

Final Destruction

Final Destruction is Cody's Ultra Combo of choice. It is invincible at the start of the animation and can be used in a combo after FADCing a HK Ruffian Kick or EX Zonk Knuckle. It has relatively short range, and is unsafe if it's blocked, but it's still Cody's best Ultra Combo. It can also be used as an anti-air attack if you execute it shortly after the opponent jumps. If you wait too long, the opponent's aerial attack will interrupt the Ultra Combo.

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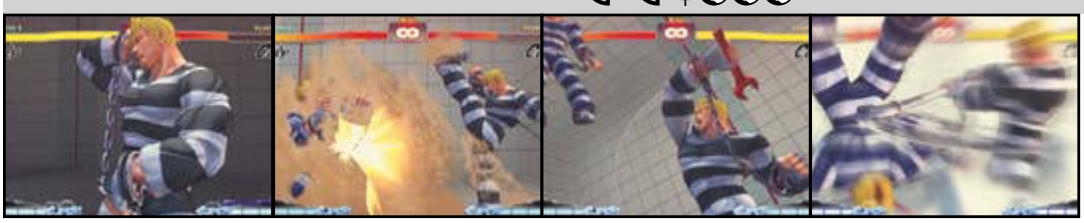
Last Dread Dust



Last Dead Dust only has a few uses and should not take precedence over Final Destruction. You can use it as an anti-air attack, but only the initial hit connects, with the rest of the Ultra Combo missing. It has decent range, but is much harder to connect with when compared to Final Destruction. You can use Bad Stone, then immediately execute Last Dread Dust to get the full Ultra Combo, but there isn't a reliable way to confirm that the Bad Stone will hit. If Last Dread Dust is blocked, the opponent will have plenty of time to counter attack.

GAUGE MANAGEMENT

The EX Zonk Knuckle should be Cody's top priority when it comes to Super Combo Gauge usage. You should also be using the Super Combo Gauge to FADC the HK Ruffian Kick so you can follow with Final Destruction, and Criminal Upper to make it safe if it's blocked. The EX Bad Stone is good against projectile characters to nullify their EX projectile attacks. The EX Ruffian Kick is also a good anti-projectile attack. A large portion of Cody's offensive and defensive tactics are based on his EX special moves.

GENERAL STRATEGIES

1. **Use EX special moves to knock down the opponent.**
2. **Stay at close range.**
3. **Apply pressure with cross-ups, jumping HP and HK, and follow with normals.**

IN-DEPTH STRATEGIES

Cody is a rush down character with very good normals to use for footsies. To be successful with Cody, maintain as much pressure on the opponent as possible. Your first priority is to knock the opponent down, preferably with an untechable knockdown from the LK or EX Ruffian Kick, or a throw. Stay right outside Cody's MK range and wait for an opponent to miss an attack. As soon as this happens, use an EX Ruffian Kick to knock the opponent down. Dash in and out of the opponent's physical attack range, using Cody's recommended normals in an attempt to land a counter-hit. You can also use block strings into Criminal Upper, then FADC the first hit and go into another block string or a throw to maintain pressure.

Once an opponent has been knocked down, mix-up between pokes and throws to keep them guessing. Use two crouching Light Punches followed by a quick throw until the opponent starts to interrupt the throw. At this point, mix in a Zonk Knuckle to go through the opponent's attempt to interrupt. Any time you anticipate an opponent is going to attack, the Zonk Knuckle is a solid option. It's unsafe if the opponent blocks or you anticipate incorrectly, but if you guess right a couple of times, the opponent will be hesitant to attack when Cody is within Zonk Knuckle range.

From a distance, use Bad Stone to zone the opponent. If they jump over the Bad Stone, use one of Cody's many anti-air attacks to punish them. You can also use a fake Bad Stone to trick an opponent into jumping, or into using an attack that goes through projectiles. Block the attack or use an anti-air if they jump. To make this work, you must use Bad Stone fairly regularly. As soon as you're outside of Cody's pressure range, throw a Bad Stone.

If you have the Final Destruction Ultra Combo available, try to land the HK Ruffian Kick as an anti-air to follow it with the Ultra Combo. In open space, FADC the HK Ruffian Kick before using the Ultra; in the corner you can go right into the Ultra without the FADC. If an opponent is trapped in the corner, Cody's jumping HK is a guaranteed cross-up. Use it primarily after knocking an opponent down as an additional mix-up.

Once Cody is ahead on Vitality, you can back up and use Bad Stone coupled with his exceptional anti-air attacks to stall the match. Time out matches are not uncommon in *Street Fighter*, which makes this a solid tactic, especially against characters who thrive on waiting out the opponent.

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BASIC ATTACKS

Fake Bad Stone* (D+HP+HK)	Pick up Knife* (D+PunchX3)	Knife Throw* (QCF+Punch)	Knife Attack* (Punch)	Bad Spray* (U+Punch)	Stomach Blow* (F+MP)	Crack Kick* (F+HK)	Jaw Crusher* (B+MP)
Hammer Hook* (F+HP)	Close LP	Far LP	Close MP	Far MP	Close HP	Far HP	Close LK
Far LK	Close MK	Far MK	Close HK	Far HK	Crouching LP	Crouching MP	Crouching HP
Crouching LK	Crouching MK	Crouching HK	Jumping LP	Jumping MP	Jumping HP	Jumping LK	Jumping MK
Jumping HK	Neutral Jumping LP	Neutral Jumping MP	Neutral Jumping HP	Neutral Jumping LK	Neutral Jumping MK	Neutral Jumping HK	Focus Attack

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

Color 01	Color 02	Color 03	Color 04	Color 05	Color 06	Color 07	Color 08	Color 09	Color 10	Color 11	Color 12

ALTERNATE OUTFIT 1

Color 01	Color 02	Color 03	Color 04	Color 05	Color 06	Color 07	Color 08	Color 09	Color 10	Color 11	Color 12

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Dan

BIO

Dan is a Hong Kong-born fighter of Japanese decent. He travels the world in an effort to spread his own self-developed fighting style, known as Saikyo.

VITAL STATS

Date of Birth: November 25
Nationality: Chinese
Height: 5'10"
Weight: 163 lb.
Measurements: 44/33/35
Blood Type: O
Martial Arts Style: Saikyo Style
Likes: Taunting
Dislikes: Seaweed, violent rabble-rousers, snobbish preppie types
Hobbies/Skills: Breaking tiles, karaoke

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MOVE LIST

Gado Thrust
or Neutral + Light + Light
Throw; must be close to opponent

Saikyo Haraigoshi
+ Light + Light
Throw; must be close to opponent

Jumping Taunt
Heavy + Heavy
In the air

Ducking Taunt
+ Heavy + Heavy

Gadoken
+
EX version

Koryuken
+
EX version

Dankukyaku
+
Armor Break; EX version

Airborne Dankukyaku
+
EX version; in the air

Hissho Buraiken
+
Super Combo

Legendary Taunt
+ Heavy + Heavy
Super Combo

Shisso Buraiken
+
Ultra Combo I

Haoh Gadoken
+
Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down
Vitality: 1,000
Stun: 900
Preferred Ultra Combo: Haoh Gadoken
Anti-airs: Koryuken
Air-to-airs: LK Dankukyaku, Neutral Jumping MK, Neutral Jumping LK
Normals: cr LK, LK, MK, cr MK
Cross-Up: Jumping MK, Jumping LK
Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr MK > LP[1]	107	175
MP > cr MP[1]	152	225

[1]–|This link only works if the first attack connects as a counter-hit.

NORMAL LINKS

Link	Damage	Stun
MP > cr MK[1]	147	225

[1]–This link only works if the first attack connects as a counter-hit.

COMBOS

NORMAL COMBOS

Combo	Damage	Stun
cr MK > HP Gadoken	135	200
MP > HK Dankukyaku	215	300
HP > HP Koryuken	235	400
cr HK > HK Dankukyaku	250	400

FADC COMBOS

Combo	Damage	Stun
cr MK > HP Gadoken > FADC > MP > HP Koryuken	285	420
HP > HP Koryuken > FADC > Neutral Jumping MP	295	480
HP > HP Gadoken > FADC > MP > HP Koryuken	315	520
HP > HP Gadoken > FADC > MP > HK Dankukyaku	322	520

NOTE Dan does not have any difficult combos or practical FADC combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	HP > HP Koryuken > FADC > Haoh Gadoken	451	400
Ultra Combo II	Haoh Gadoken	368	0
Super Combo	Close HK > Hissho Buraiken[1]	435	200
One Stock	cr HP > EX Koryuken[2]	230	400
Nothing	cr HK > HK Dankukyaku	250	400

[1]–Use cr MK > Hissho Buraiken in place of this combo if you need to start the combo with a low hit.

[2]–The best combo that uses no Super Combo Gauge inflicts more damage than this combo.

SPECIAL MOVES

Gadoken

Dan's Gadoken projectile attack cannot be used like most other projectiles because it doesn't cover the entire length of the screen. The strength of the Punch button determines the distance of the projectile, with the LP version covering the shortest distance. However, even the EX version, which has the longest range, does not extend to a full screen length. The Gadoken is mainly used for FADC combos such as cr MK > HP Gadoken > Legendary Taunt > Ultra I or Ultra II, which only works because of the Gadoken in the middle of the combo. It is possible to hang with other projectile characters in a fireball fight, but you must have proper timing to keep up with normal projectiles. The Gadoken is also good to build Super Combo Gauge from across the screen.

Koryuken

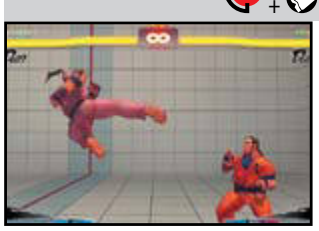
The Koryuken is essentially Dan's only anti-air attack. The strength of the Punch button determines the horizontal and vertical distance, as well as the damage of the attack. The LP version covers the shortest distance and inflicts the least amount of damage. The EX version consists of two hits, but inflicts less damage than the HP version. All variations are invincible at the start of the animation except for the LP version. The EX and HP versions have slightly move invincibility than the MP version, with the EX Koryuken staying invincible almost all the way to the top of Dan's jump. Use the Koryuken as an anti-air attack and to end combos. If you trade during an anti-air attempt, you can combo into the Haoh Gadoken Ultra Combo.

Dankukyaku

The Dankukyaku is Dan's version of a Hurricane Kick, but don't let its appearance fool you; many would consider it to be Dan's best special move. The strength of the Kick button determines the number of hits, damage, stun, and distance of the attack. The LK version is one hit, travels the shortest distance, and inflicts the least amount of damage and stun. The MK version is two hits and the HK version is three hits. The EX version is three hits and inflicts more damage than the MK version, but less damage than the HK variation. It is also the only version of the Dankukyaku that is not safe if the opponent blocks. However, you can 2-in-1 from Dan's normals into the EX Dankukyaku because it executes faster than the other three variations. The LK Dankukyaku is used more often than not and as a poking tool during footsies. Use it from maximum range to give Dan frame advantage if it's blocked, and use both the MK and LK versions to jump over normals as a counter-poke.

Airborne Dankukyaku

in the air



The aerial version of the Dankukyaku is similar to the ground-based version. The strength of the Kick button determines the number of hits, damage, stun, and distance of the attack. Just like the ground version, LK is one hit, MK is two hits, and HK is three hits, with the LK version covering the least amount of distance and inflicting less damage and stun than the other versions. Only the LK version is safe if the opponent blocks, but if you connect with any of them when the opponent is cornered, follow with Haoh Gadoken. You can also use the Airborne Dankukyaku to change the trajectory of Dan's jump to confuse the opponent and avoid projectiles if you mistime an evasive jump.

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SUPER COMBOS

Hissho Buraiken

Dan's Hissho Buraiken Super Combo should only be used to punish an opponent's mistake. It is possible to combo into it, but not all of the hits are reliable. It works relatively well at very close range, otherwise it may backfire even if it connects. There's no difference between the various Punch buttons, but save your Super Combo Gauge for EX special moves and FADC combos instead of using it on the Hissho Buraiken.

Legendary Taunt

Dan has always been the legendary joke character of the *Street Fighter* series, and that trend is unheld in *Super Street Fighter IV* by his Legendary Taunt Super Combo. For the most part, this Super Combo is not useful. However, you can cancel the Super Combo at any point in time, so against an unsuspecting opponent, you can trick them into falling for an Ultra Combo. Start the Legendary Taunt from across the screen, and when the uninformed opponent attempts to attack Dan while they think he's vulnerable, execute either Ultra Combo to cancel the taunt and hit the opponent with a big damage Ultra.

ULTRA COMBOS

Shisso Buraiken

The Shisso Buraiken is not Dan's preferred Ultra Combo, but it's not terrible either. It works well to punish an opponent if they miss an attack, and it goes through projectiles. In fact, it's completely invincible during the beginning of the animation. You can stay at roughly a half-screen away from a projectile character and execute the Shisso Buraiken as soon as a projectile is thrown out to punish your unsuspecting opponent. If you have either three stocks or a full Super Combo Gauge you can combo directly into it with cr HP > HP Gadoken > Legendary Taunt > Shisso Buraiken (499 damage, 300 stun), or cr HP > EX Gadoken > FADC > Shisso Buraiken (539 damage, 300 stun).

Haoh Gadoken

Dan's preferred Ultra Combo is the Haoh Gadoken. You can combo into it after an anti-air trade Koryuken in open space, after a Koryuken FADC in open space, or after an Airborne Dankukyaku connects with an aerial opponent in the corner. It's a projectile attack, but unlike most other projectile Ultra Combos, it does not travel the entire length of the screen. However, it is six hits, which means it beats out all other projectile Ultra Combos. Despite the awkward animation of the attack, Dan does not take any damage by executing the Haoh Gadoken.

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GAUGE MANAGEMENT

Dan's Super Combos are of little importance in serious matches. Save the Super Combo Gauge for FADC combos, because his only damaging combos require an FADC. It's also good to use a HP Koryuken as Dan is getting off the ground, then FADC and back dash if it's blocked. The EX Koryuken has a lot of invincibility frames, making it a very good anti-air attack. You can also use an EX Gadoken followed by an FADC to maintain pressure at close range.

GENERAL STRATEGIES

1. **Play footsies with Dan's recommended normals.**
2. **Beat out the opponent's normals.**
3. **Make the opponent block using the LK Dankukyaku.**
4. **Force a throw/block string 50/50 mix-up after a blocked LK Dankukyaku.**

IN-DEPTH STRATEGIES

Dan was created as a joke character of the *Street Fighter* series, but in *Super Street Fighter IV* he's actually a viable character. He's certainly not the best character in the game, and even skilled players will have to work to pull out wins, but he's also not the worst character in *Super Street Fighter IV*.

Your main objective should be to move into close range and use Dan's normals and the LK Dankukyaku to force the opponent into a guessing game. The LK and MK Dankukyaku can serve as counter-pokes, going over and beating out the opponent's normals. If the LK Dankukyaku is executed at maximum range, it leaves Dan with an advantage if it's blocked. Use this advantage to mix-up between a block string, a throw, or another Dankukyaku.

Dan is essentially a rush down character without good tools to rush down. He has bread and butter *Street Fighter* tactics and nothing more. His combos are limited and he doesn't have very good links. All Dan really has are a few decent normals and the Dankukyaku. However, if you can get an opponent into the corner where they can't back up, Dan can apply better pressure.

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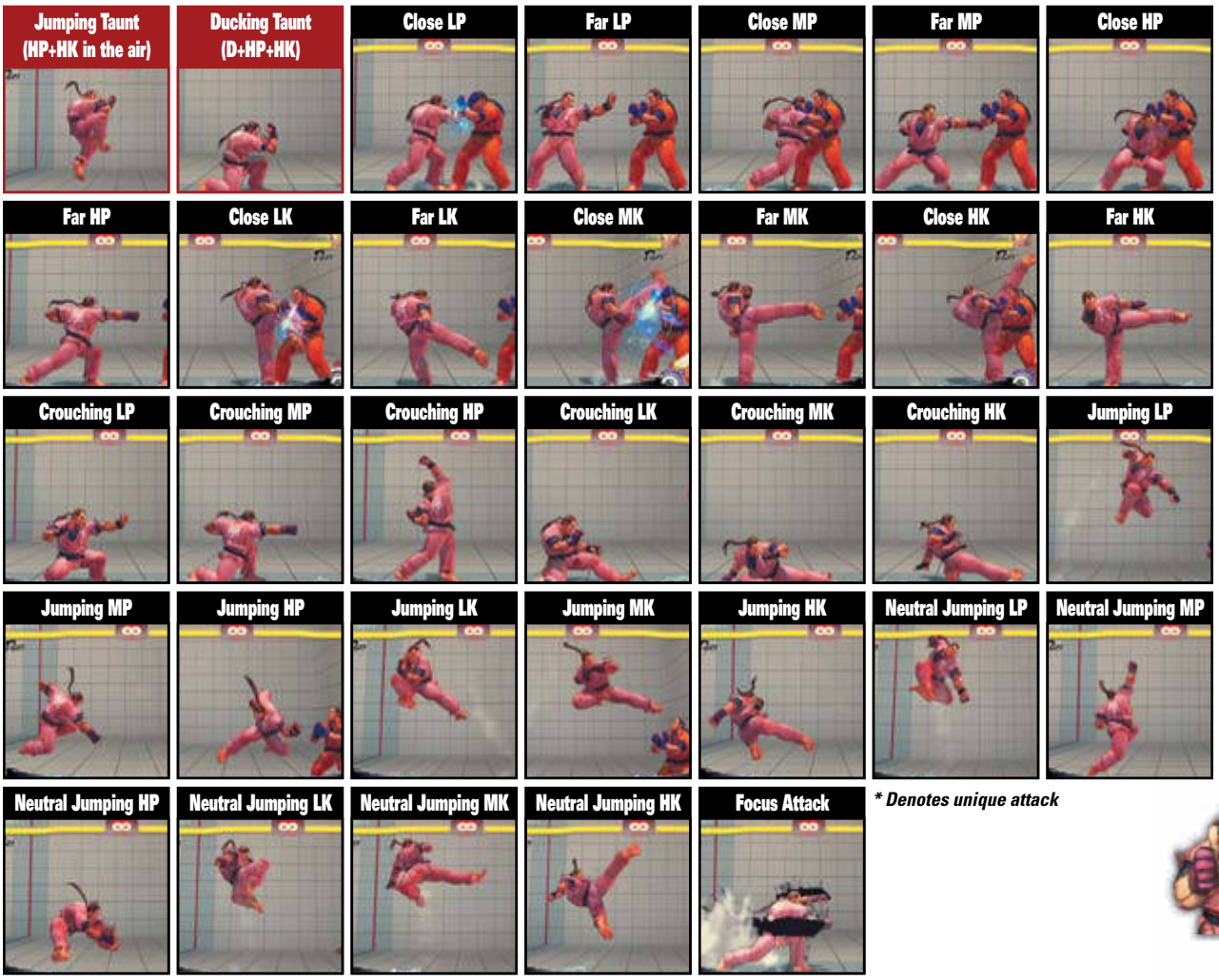
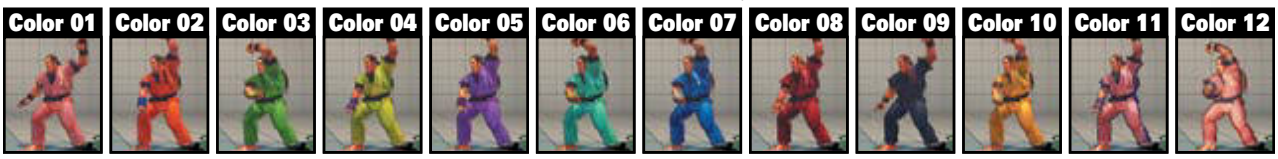
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT



ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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DeeJay

BIO

Though he is the Jamaican kickboxing champion, he moonlights as a musician, releasing popular albums in his spare time. His disposition is extremely cheerful and he is always smiling.

VITAL STATS

Date of Birth: October 31
Nationality: Jamaican
Height: 6'
Weight: 202 lb.
Measurements: 51/35/37
Blood Type: AB
Martial Arts Style: Kick Boxing
Likes: Shouting, Singing, Dancing
Dislikes: Silence
Hobbies/Skills: Bamboo Dance

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MOVE LIST

Swing Over Launch
or Neutral + Light + Light
Throw; must be close to opponent

Flip Throw
+ Light + Light
Throw; must be close to opponent

Knee Shot
+ Light
During angled jump

Air Slasher
CHARGE +
EX version

Double Rolling Sobat
CHARGE +
Armor Break; EX version

Jackknife Maximum
CHARGE +
EX version

Machinegun Upper
CHARGE +
Armor Break; EX version

Sobat Carnival
+
Super Combo

Sobat Festival
+
Ultra Combo I

Climax Beat
+
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Charge, Rush Down, Zoning

Vitality: 1,000

Stun: 1,000

Preferred Ultra Combo: Climax Beat

Anti-airs: EX Jackknife Maximum, cr HK, HP

Air-to-airs: Jumping MP, Neutral Jumping MP, Jumping HK, Neutral Jumping LK

Normals: cr MK, cr HK, HK, Close HP, cr IK

Cross-Up: Jumping MK

Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LP > Close HP	150	250

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LP	40	100
cr LP > cr LK	50	100
cr LP > cr MP	80	130
cr LP > cr MK	90	140
Close LP > cr MK	100	140
Close LK > cr MK	100	140
Close LP > Close MP	100	150
Far LK > cr MK	110	140
cr LP > Close HP	140	250
cr LP > cr LP > cr MP > MK Double Rolling Sobat	158	248

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > Close HP > EX Machinegun Upper > EX Double Rolling Sobat	274	386

NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr LP > cr MK	105	203
cr LP > cr LP > cr MP > HK Double Rolling Sobat	172	262
MK > HK Double Rolling Sobat	190	240
cr LP > cr MP > HP Machinegun Upper[1]	208	344

[1]–Damage and stun value are based on maximum number of Machinegun Upper hits.

CORNER ONLY COMBOS

Combo	Damage	Stun
MK > EX Air Slasher > cr LP > EX Machinegun Upper > Climax Beat	514	384
cr LP > HP > EX Air Slasher > cr LP > cr MP > EX Machinegun Upper > Climax Beat	467	200
EX Air Slasher > cr LP > EX Air Slasher > cr LP > EX Machinegun Upper > EX Jackknife Maximum	341	427

NOTE Dee Jay does not have any practical FADC combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

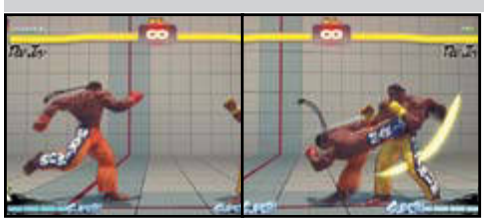
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Sobat Festival	473	0
Ultra Combo II	Climax Beat	501	0
Super Combo	cr HP > Sobat Carnival	440	220
One Stock	cr HP > EX Jackknife Maximum	270	380
Nothing	cr HP > HP Machinegun Upper > cr MP > HK Double Rolling Sobat	290	330

SPECIAL MOVES

Air Slasher

The Air Slasher is Dee Jay's projectile attack. The strength of the Punch button determines the speed of the attack, with the LP version moving the slowest. The EX version consists of two projectiles instead of a single, two-hit attack like most other EX projectiles. Use it to zone the opponent and keep them on the defensive, or force them to jump over the attack and into one of Dee Jay's anti-air attacks.

Double Rolling Sobat



Dee Jay's Double Rolling Sobat is one of his trademark attacks. The strength of the Kick button determines the damage, stun, and horizontal distance of the attack. The LK version inflicts the least amount of damage and stun, travels the shortest distance, and consists of a single hit. All other variations consist of two hits, and the EX version travels the farthest, executes faster than the other versions, and inflicts the most damage and stun. Use the Rolling Sobat as a long-range punishment attack if an opponent uses an unsafe attack from a slight distance. It can also be used after an EX Machinegun Upper to catch the opponent before they hit the ground. From a full screen away from an opponent, use the LK version to cover ground quickly, and to build Dee Jay's Super Combo Gauge.

Jackknife Maximum

The Jackknife Maximum is Dee Jay's anti-air special move. The strength of the Kick button determines the damage, stun, vertical distance, and number of hits. The LK version inflicts the least amount of damage and stun, consists of a single hit, and travels the shortest vertical distance. The MK version consists of two hits, the HK version consists of three hits, and the EX version is six hits. The EX version also has six frames of invincibility at the start of the attack, which makes it extremely useful as an anti-air and as a wake-up attack as Dee Jay is getting up off of the ground. If you do not have any Super Combo Gauge to use the EX version, use HK as the preferred anti-air Jackknife.

Machinegun Upper

With proper timing, the Machinegun Upper can absorb projectile attacks, but its main use is as a combo ender. The strength of the Punch button determines the damage and stun of the attack, with the LP version inflicting the least amount of damage and stun. If you press the Punch button one time, each normal version consists of three hits, and the EX version is five hits. If you rapidly tap Punch, the normal versions become seven hits, and the EX variation becomes eight hits. The EX version also launches opponents into the air, allowing Dee Jay to follow with other attacks, such as the EX Double Rolling Sobat. If an opponent is low on Vitality, the Machinegun Upper inflicts a decent amount of chip damage, which can possibly end a round. It's also safe against most counter-attacks if the opponent blocks.

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SUPER COMBO

Sobat Carnival

Dee Jay's Sobat Carnival Super Combo can be used at the end of most combos, and it is invincible at the beginning of the animation. Use it to end a match, or to go through projectile attacks. Beyond these two situations, Dee Jay's EX special moves should take priority over his Super Combo. They are far too useful to forego them just to use the Super Combo.

ULTRA COMBOS

Sobat Festival

While the Sobat Festival is not the recommended Ultra Combo for Dee Jay, it is still fairly useful. It can punish attacks from a distance due to its long range. It is also invincible at the start of the animation, so you can use it to go through projectile attacks and punish the opposing character.

Climax Beat

The Climax Beat is Dee Jay's preferred Ultra Combo. It is invincible for a short period at the beginning of the animation, which makes it a very good anti-air attack. It has a relatively quick execution, which allows it to punish many unsafe attacks. If an opponent is trapped in the corner, try to combo into the EX Machinegun Upper, then follow with Climax Beat for significant damage. You can also use it if you connect with a crouching HK anti-air attack. Follow the anti-air with the Climax Beat for very good damage.

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GAUGE MANAGEMENT

Dee Jay relies heavily on his EX special moves, so it's unlikely you'll have a full Super Combo Gauge to use for the Sobat Carnival. The EX Jackknife Maximum is one of the best anti-air special moves in *Super Street Fighter IV*, and it works just as well as a wake-up attack if an opponent tries anything while Dee Jay is getting up off of the ground. The EX Machinegun Upper launches opponents into the air, which allows for a Double Rolling Sobat follow-up, or a Climax Beat Ultra Combo if the opponent is cornered. The EX Air Slasher is great to use against Focus Attacks, or against a projectile-heavy opponent if they use an EX projectile attack.

GENERAL STRATEGIES

1. **Zone the opponent with the Air Slasher.**
2. **Determine if the opponent is playing defensively or offensively.**
3. **Continue to zone defensive opponents, or combo offensive opponents into an untechable knockdown.**

IN-DEPTH STRATEGIES

Dee Jay can be played offensively or defensively. The play style you choose should be determined by how the opponent is playing. Under most circumstances, you should fight offensively against an aggressive opponent, and defensively against an opponent who likes to take their time.

Against an aggressive opponent, use Dee Jay's crouching LP to keep them at bay. If it connects, continue to combo with cr LP > cr LP > cr MK, which results in a knockdown that leaves Dee Jay at the perfect distance to use an ambiguous jumping MK cross-up. If the opponent is standing, the jumping MK crosses up, but if the opponent is ducking it hits normally. Mix in Dee Jay's other aerial attacks, or an empty jump to confuse the opponent. If the opponent is blocking, use cr LP > cr LP into a throw, or into a quick forward dash and right back to more crouching Light Punches. Use crouching MK and crouching HP as counter-pokes if your opponent is attempting to close in with normals. Every time you connect with a crouching MK, you have another opportunity to land an ambiguous cross-up into a damaging combo.

Dee Jay becomes very good if the opponent is cornered, because he can keep them there with constant pressure from block strings, throws, and his EX Jackknife anti-air attack. End combos with the Double Rolling Sobat to move opponents closer to the corner so you can begin Dee Jay's corner traps. Once the opponent is cornered, combo into the EX Machinegun Upper and follow it with the Climax Beat Ultra Combo for big damage.

Against a defensive opponent who takes their time and waits for a mistake to be made, zone using Dee Jay's Air Slasher. Always try to maintain a Down-Back charge so you have access to the Air Slasher and Jackknife anti-air. If you're fighting against a projectile-heavy opponent, remember that the Machinegun Upper can absorb projectile attacks with proper timing. Combine this with the Air Slasher and EX Air Slasher and you should be able to hold up against a projectile character until you can move in and begin an offensive strategy.

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BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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Dhalsim

BIO

This mystic yogi practices an esoteric form of yoga. He engages in street fighting to earn money for his poor village.

VITAL STATS

Date of Birth: November 22
Nationality: East Indian
Height: 5'9"
Weight: 106 lb.
Measurements: 42/18/26
Blood Type: O
Martial Arts Style: Esoteric Yoga
Likes: Curry, meditation
Dislikes: Sweets, meat
Hobbies/Skills: Preaching, abandonment of self

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MOVE LIST

Yoga Smash
or Neutral + Light + Light
Throw; must be close to opponent

Yoga Throw
+ Light + Light
Throw; must be close to opponent

Overhead
+ Light
Overhead

Yoga Spear
+
In the air

Yoga Mummy
+ Heavy
In the air

Yoga Tower
+
Yoga Fire
+
EX version; projectile

Yoga Flame
+
Armor Break; EX version; projectile

Yoga Blast
+
EX version; projectile

Yoga Teleport
or + or
Teleport

Aerial Yoga Teleport
or + or
In the air; teleport

Yoga Inferno
+
Super Combo

Yoga Catastrophe
+
Ultra Combo I

Yoga Shangri-La
+
In the air; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Zoning
Vitality: 900
Stun: 900
Preferred Ultra Combo: Yoga Catastrophe
Anti-airs: B+MP, B+HK, HK, LK Yoga Blast, EX Yoga Blast, Yoga Inferno, Yoga Catastrophe
Air-to-airs: Jumping MP
Normals: HP, MP, MK, LK, B+MK
Cross-Up: Jumping B+MK, Jumping B+LK
Overhead: B+LP

LINKS

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr B+MP > cr B+LP	100	150
cr B+MP > cr B+LK	100	150
cr B+HP > cr LK	130	200
cr B+HP > cr B+MK	160	250
cr B+HP > B+MP	170	250
cr B+HP > B+MK	170	250
cr B+HP > cr B+HP	200	300
cr B+HP > Yoga Inferno	450	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr B+HP > cr B+MK > Yoga Inferno	440	250
B+MK > LP Yoga Flame > Yoga Inferno	460	200

NORMAL COMBOS

Combo	Damage	Stun
B+HP > HP Yoga Fire	150	200
Yoga Catastrophe > Yoga Inferno	578	0

FADC COMBOS

Combo	Damage	Stun
B+HP > LP Yoga Fire > EX Focus Cancel > Level Two Focus Attack > Forward Dash > B+HP > LP Yoga Flame	266	365

NOTE Dhalsim does not have any normal links or corner-only combos. However, all of his difficult links can be performed easier with the use of plinking

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Yoga Catastrophe > B+HK	388	160
Ultra Combo II	Yoga Shangri-La	450	0
Super Combo	B+MK > LP Yoga Flame > Yoga Inferno	460	200
One Stock	B+HP > EX Yoga Flame	250	300
Nothing	B+HP > LP Yoga Flame	180	200

SPECIAL MOVES

Yoga Fire

The Yoga Fire is Dhalsim's primary projectile attack. The strength of the Punch button determines the damage, speed, and distance of the attack, with the LP version moving at the slowest speed and inflicting the least amount of damage, but traveling the entire length of the screen. The MP version travels across approximately 75 percent of the screen, and the HP version travels slightly less distance. The EX Yoga Fire moves at the same speed as the MP version, but travels the entire length of the screen and inflicts more damage than the normal variations. You can use the Yoga Fire to zone an opponent, then use an anti-air attack if they jump over the Yoga Fire.

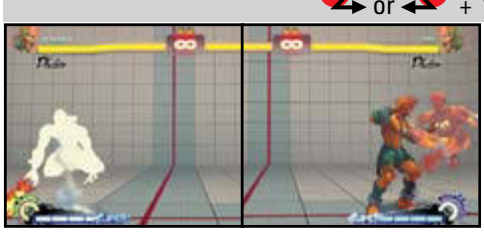
Yoga Flame

Dhalsim's Yoga Flame is essentially a stationary projectile attack. The strength of the Punch button determines the damage and speed of the attack, with the LP version executing faster than the MP and HP versions, but inflicting the least amount of damage. The EX version executes just as fast as the LP version and inflicts more damage than any of the normal variations. The main purpose of the Yoga Flame is to use in combos and to push an opponent away. If an opponent is pressuring you, the Yoga Flame will push them back enough to give you a little bit of breathing room without having to teleport across the screen.

Yoga Blast

The Yoga Blast is Dhalsim's anti-air special move. The strength of the Kick button determines the speed and damage of the attack, with the LK version executing faster than the MK and HK variations, but inflicting the least amount of damage. The EX version executes faster than the normal versions, but inflicts slightly more damage than the LK version and less damage than the MK and HK variations. There isn't much use for the Yoga Blast beyond anti-air applications.

Yoga Teleport



The Yoga Teleport is arguably Dhalsim's best special move. It can get Dhalsim out of sticky situations, while serving as a very good mix-up. The aerial version of the teleport is even more useful because it has a faster recovery after Dhalsim teleports, which allows for faster attacks coming out of the teleport. After an aerial teleport, Dhalsim is still in the air, which means all of his attacks will be aerial attacks until he lands. This allows for an aerial teleport followed by an aerial HP or some other aerial attack that must be blocked by a standing opponent. Mix this up with a throw to keep the opponent guessing.

PRIMA PRO TIP **Use a Tiger Knee input to execute the aerial Yoga Teleport instantly from the ground. Simply input the DP or RDP motion, then press UF before you press the Kick or Punch buttons. When done correctly, the ground and instant air teleports look almost identical, but upon reappearing (usually behind the opponent), Dhalsim can perform aerial attacks that must be blocked high, or quickly land and use a throw or low attack. The faster you input the command, the lower to the ground Dhalsim will be.**

TELEPORT COMMAND CHART

Notation	Teleport
DP+PunchX3	Directly behind opponent
RDP+PunchX3	Half screen back
DP+KickX3	Directly in front of opponent
RDP+KickX3	Full screen back

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SUPER COMBO

Yoga Inferno

The Yoga Inferno is mainly used to end combos, but it also serves as an anti-air attack with proper timing. The strength of the Punch button determines the length of the Super Combo, with the LP version lasting the shortest amount of time. Use the HP version for anti-air purposes because it lasts the longest. Dhalsim does not rely heavily on his EX special moves like some of the other characters, so the Yoga Inferno should be used fairly regularly.

ULTRA COMBOS

Yoga Catastrophe

The Yoga Catastrophe works well in combination with the Yoga Teleport (especially the instant air version). Knock the opponent down with a throw or another attack that leads to an untechable knockdown, then execute the Yoga Catastrophe so it's directly over the opponent as they're getting up. At this point, teleport in front or behind the opponent to force them into a mix-up trying to decide which direction to block. After the teleport, use an aerial attack (instant air teleport followed by jump back HP, or a normal teleport followed by B+LP), to catch an opponent blocking low. If the opponent is hit, the basic attack and the Ultra Combo will both connect for big damage.

Yoga Shangri-La

in the air

Yoga Shangri-La is not Dhalsim's recommended Ultra Combo for a number of reasons. First and foremost, it is a throw, but it's not instant like Zangief's throw Ultra Combo. This means that no matter how you set up the Yoga Shangri-La, as soon as the screen freezes after the Ultra is executed, the opponent can hold Up to avoid it. In addition, you cannot combo into the Yoga Shangri-La or use it for cross-up strategies like you can with the Yoga Catastrophe.

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GAUGE MANAGEMENT

Dhalsim does not rely on EX special moves to defeat opponents, so focus on saving the Super Combo Gauge for the Yoga Inferno Super Combo. EX Yoga Fire is about as useful as the LP version, EX Yoga Flame isn't worth the stock unless the additional damage will be enough to KO an opponent, and while the EX Yoga Blast is a good anti-air, it isn't much better than some of Dhalsim's basic attack anti-airs.

GENERAL STRATEGIES

1. **Create distance between Dhalsim and the opponent.**
2. **Use normals as anti-air attacks and to keep the opponent pinned on the ground.**
3. **If the opponent plays defensively, use the LP Yoga Fire to cause guard damage or force them to move.**

IN-DEPTH STRATEGIES

Dhalsim is the definition of a defensive character. His special moves and basic attacks are designed to keep Dhalsim away from an opponent. Dhalsim is not very effective fighting at close range for an extended time, so move in for combos and quickly move back to a safe distance.

Use the Yoga Fire and Dhalsim's recommended normals to keep the opponent at a distance. Most of Dhalsim's normals have significantly more range than those of other characters, so use this to your advantage. Do not get too predictable with Dhalsim's normals or else a skilled opponent will use a Focus Attack to absorb a normal and stun Dhalsim at the same time.

If an opponent closes in on Dhalsim, use the Yoga Teleport to escape to the other side of the screen. A back dash may also work in this situation, but it requires proper timing to ensure you do not get attacked during the back dash. If you can work in a throw while the opponent is close, you can use the untechable knockdown to set up the mix-up strategy with the Yoga Catastrophe Ultra Combo. On a cornered opponent, use Yoga Catastrophe to open up a wide variety of options. Dhalsim is free to move around and attack after initiating Yoga Catastrophe, which allows him to move toward the opponent and mix-up between a low attack, throw, or jumping attack, similar to his Yoga Teleport mix-up options.

After an instant air Yoga Teleport, if you start a combo, try to end it with Dhalsim's Super Combo for significant damage. You do not need to rely on Dhalsim's EX special moves, so save the Super Combo Gauge for Yoga Inferno opportunities. As with Dhalsim's normals, do not get predictable with the Yoga Teleport. A skilled opponent can knock Dhalsim out of the air if they anticipate a Yoga Teleport is coming.

Dhalsim's DF+Kick sliding attack is perfect to evade most projectile attacks. Against a projectile character, stay at a slight distance so it will not only evade the projectile, but hit the opponent as well. Combine this with MP and crouching MP, which have longer range than the sliding attack. MK is a good mid-range normal to use against taller opponents (T. Hawk, Zangief, etc.), and can be used to punish attacks that would normally be safe to use against characters with less reach than Dhalsim.

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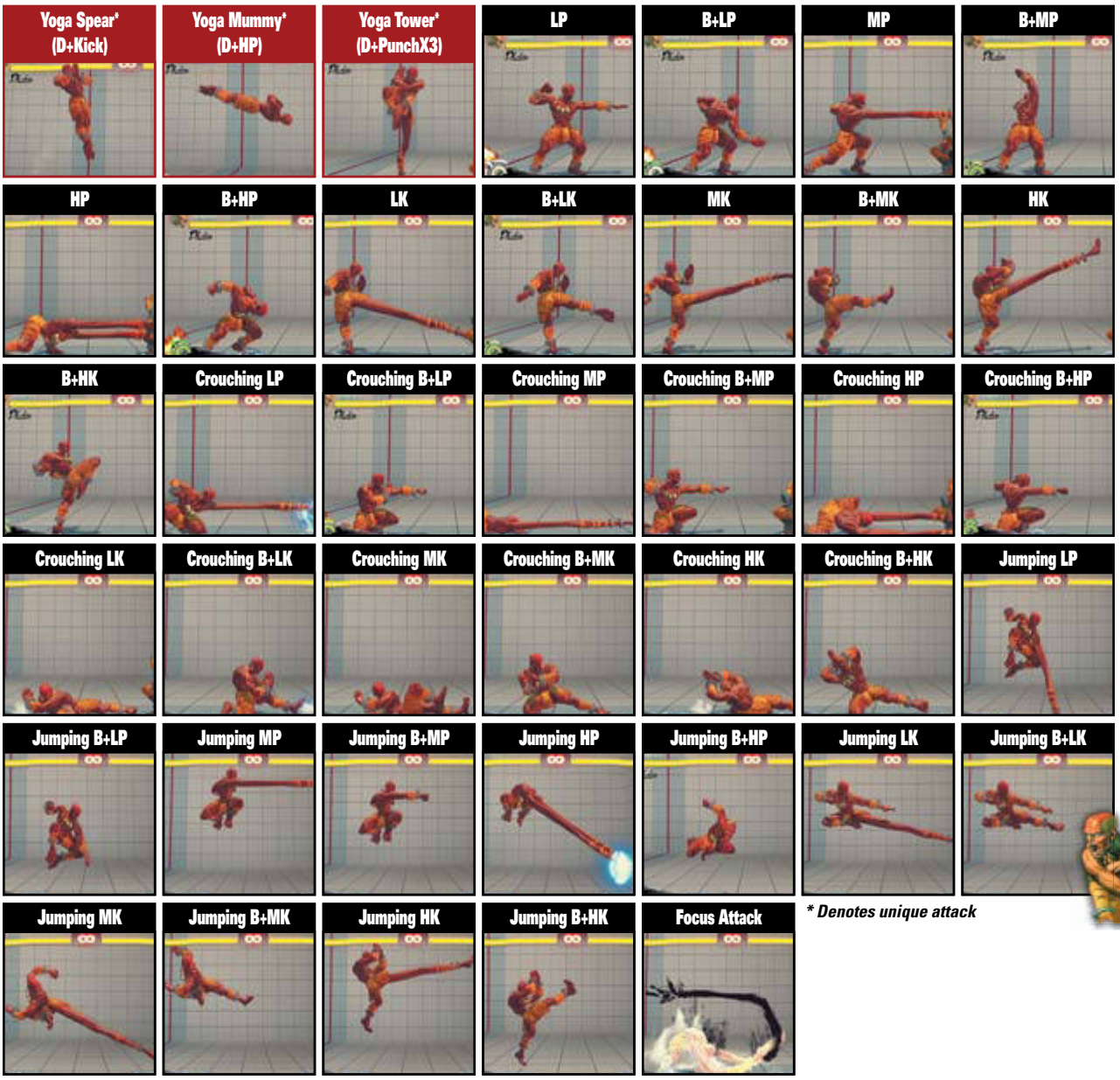
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Dudley

BIO

This English boxer is a refined gentleman. He's always looking for a clean fight, and his regard for the rules can be seen as a weakness in a street fight.

VITAL STATS

Date of Birth: January 27
Nationality: English
Height: 6'
Weight: 15.9 Stones (222 lb.)
Measurements: 63/35/39
Blood Type: B
Martial Arts Style: Boxing
Likes: Black Tea, Roses
Dislikes: Rude Fellows
Hobbies/Skills: Appraising Ceramics

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MOVE LIST

Kidney Crusher
→ or Neutral + Light + Light
Throw; must be close to opponent

Dynamite Throw
← + Light + Light
Throw; must be close to opponent

Slipping Jab
→ + Light

Stomach Blow
→ + Medium

Kidney Blow
→ + Medium

Step Straight
→ + Heavy

Dart Shot
→ + Heavy
Overhead

Target Combo 1
→ + Light > Medium

Target Combo 2
cr Light > Medium

Target Combo 3
→ + Heavy > Medium

Target Combo 4
Light > Medium > Medium

Target Combo 5
Medium or → + Medium > Medium > Heavy

Target Combo 6
cr Light > ↓ + Medium > ↓ + Heavy

Target Combo 7
Medium > Heavy > Heavy

Target Combo 8
Light > Medium > Medium > Heavy

Victory Rose
↓ + Heavy + Heavy

Jet Upper
↘ + ✊
EX version

Machinegun Blow
↑ + ✊
EX version

Cross Counter
↑ + ✊
EX version

Short Swing Blow
↑ + ✊
EX version

Duck
↑ + ✊

Ducking Straight
✊
Armor Break; during Duck

Ducking Upper
✊
During Duck

Thunderbolt
↓ ↑ + ✊
EX version

Rocket Upper
↑ ↑ + ✊
Super Combo

Rolling Thunder
↑ ↑ + ✊✊✊
Ultra Combo I

Corkscrew Cross
↑ ↑ + ✊✊✊
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Rush Down, Technical, Zoning

Vitality: 1,050

Stun: 1,050

Preferred Ultra Combo: Corkscrew Cross

Anti-airs: Jet Upper; Cross Counter; Corkscrew Cross; cr HP

Air-to-airs: Jumping HP, Jumping MP

Normals: HK, HP, MP, LP, cr LP, cr MP, Dart Shot, Kidney Blow, cr HK, cr MK, cr LK, cr HP

Cross-Up: Thunderbolt

Overhead: Dart Shot

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Dart Shot > Far LP	100	150
Dart Shot > cr LP	100	150
Dart Shot > cr LK	110	150
cr MP > HK	140	260
Dart Shot > Far MP	140	200
Dart Shot > Far HK	160	260

NORMAL LINKS

Link	Damage	Stun
cr LK > LP	50	100
cr LK > cr LP	50	100
cr LK > cr LK	60	100
MP > LP	80	150
MP > cr LP	80	150
LP > MP	80	150

NORMAL LINKS

Link	Damage	Stun
LP > cr MP	80	150
cr LP > cr MP	80	150
LP > MK	85	150
MP > cr LK	90	150
LP > HK	100	210
Kidney Blow > LP	120	150
Kidney Blow > cr LP	120	150
Kidney Blow> cr LK	130	150
MP > HK	140	260
Kidney Blow > LK	140	150
LP > HP	150	250
Kidney Blow > cr MP	160	200
Kidney Blow > HK	180	260

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
LP Jet Upper > EX Jet Upper	200	200
Kidney Blow > HK > EX Machinegun Blow > MP Machinegun Blow	298	434
Kidney Blow > cr LP > cr LP > HK > EX Machinegun Blow > LK Ducking Upper	304	492
Kidney Blow > HK > EX Machinegun Blow > LK Ducking Upper	340	520

NORMAL COMBOS

Combo	Damage	Stun
cr HK > MK Dash Upper	220	320
HK > EX Machinegun Blow > MP Machinegun Blow	248	370
Kidney Blow > cr LP > cr LP > cr MP > LK Ducking Upper	250	380
Kidney Blow > cr LK > MK > HP Jet Upper	266	330
cr LK > cr LP > HK > EX Machinegun Blow > MK Ducking Upper	273	453
Kidney Blow > cr LP > cr MP > HP Jet Upper	280	370
Kidney Blow > cr MP > HP Jet Upper	288	360
HK > EX Machinegun Blow > MK Ducking Upper	296	470

FADC COMBOS

Combo	Damage	Stun
MP Jet Upper > FADC > HP Jet Upper	200	220
HK > EX Machinegun Blow > Corkscrew Cross	390	310
MP Jet Upper > FADC > Corkscrew Cross[1]	404	170
Kidney Blow > cr LP > cr LP > HK > MP Jet Upper > FADC > Corkscrew Cross	408	404

[1]–Initial Jet Upper must be anti-air.

CORNER ONLY COMBOS

Combo	Damage	Stun
cr HK > HP Jet Upper	170	170
cr HK > cr HK	200	240
cr HK > cr HK > Corkscrew Cross	390	240
HK > EX Machinegun Blow > Corkscrew Cross[1]	428	310

[1]–The corner version of this combo inflicts more damage than the open area version.

BEST DAMAGE OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	Focus Attack > Corkscrew Cross	451	200
Super Combo	LP Jet Upper > Rocket Upper	470	150
One Stock	Dart Shot > EX Machinegun Blow > LK Ducking Upper	340	520
Nothing	Dart Shot > HK > HP Jet Upper	288	420

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SPECIAL MOVES

Jet Upper

The Jet Upper is Dudley's version of a Shoryuken and his primary anti-air attack. The strength of the Punch button determines the horizontal and vertical range, damage, and stun, with the LP version traveling the shortest vertical and horizontal distance, and inflicting the least amount of damage and stun. The LP and MP versions consist of one hit, while the HP and EX versions are two hits. The EX version also has a limited amount of invincibility at the very start of the animation. The LP and MP versions lead into Dudley's Corkscrew Cross Ultra Combo. Use the LP version, and as soon as Dudley touches the ground execute the Ultra Combo. For the MP version, you must FADC then execute the Ultra.

Machinegun Blow

Many of Dudley's combos will start or end with the Machinegun Blow. The strength of the Punch determines the horizontal distance, damage, and stun of the attack, with the LP version traveling the shortest distance and inflicting the least amount of damage and stun. The EX version is similar to the HP version, with the added ability to launch opponents into the air. If you connect with the EX variation, follow it with Ducking Straight, or Ducking Upper if you're around mid-screen, or if you're in the corner, follow it with the Corkscrew Cross Ultra Combo.

PRIMA PRO TIP **More often than not you will land a Machinegun Blow after a Heavy Kick. To make this 2-in-1 easier, stay just outside of the opponent's range and use HK in an attempt to counter-poke. However, every time you use HK, quickly input the Machinegun Blow notation as if the HK had hit. If the HK misses, the special move will not execute, but if the HK connects, the special move executes. This is referred to as an empty cancel.**

Cross Counter

The Cross Counter is a counter-attack that can be used against an opponent's normals. Dudley lowers his guard in an attempt to taunt the opponent. If Dudley is attacked during the early part of the animation, he absorbs the opponent's attack and automatically performs a counter-attack. It does not work against most special moves such as armor breaking or projectile attacks. The normal versions of the Cross Counter are all the same, but the EX version has a slightly longer counter window and inflicts more damage and stun.

Short Swing Blow

The Short Swing Blow is somewhat similar to Dudley's Cross Counter. Dudley takes a quick step back, then lunges forward with an attack. Use the back step portion of the Short Swing Blow to avoid an opponent's attack. This is best used at close range, or just outside of close range, if you anticipate an opponent is about to attack. It also works well to avoid a wake-up reversal attack after knocking an opponent down. The strength of the Kick button determines the range of the initial back step and the damage of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage. The EX version steps back roughly half the length of the screen, making it relatively easy to avoid almost any attack.

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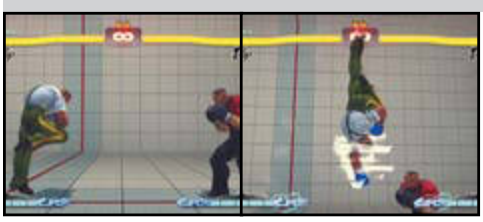
Duck

Duck *Ducking Straight* *Ducking Upper*

Dudley's Duck special move is his primary answer to projectile-based characters. It goes through projectile attacks for almost the entire length of the animation, and you can add one of two attacks to the end of the initial duck. Press any Punch button to execute the Ducking Straight, or any Kick button to perform the Ducking Upper. The Ducking Upper inflicts more damage, but the Ducking Straight is an armor break attack. Stay at roughly mid-range and wait for a projectile attack, then immediately use Ducking to go through the attack, and punish the opponent with either Ducking Straight or Ducking Upper.

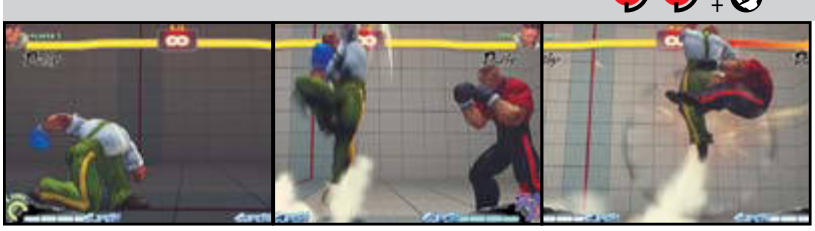
Thunderbolt



Thunderbolt is a special move that Dudley had in *Street Fighter III: Second Impact*, but lost in *Street Fighter III: Third Strike*. It is not an attack that should be used very often, but it can catch an opponent by surprise every now and then. It is the only one of Dudley's special moves that can potentially cross-up an opponent and it's relatively easy to avoid projectile attacks with the Thunderbolt. The strength of the Kick button determines the horizontal range of the attack, with the LK version traveling the shortest distance. While the attack looks like an overhead, it can be blocked by a crouching opponent, so your best bet is to go for a cross-up or use it when an opponent uses a projectile attack and you're too far away to use Duck.

SUPER COMBO

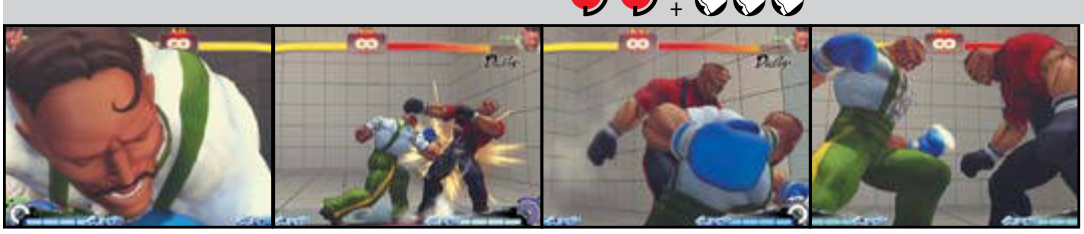
Rocket Upper



Most characters who have very good EX special moves do not have a Super Combo that's overly useful. Dudley is one exception to this rule because he has several good EX special moves, and his Rocket Upper Super Combo is also very good. What gives the Super Combo so much value is the fact that you can combo into it with relative ease. Dudley's Dart Shot overhead (F+HK) can be canceled into the Rocket Upper, making it a significant threat to crouching opponents. You can also use the Ducking Straight, Ducking Upper, or Jet Upper to lead into the Super Combo. It is also invincible during the start of the animation, which means it will go through attacks with proper timing. Most of the time Dudley's Super Combo Gauge goes toward EX special moves, but if you happen to have a full Super Combo Gauge, the Rocket Upper can be deadly.

ULTRA COMBOS

Rolling Thunder



While Rolling Thunder is not Dudley's preferred Ultra Combo, it can be useful. It inflicts more damage than Corkscrew Cross and can go through projectile attacks during the beginning of the animation. Its big drawback is that you cannot combo into the Rolling Thunder like you can with the Corkscrew Cross. This makes it somewhat limited, especially against characters who do not rely on projectile attacks.

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Corkscrew Cross

Dudley's recommended Ultra Combo is the Corkscrew Cross. While it doesn't inflict as much damage as Rolling Thunder, it is very easy to connect with. A quick look at the Combos section will reveal a multitude of ways to combo into Corkscrew Cross, but the easiest way is after a LP Jet Upper. In this situation, there's no need to FADC or waste any of Dudley's Super Combo Gauge, simply hit with the LP Jet Upper, wait for Dudley to land, then perform the Ultra Combo. For more damage, you can FADC the MP Jet Upper, or you can just use it as an anti-air attack. Whatever the case may be, the Corkscrew Cross is easy to land and should be your Ultra Combo of choice.

GAUGE MANAGEMENT

Managing Dudley's Super Combo Gauge is more about personal preference than anything else. His EX Machinegun Blow and EX Short Swing Blow are fairly useful, and the invincibility frames of the EX Jet Upper come in handy as well. It's also good to use the Super Combo Gauge to FADC a MP Jet Upper to connect a more damaging Corkscrew Cross Ultra Combo. However, you can still land the Ultra after a LP Jet Upper without the need to FADC. That said, Dudley's Super Combo is also very good because it can be used after so many easy-to-hit attacks. Dudley's Super Combo Gauge leads to big damage any way you look at it.

GENERAL STRATEGIES

1. **Use Kidney Blow or Victory Rose to get in close.**
2. **Mix-up between Dudley's overhead, low combo starters, and throws.**
3. **Combo into Super or Ultra to end the round.**

IN-DEPTH STRATEGIES

Dudley is a beast from almost every point of view. He has high Vitality and stun, so he can take a good number of hits before being stunned or KO'd. He also has a plethora of tools that work well in his rush down game, or to counter projectile characters. He is arguably the best of the new characters introduced in *Super Street Fighter IV*.

The first order of business is to get in close. Dudley is very dangerous at close range. Use Kidney Blow (F+MK) to safely move toward the opponent. You can also use the Victory Rose to briefly stun the opponent and allow you to move in, but the Kidney Blow is preferred. Against a projectile character, use Dudley's Duck to move through the projectiles, but be aware of the distance between Dudley and the opposing character. If you're too far away, or you use Duck too late, the opponent may be able to attack Dudley at the end of the Duck animation.

Once you get in close, mix-up between Dudley's Dart Shot overhead (F+HK), crouching LK to start combos, and throws to keep your opponent on their toes. The overhead combos into crouching LK, which then links into HK and leads into big damage. If your Revenge Gauge is high enough, try to land a crouching LK to start a combo (either start the combo with it, or after an overhead) and end it with an EX Machinegun Blow into Corkscrew Blow, or MP Jet Upper, followed by an FADC into Corkscrew Blow. If you happen to have a full Super Combo Gauge, try to land the overhead into the Rocket Upper Super Combo. If you have an Ultra Combo and Super Combo available, almost any attack could potentially lead to big damage.

To further mix things up, use HK as a poke at close range, or a counter-poke from just outside the opponent's attack range. If it hits, go right into the Machinegun Blow and possibly into an Ultra if you have enough Super Combo Gauge for an EX Machinegun Blow and enough Revenge Gauge for an Ultra Combo. If it's blocked, 2-in-1 into a LK Duck, but do not follow with a Ducking Straight or Ducking Upper, Instead, use a throw as soon as the Duck animation ends or use a Short Swing Blow if you anticipate the opponent will try to attack. If the Short Swing Blow connects you can cancel into the Rocket Upper Super Combo if you have enough gauge.

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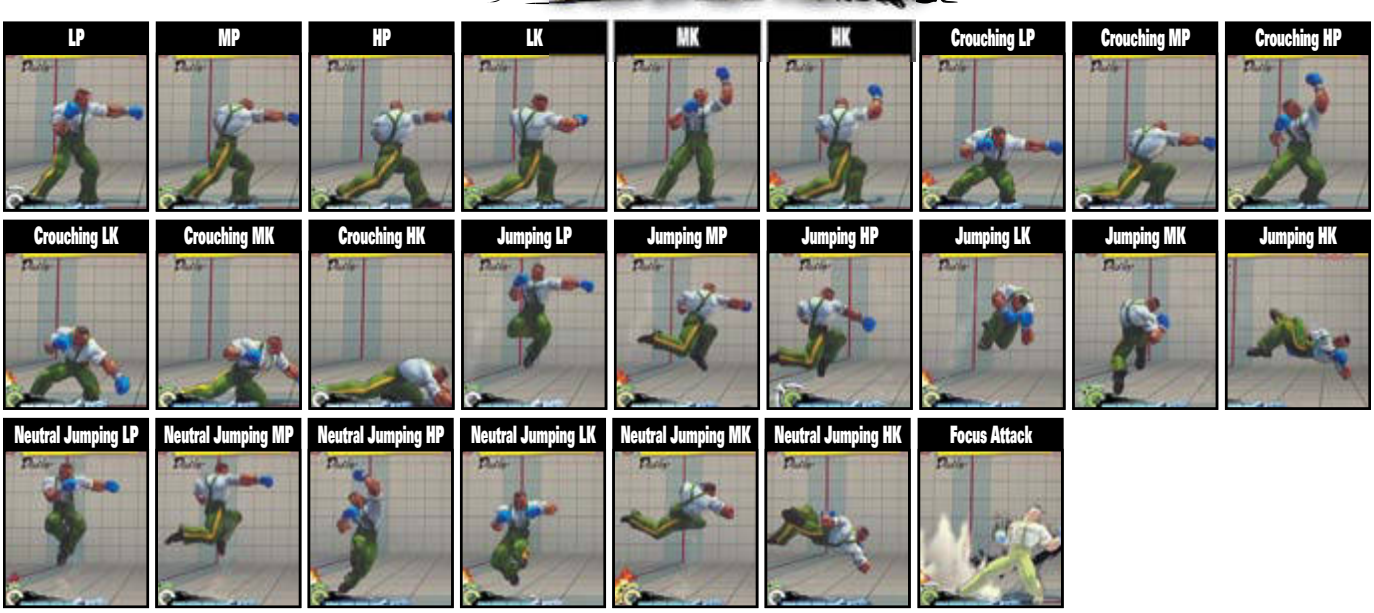
UNIQUE ATTACKS

BASIC ATTACKS



OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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E.Honda

BIO

This maverick of the sumo circuit managed to attain the rank of Ozeki. His friendly personality and flash presence in the ring have earned him great popularity among fans.

VITAL STATS

Date of Birth: November 3
Nationality: Japanese
Height: 6'1"
Weight: 302 lb.
Measurements: 83/71/83
Blood Type: A
Martial Arts Style: Sumo
Likes: Tiramisu, Chanko stew, baths
Dislikes: Indecisiveness
Hobbies/Skills: Cooking stew

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MOVE LIST

Sabaori
or Neutral + Light + Light
Throw; must be close to opponent

Rice Bale Throw
+ Light + Light
Throw; must be close to opponent

Shikofumi
+ Heavy
Overhead

Target Combo
Medium > + Heavy
Must be close to opponent

Hundred Hand Slap
EX version

Sumo Headbutt
CHARGE +
Armor Break; EX version

Sumo Smash
CHARGE +
EX version

Oicho Throw
+
EX version; throw

Super Killer Head Ram
+
Super Combo

Ultimate Killer Head Ram
+
Armor Break; Ultra Combo I

Orochi Breaker
720° +
Ultra Combo II

ESSENTIALS

Character Type(s): Charge, Fundamental, Turtle, Zoning
Vitality: 1,050
Stun: 1,100
Preferred Ultra Combo: Orochi Breaker
Anti-airs: EX Sumo Headbutt, LP Sumo Headbutt, Sumo Smash
Air-to-airs: Neutral Jumping MP, Neutral Jumping HK, Jumping MP
Normals: cr LP, cr MP, Far HP, HK, cr MK
Cross-Up: Jumping MK
Overhead: DF+HK

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close HP > cr LP	160	250
Close MP > HK	180	250

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LP	70	100
LP > cr LP	80	150
Far LK > cr LP	80	100
LP > LP > LP	112	140
Close MP > cr LP	120	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LK > cr LK > cr LP	112	175
cr LP > HP Hundred Hand Slap	180	190
cr LK > cr LK > cr LP > cr LP > HP Hundred Hand Slap	190	238
LP > cr LP > HP Hundred Hand Slap	192	212
cr MK > HP Hundred Hand Slap	220	240
cr MK > EX Hundred Hand Slap > cr LP > HP Hundred Hand Slap[1]	350	378

[1]–If you have available Super Combo Gauge you can replace the HP Hundred Hand Slap with an EX Hundred Hand Slap and continue to repeat cr LP > EX Hundred Hand Slap.

NORMAL COMBOS

Combo	Damage	Stun
cr LK > cr LK > cr LP > HP Sumo Headbutt	204	280
cr LK > cr LP > EX Sumo Smash	214	260
cr MK > HP Sumo Headbutt	240	300

PRIMA PRO TIP
For combos that end with a HP Hundred Hand Slap, if the combo starts very close to the opponent, it is possible to add a HK after the HP Hundred Hand Slap.

NOTE
E. Honda does not have any practical FADC or corner-only combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Ultimate Killer Head Ram	517	200
Super Combo	HP Sumo Headbutt > Super Killer Head Ram	560	200
One Stock	cr MK > EX Hundred Hand Slap > cr LP > HP Hundred Hand Slap	350	378
Nothing	cr MK > HP Sumo Headbutt	240	30

SPECIAL MOVES

Hundred Hand Slap

E. Honda's trademark special move, the Hundred Hand Slap (HHS), is fairly useful in *Super Street Fighter IV*. The strength of the Punch button determines the horizontal distance, damage, and stun value of the attack, with the LP version inflicting the least amount of damage and stun, and moving forward the shortest distance. If you hold Forward or Back during the EX version, Honda moves in the desired direction. The Hundred Hand Slap is primarily used at the end of combos. After any of the normal versions you can add far HK to the end, with moderately strict timing. After the EX version you can link to a crouching LP. The HP and EX versions are usually preferred in combos.

PRIMA PRO TIP **An easy way to execute the Hundred Hand Slap is to use the piano technique. Instead of rapidly pressing a single Punch button, quickly move from one Punch to the next, as if playing a piano. With this technique, you can execute Hundred Hand Slap in five presses. For example, if you want the MP Hundred Hand Slap, start with LP, then quickly move to MP, then HP, then back to LP, with the special move executing as soon as you reach MP again. This can also be used for the EX version by ending the technique with two Punch buttons instead of one.**

Sumo Headbutt

The Sumo Headbutt is used as an anti-air, and to interrupt an opponent's attack if you have good anticipation skills. The strength of the Punch determines the distance and damage of the attack, with the LP version covering the shortest distance, and inflicting the least amount of damage. The HP version travels across the entire screen, and the EX version extends beyond full screen if an opponent jumps back in an attempt to avoid the attack. The LP and EX versions are invincible at the beginning of the animation, which makes them useful for anti-air purposes and going through an opponent's normals at close range. If you connect with a Sumo Headbutt, use an Oicho Throw to build Honda's Super Combo Gauge while the opponent is recovering from the attack.

Sumo Smash

Honda's Sumo Smash is another good anti-air attack. The strength of the Kick button determines the damage and horizontal distance of the attack, with the LK version inflicting the least amount of damage and traveling the shortest distance. The EX version inflicts the same amount of damage as the LK version and travels approximate halfway across the screen, like the MK version. All variations of the attack consist of two hits, one as Honda makes his way into the air, and a second as he comes down on top of the opponent. If the second hit connects, follow with an EX Sumo Headbutt, Super Killer Head Ram, or Ultimate Killer Head Ram[1]. In addition to being used as an anti-air, it can also come in handy as a cross-up with proper spacing. Just be cautious because skilled players will use a Focus Attack to absorb the second hit of the Sumo Smash.

[1]–In the case of the EX Sumo Smash linking into the Ultimate Killer Head Ram, this only works if the first hit misses, or is blocked, and the second hit connects.

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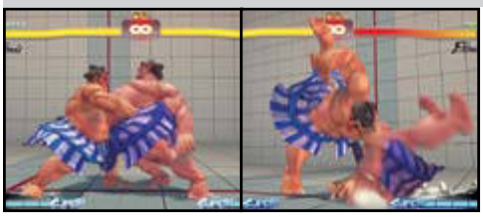
Oicho Throw



While E. Honda's command throw adds to his offensive abilities, it's not quite as important as Zangief or Abel's command throws. The strength of the Punch button determines the range and damage of the throw, with the LP version reaching the farthest, but inflicting the least amount of damage. Both the EX and LP versions of the Oicho Throw have the same range as E. Honda's LP. If it connects, like all other throws, it results in an untechable knockdown. If you start a combo that turns into a block string because the opponent blocked, cut it short and go right into an Oicho Throw to keep the opponent on their toes.

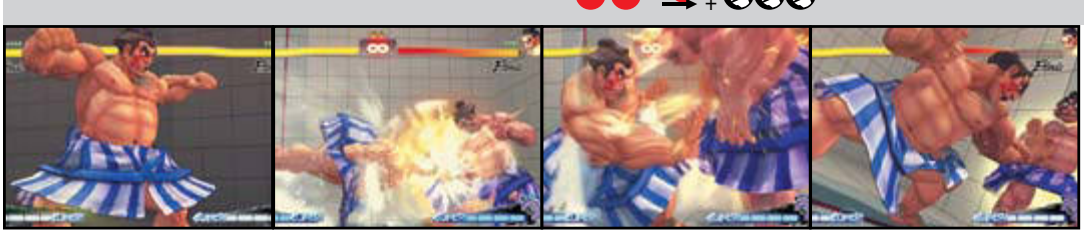
SUPER COMBO

Super Killer Head Ram

E. Honda's Super Combo is more useful than most of the Super Combos in the game. The strength of the Punch button determines the horizontal distance of the attack, with the LP version traveling the shortest distance and the HP version traveling beyond full screen if the opponent jumps back. All variations are invincible at the beginning of the animation, and go through projectile attacks. This makes it especially useful against projectile-heavy characters. If you have a full Super Combo Gauge, wait for a projectile attack, then go right through it.

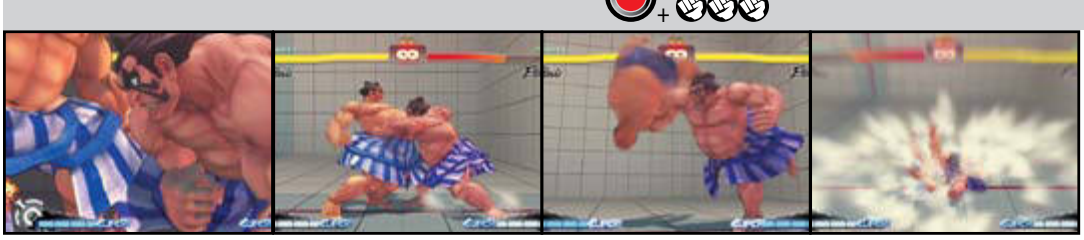
ULTRA COMBOS

Ultimate Killer Head Ram



The Ultimate Killer Head Ram is very similar to the Super Killer Head Ram. It goes through projectile attacks just like E. Honda's Super Combo, and should be used to punish projectile characters who get too aggressive when E. Honda has the Ultimate Killer Head Ram available. It also works well as an anti-air attack if an opponent is daring enough to jump toward E. Honda with an Ultra ready to go. Overall, the Orochi Breaker is more useful, but against projectile characters, the Ultimate Killer Head Ram can come in handy.

Orochi Breaker



E. Honda's recommended Ultra Combo is the Orochi Breaker. Like many of the other Ultra Combo throws in the game, the Orochi Breaker executes instantly. The only way an opponent can avoid it is if they're already in the process of evading it when it is executed. If they attempt to evade after the Ultra pause screen, it will be too late. Use it after an empty jump, LP, crouching LP, a quick forward dash, after a cross-up jumping MK, or after an FADC Hundred Hand Slap. The range of the Ultra Combo is about the same as the range on Honda's crouching LK, so any time you're at that range, the Ultra could potentially hit.

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GAUGE MANAGEMENT

E. Honda's gauge management depends on the play style of the opponent. Against aggressive opponents, use EX Sumo Headbutts to go through their attacks and keep them at bay. However, against less aggressive opponents you may want to save the Super Combo Gauge for the Super Killer Head Ram. This allows Honda to go through projectile attacks and punish a lot of attacks that would normally be safe without the Super Combo available.

GENERAL STRATEGIES

1. **Master the crouching LP > HP Hundred Hand Slap combo.**
2. **Maintain a Down-Back charge as often as possible.**
3. **Use Neutral Jumping HP to evade projectile attacks.**
4. **After a blocked Hundred Hand Slap an EX Sumo Headbutt punishes any counter-attack.**
5. **Use Oicho Throw sparingly as it is unsafe on whiff/miss.**

IN-DEPTH STRATEGIES

E. Honda is one of the more unique characters because his Vitality Gauge determines how he should be played. If you have more Vitality than the opponent, it is very important to stay back and maintain a Down-Back charge so you can execute any of Honda's special moves at a moment's notice. Do not walk forward to get closer to the opponent in an attempt to finish them off. This plays right into the hands of the opponent and you'll have a much higher chance of losing. For some, sitting at the edge of the screen like this may seem like a cheap tactic. If that is your line of thinking, then you will not be able to reach a high level of play with E. Honda, because this is a necessary tactic against skilled players.

If the opponent has more Vitality, close in on them and use the Hundred Hand Slap to maintain pressure. Push the opponent into the corner where you can trap them with multiple Hundred Hand Slaps. During the HHS, charge Down-Back to ensure that you can anti-air if the opponent attempts to jump. Alternately, you can use Honda's normal anti-air attacks.

At close range, use Honda's HP, HK, and EX Sumo Headbutt to land counter-hits as the opponent is attacking with their own normals. Once Honda has at least one stock in the Super Combo Gauge, he becomes significantly better due to the superior anti-air abilities of the EX Sumo Headbutt and the ability to punish attacks that would normally be safe and interrupt the opponent's normals.

Once the opponent is afraid to attack, mix in Oicho Throws with block strings to gain the upper hand. When you have more Vitality than the opponent, run away and maintain your Down-Back charge to keep the opponent out and frustrate them into making a mistake that will allow you to finish the round.

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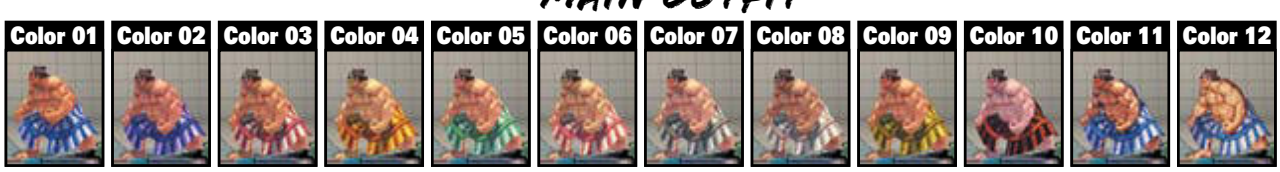
BASIC ATTACKS

OUTFITS

MAIN OUTFIT



ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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El Fuerte

BIO

El Fuerte enjoys two careers that he loves equally: luchadore wrestler and chef. His enthusiasm is palpable and he is very passionate about everything he does.

VITAL STATS

Date of Birth: October 29
Nationality: Mexican
Height: 5'6"
Weight: 154 lb.
Measurements: 47/32/35
Blood Type: B
Martial Arts Style: Lucha libre
Likes: "Nopal (prickly pear)"
Dislikes: Additives
Hobbies/Skills: Can stand on his head for two hours straight

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MOVE LIST

Tepache Bomb
→ or Neutral + Light + Light
Throw; must be close to opponent

Chili Mexicano
← + Light + Light
Throw; must be close to opponent

Sky Sorpressa Drop
Light + Light
Throw; in the air; must be close to opponent

Shower Kick
→ + Medium
Overhead

Wall Jump
↗
In the air; near wall

Tostada Press
Medium
Immediately after Wall Jump

Fajita Buster
Heavy
Throw; immediately after Wall Jump

Target Combo
Far Meduim > Meduim
Throw; immediately after Wall Jump

Habanero Dash
↑ +
EX version

Sudden Stop
Light
After Habanero Dash or Habanero Back Dash

Tostada Press
Medium
After Habanero Dash or Habanero Back Dash; overhead

Fajita Buster
Heavy
After Habanero Dash; throw

Back Step
Light
After Habanero Dash

Gordita Sobat
Meduim
After Habanero Dash

Calamari Slide
Heavy
After Habanero Dash

Habanero Back Dash
↑ +
EX version

Propeller Tortilla
Heavy
After Habanero Back Dash; throw

Picadillo Jump
After Habanero Back Dash

Quesadilla Bomb
Hold Release
Armor Break; EX version

Guacamole Leg Throw
Z +
Throw; EX version

El Fuerte Dynamite
↑ ↑ +
Super Combo

El Fuerte Flying Giga Buster
↑ ↑ +
Ultra Combo I

El Fuerte Ultra Spark
↑ ↑ +
Ultra Combo II

ESSENTIALS

Character Type(s): Grappler, Poking, Rush Down, Technical
Vitality: 900
Stun: 1,000
Preferred Ultra Combo: El Fuerte Flying Giga Buster
Anti-airs: cr HP, Guacamole Leg Throw
Air-to-airs: Jumping LP, Jumping HP, Jumping HK
Normals: cr MK, cr HK, LP, MP, HK
Cross-Up: Jumping HP
Overhead: Shower Kick

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > cr LK	40	100
LP > LK	60	100
cr LK > cr MK	90	150
LK > cr MK	100	150

NORMAL LINKS

Link	Damage	Stun
LP > LP	60	100
F+MK > LK	80	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
HP > LK Quesadilla Bomb[1]	140	250
cr HK > Guacamole Leg Throw	220	250

[1]–The amount of damage and stun varies depending on the charge of the Quesadilla Bomb.

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NORMAL COMBOS

Combo	Damage	Stun
F+MK > LP > LP > LP > LP	105	275
HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP > Calamari Slide[1]	322	560
cr LK > cr LK > cr MK > El Fuerte Dynamite	333	180
F+MK > LK > cr MK > HK El Fuerte Dynamite	371	230

[1]–This is the Run, Stop, Fierce infinite combo that can be repeated over and over again until you wish to end it with the Calamari Slide, the opponent becomes dizzy, or the round ends.

NOTE El Fuerte does not have any practical FADC or corner-only combos.

BEST COMBO OPTIONS

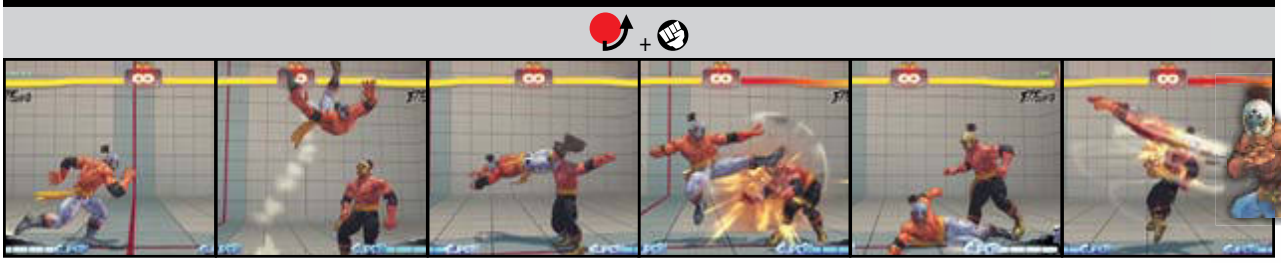
BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	El Fuerte Flying Giga Buster	470	0
Super Combo	HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP El Fuerte Dynamite[1]	509	675
One Stock	cr HK > EX Guacamole Leg Throw	260	350
Nothing	HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > HP > Habanero Dash > Sudden Stop > Calamari Slide[1]	419	715

[1]–This is the Run, Stop, Fierce infinite combo that can be repeated over and over again until you wish to end it, the opponent becomes dizzy, or the round ends.

SPECIAL MOVES

Habanero Dash



Habanero Dash | *Tostada Press (MP)* | *Fajita Buster (HP)* | *Gordita Sobat (MK)* | *Calamari Slide (HK)* | *Propeller Tortilla (HP; during Habanero Back Dash)*

The Habanero Dash is a unique attack in which El Fuerte runs forward (QCF) or back (QCB). It offers a variety of options that can confuse and frustrate the opponent. Press LP to instantly cancel out of the run if you need to block, or LK to stop the run and back dash to trick the opponent into attacking. Press MP to execute the Tostada Press, which evades projectile attacks, can cross-up from the proper distance, can be moved forward or back by holding either direction, and is one of Fuerte's overhead attacks. HP executes the Fajita Buster, which is a jumping throw that can be used offensively, or to evade projectiles, and can also be moved forward or back by holding either direction. MK is the Gordita Sobat, which is identical to Fuerte's normal MK and can be canceled into a Super Combo. HK performs the Calamari Slide, which is a faster version of Fuerte's crouching HK, and results in an untechable knockdown. During the Habanero Back Dash (QCB), most of the Punch button attacks are the same, with the exception of HP, which executes the Propeller Tortilla throw. Press any Kick button to initiate a Wall Jump. The range of Fuerte's jumping attacks (MP and HP) can be altered by holding Forward or Back. The EX Habanero Dash adds Hyper Armor to the attack, which absorbs a single hit.

PRIMA PRO TIP **El Fuerte has a repeatable combo using the Habanero Dash that is known as the "Run, Stop, Fierce." Use a 2-in-1 from HP to the Habanero Dash, then quickly press LP to cancel the Habanero Dash, then press HP again immediately, and repeat. When executed with extremely precise timing, you can combo HP many times. It is very difficult to use consistently.**

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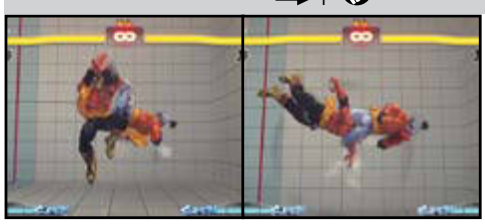
Quesadilla Bomb

Hold Release

The Quesadilla Bomb, or Q-Bomb, is a charge attack somewhat similar to Balrog's Turn Punch. There are three levels based on the length of time the Kick button is held. It does not matter which Kick button is held, but you can hold all three to charge three Q-Bombs at once. The longer the Kick button is held, the more damage is inflicted on the opponent and the higher the stun value. It only takes a few successful Quesadilla Bomb attacks to dizzy the opponent because of the high stun value of the attack. The shortest charge version travels a short distance, the moderate charge version travels a little farther and knocks the opponent down, and the maximum charge version stops just short of full screen and knocks down as well. The EX version (hold and release two Kick buttons) travels the same distance as the maximum charge version, inflicts more damage, and causes more stun than any of the normal versions.

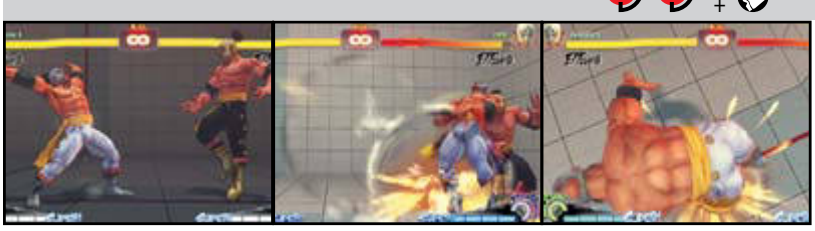
Guacamole Leg Throw



The Guacamole Leg Throw is primarily an anti-air attack. Fuerte's crouching HP is somewhat more consistent to use as an anti-air attack, but the Leg Throw can grab opponents out of the air, or end certain combos as well. It executes relatively fast and beats out most jumping attacks. The strength of the Kick button determines the speed and damage of the attack, with the LK version executing the fastest, but inflicting the least amount of damage. The EX version recovers faster and inflicts more damage than any of the normal versions. All variations of the Leg Throw are invincible for a brief period at the beginning of the animation.

SUPER COMBO

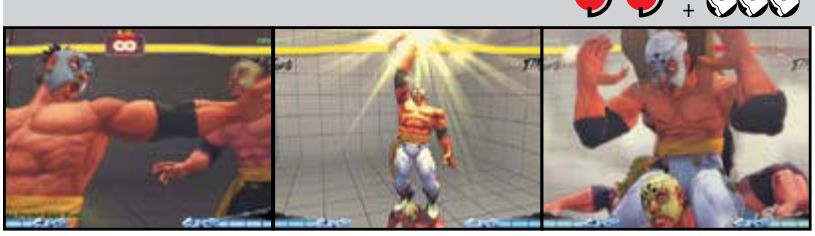
El Fuerte Dynamite



El Fuerte's EX special moves are moderately useful, but they don't hold as much strategic importance as they do for some of the other characters. This allows Fuerte to use the El Fuerte Dynamite Super Combo freely when the Super Combo Gauge is full. The strength of the Kick button determines the distance of the Super Combo, with LK traveling the shortest distance. The Super Combo is not as useful as Fuerte's Ultra Combo I, but it inflicts a moderate amount of damage, is invincible at the beginning of the animation, and has a relatively fast execution speed. It's most effective to end combos to ensure that it connects.

ULTRA COMBOS

El Fuerte Flying Giga Buster



El Fuerte's Ultra Combo is a throw, which makes it unblockable. It is also possible to control the trajectory of the jump by pressing Forward or Back. This opens up quite a few possibilities for the El Fuerte Flying Giga Buster. The Giga Buster is completely invincible at the beginning of the animation. This means it can be used to avoid projectile attacks, making it deadly against projectile characters. It also works very well as an anti-air attack if you have good timing. If the opponent jumps toward or away from you, change the trajectory of the Ultra to compensate and land on their head as they land from the jump. This essentially makes the Ultra Combo unavoidable. Because the entire Ultra Combo animation is fairly long, it's also possible to charge the EX Quesadilla Bomb for use when the Ultra Combo concludes.

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El Fuerte Ultra Spark

El Fuerte's Ultra Spark is quite similar to his Giga Buster Ultra Combo. However, his Giga Buster is slightly better, which is why it's the recommended Ultra. Both Ultra Combos are throws, which means they cannot be blocked. Both work well as anti-air attacks, with the Ultra Spark hitting low. It can be used to counter pokes and throws, or even as a surprise if the opponent techs a throw. It is invincible for the first few frames of animation, and goes under projectile attacks, making it even more useful against projectile characters. Its only downfall is that it's difficult to catch an opponent jumping back, while the Giga Buster can do this easily.

GAUGE MANAGEMENT

El Fuerte is not heavily reliant on EX special moves, but they're still fairly useful. Use the EX Habanero Dash to surprise opponents or run through projectile attacks. You can also run away from an opponent as Fuerte is getting off the ground. The EX Guacamole Leg Throw is invincible at the beginning of the animation, which makes it useful to get out of sticky situations. El Fuerte's Super Combo Gauge is better used for defensive EX special moves to get away from an opponent, or save for the El Fuerte Dynamite Super Combo, which works well if you combo into it.

GENERAL STRATEGIES

1. **Knock the opponent down.**
2. **Use the Habanero Dash mix-up to keep the opponent grounded.**

IN-DEPTH STRATEGIES

El Fuerte is heavily reliant on pressure and rush down strategies. He has a very good mix-up game, which should be your main focus. Score a knockdown, then mix-up the opponent until they're dizzy or the round comes to an end. Use a fully charged Quesadilla Bomb, the Habanero Dash, a wall jump, or even the Tostada Press or Fajita Buster to close in on the opponent. El Fuerte's recommended normals also work to get in close.

Knock the opponent down as soon as possible with a crouching HK, Calamari Slide out of the Habanero Dash, or one of Fuerte's many throws. All of these result in an untechable knockdown. Once the opponent is down, it's time to begin the pressure game. Use the Habanero Dash and Back Dash to continually confuse the opponent. Your goal is to knock them down over and over again by mixing things up between overheads, lows, and throws. You can even use a Quesadilla Bomb here and there if you have it charged.

If the opponent gets dizzy from all of the attacks, or you're able to land a level two or three Focus Attack, use the Run, Stop, Fierce infinite combo. This will maximize your damage output and make the opponent pay dearly for their mistake. You can also wait until you have more Vitality than the opponent and run away using the various evasive options of the Habanero Dash. El Fuerte also has a fast walking speed which makes it difficult for slower characters to catch him.

Alternately, you can focus on the Quesadilla Bomb. The longer it's charged the more damage and stun it inflicts. Until the opponent has been knocked down, allowing you to start Fuerte's pressure game, you should always have a constant charge so the Quesadilla Bomb is always ready to be used. It's generally best to hold LK, allowing you to use the other five attack buttons while still maintaining a charge.

A successful Quesadilla Bomb can link into a Super Combo, but if the Super Combo Gauge is not full, you can follow with El Fuerte's Focus Attack. If your opponent gets off the ground as soon as possible (with a Quick Recover), an unblockable, level three Focus Attack will connect with near perfect timing. An EX Quesadilla Bomb is even stronger than the maximum charge normal version, but it takes quite some time to charge. If you can connect with El Fuerte's Giga Buster Ultra Combo, as soon as it lands, begin charging the EX Quesadilla Bomb. By the time the Ultra Combo concludes, the special move will be charged and ready to use.

El Fuerte also has two overhead attacks. His main overhead is his Shower Kick (F+MK), which executes quickly and can be used as yet another mix-up after stopping the Habanero Dash and during Fuerte's pressure game. Far HK is a two-hit normal with the second hit serving as an overhead. It's not quite as useful as the Shower Kick, but it can keep your opponent on their toes.

On the defensive end, El Fuerte's Wall Jump is unlike most other moves of a similar nature. As soon as he jumps off the wall his speed increases, allowing him to punish a wide variety of attacks. Because El Fuerte does not have a projectile attack, many opponents assume he can't defend himself against a barrage of projectiles. However, from across the screen, El Fuerte can use the Wall Jump to quickly reach the opponent and attack them as soon as a projectile attack is executed. The best follow-up to this is his jumping HP, which leads into multiple combos.

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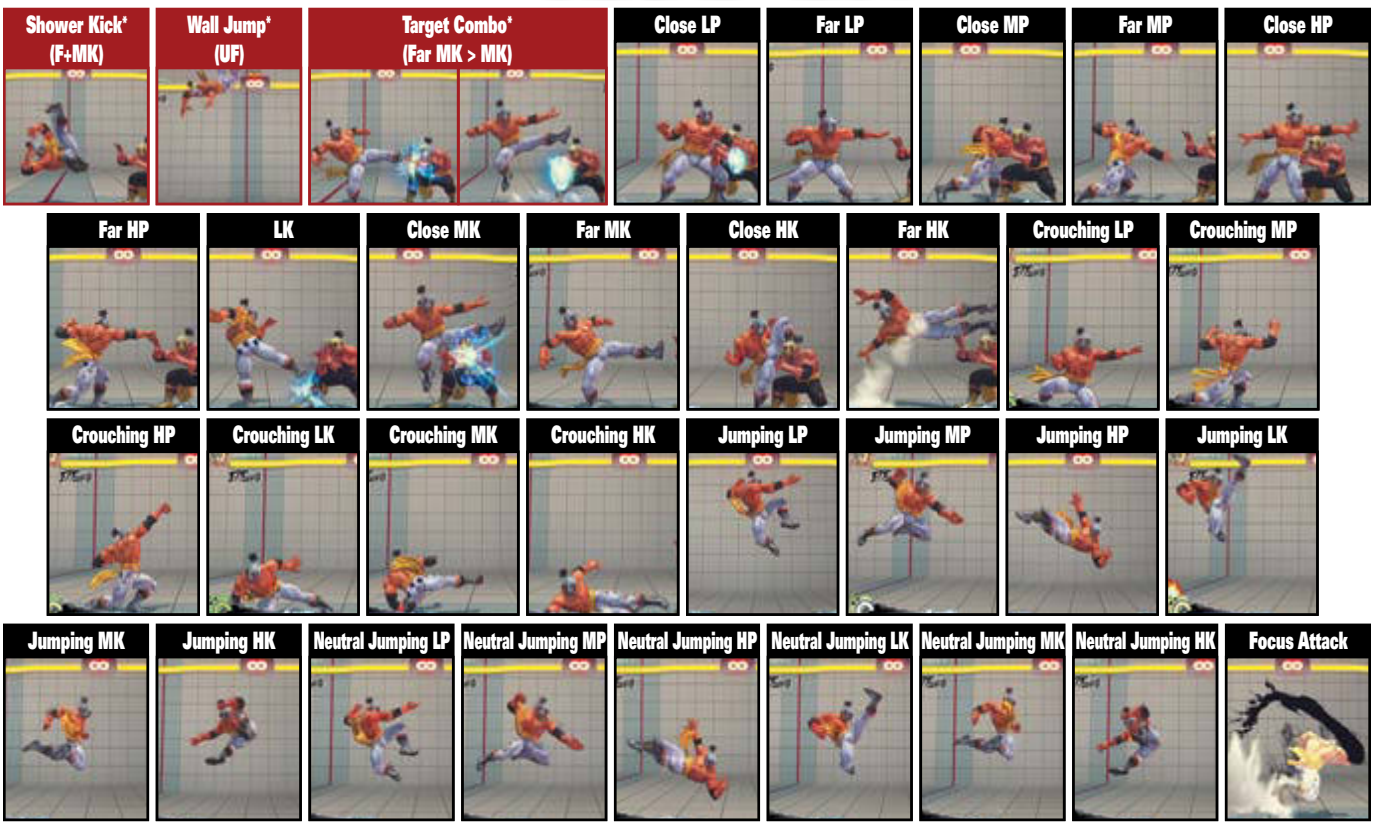
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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FeiLong

BIO

This Hong Kong native is a skilled practitioner of kung fu. He began studying the art at the age of 6 and now uses his skills to thrill audiences as an action movie star.

VITAL STATS

Date of Birth: April 23
Nationality: Chinese
Height: 5'8"
Weight: 132 lb.
Measurements: 43/30/31
Blood Type: O
Martial Arts Style: Kung fu
Likes: Kung fu, being a smart alec
Dislikes: Apathy, indifference, detachment
Hobbies/Skills: Does all his own stunts

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MOVE LIST

Shushugai
or Neutral + Light + Light
Throw; must be close to opponent

Tenshou Tousaikyaku
+ Light + Light
Throw; must be close to opponent

Chokkarakusho
+ Medium
Overhead

Engekishu
+ Heavy

Rekkaken
+
EX version; can be performed up to three times in sequence

Shienkyaku
+
EX version

Rekkukyaku
+
Armor Break; EX version

Tenshin
+
EX version; throw

Rekkashinken
+
Super Combo

Rekkashingeki
+
Ultra Combo I

Gekirinken
+
Ultra Combo II

ESSENTIALS

Character Type(s): Poking, Technical
Vitality: 1,000
Stun: 1,050
Preferred Ultra Combo: Rekkashingeki
Anti-airs: Shienkyaku, HK, Close HP
Air-to-airs: Jumping HK, Jumping HP, Jumping MP, Jumping LK
Normals: cr MP, cr MK, HP, cr HP, HK, cr LP, cr LK
Cross-Up: Jumping LK, Jumping MK
Overhead: Chokkarakusho

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LK > cr LP	50	100
Close LK > cr LK	50	100
Close LP > Close LK	60	100
Close LK > Close LP	60	100
Close LK > Far LP	60	100
Close LP > Far LK	70	100
Far LK > Far LK	70	100
Close LP > cr MP	95	150
Far LP > cr MP	95	150
Close LP > Close MP	100	150
Close LP > Close MK	105	150
cr MP > Far LK	105	150
Close LP > Far MP	110	150
Close LP > cr MK	110	150
Far LP > cr MK	110	150
Far LK > Far MP	110	150

DIFFICULT LINKS

Link	Damage	Stun
Close LP > Close HP	130	250
cr MP > cr MP	130	200
Close MP > Far MK	140	200
cr MP > Far MP	145	200
cr MP > cr MK	145	200
Close MP > cr HK	170	250
Close MP > Far HP	190	300

NORMAL LINKS

Link	Damage	Stun
cr MP > cr LP	85	150
Close MP > cr LP	90	150
Close MP > Far LK	110	150
Close MP > cr MP	135	200
Close MP > Far MP	150	200
Close MP > cr MK	150	200

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
LP > HP > MK Shienkyaku	242	410
HK Rekkukyaku > HP > HP Rekkaken[1]	366	455
cr MP > cr MP > HP Rekkashinken	426	200
HK Rekkukyaku > HP > HK Shienkyaku > LP Rekkashinken[2]	474	430

[1]–Use all three hits of the Rekkaken.

[2]–Cancel into the Super Combo on the first hit of the Shienkyaku.

NORMAL COMBOS

Combo	Damage	Stun
HP > LK Rekkukyaku	170	300
cr LK > LP > cr LP > HP Rekkaken[1]	174	230
EX Tenshin > HP > MK Shienkyaku	240	400
HP > HP Rekkaken[1]	250	325
HP > HK Shienkyaku	260	400

[1]–Use all three hits of the Rekkaken.

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FADC COMBOS

Combo	Damage	Stun
HP > MK Shienkyaku > FADC > EX Shienkyaku	320	480
HP > MK Shienkyaku > FADC > Rekkashingeki[1]	440	400
HK Rekkukyaku > HP > MK Shienkyaku > FADC > HK Rekkukyaku	450	615

[1]–To get three hits out of the Ultra Combo, the timing is very strict. It is easier to connect two hits, but the damage and stun values are for the three-hit version.

NOTE **Fei Long does not have any practical corner-only combos.**

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Rekkashingeki	495	0
Super Combo	HK Rekkukyaku > cr MP > HP Rekkashinken	501	250
One Stock	HP > EX Shienkyaku	300	400
Nothing	HP > HK Shienkyaku	260	400

SPECIAL MOVES

Rekkaken

Fei Long's Rekkaken is a mid-range poke that can also be used to negate projectile attacks. The strength of the Punch button determines the damage, speed, and horizontal distance of the attack, with the LP version inflicting the least amount of damage and covering the shortest distance, but executing faster than the MP and HP versions. Each Rekkaken can be performed up to three consecutive times, and you can change the Punch button with each hit. For example, if you poke with the LP Rekkaken and it hits, you can use HP for the next two attacks to increase the damage. All variations of the Rekkaken are unsafe if the opponent blocks, but the LP Rekkaken is difficult to punish if performed from maximum range. The EX version has the same horizontal distance as the MP Rekkaken, but executes as fast as the LP version. It also negates a single-hit projectile attack so long as Fei Long's fist is fully extended. The timing is tricky, but it can save Fei Long from projectile pressure as you close in on an opponent. For the most part you will use the LP Rekkaken to poke from mid-range, the EX Rekkaken to negate projectiles, and the HP Rekkaken to end combos.

Shienkyaku

The Shienkyaku is Fei Long's version of a Shoryuken. The strength of the Kick button determines the vertical and horizontal distance, and damage of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage. The EX version inflicts the most damage and has the longest range. All versions of the Shienkyaku have a short period of invincibility at the start of the animation, but the EX version has slightly more invincibility. Fei Long cannot be thrown out of the Shienkyaku, so if you anticipate the opponent is about to throw, use the Shienkyaku to counter it. Do this only if you have enough Super Combo Gauge to FADC out of the Shienkyaku should the opponent block it. The Shienkyaku should primarily be used as an anti-air attack, to FADC into the Rekkashingeki Ultra Combo, or to end combos.

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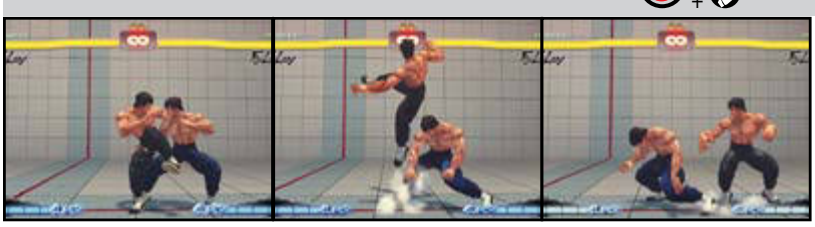
Rekkukyaku

Fei Long's Rekkukyaku, or Chicken Wing, is a long-reaching kick attack. The strength of the Kick button determines the horizontal distance and damage of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage. The EX travels almost full screen, which is slightly farther than the HK version, and goes through projectiles at the start of the attack. All normal versions of the Rekkukyaku can go through projectile attacks as well, but with relatively strict timing. The EX version is the only safe variation of the Rekkukyaku if the opponent blocks. You can follow with a combo if the Rekkukyaku connects, and the first hit of all variations has armor breaking properties. However, because it hits fairly high, it misses some characters. Use the Rekkukyaku primarily to travel through projectile attacks and to start combos.

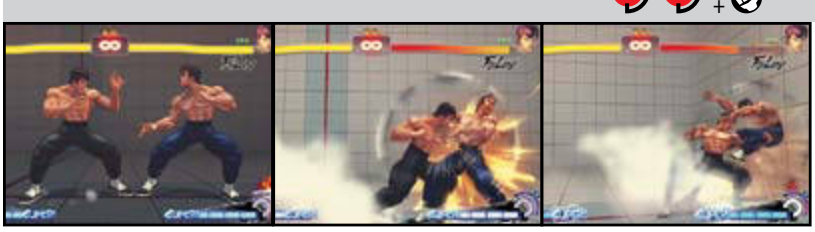
Tenshin



The Tenshin is Fei Long's command throw. If you can connect with it, follow with HP or any of Fei Long's other combo starters to begin a combo. Unfortunately, the execution speed of Tenshin is fairly slow. You can tick throw into it with a blocked LP, 2-in-1 into Tenshin. This is generally the best way to land a Tenshin, but do not get predictable with it or the opponent will punish you for being repetitive. The EX version has more range and executes faster than the normal variations, but still lacks in execution speed compared to other command throws.

SUPER COMBO

Rekkashinken



Fei Long's Rekkashinken is basically a Super Combo version of the Rekkaken. The strength of the Punch button determines the horizontal distance of the Rekkashinken, with the LP version traveling the shortest distance. Use it to end combos with big damage or to combo after an FADC Shienkyaku. If it connects, it pushes the opponent toward the corner, potentially setting up corner traps. The Rekkashinken also has invincibility frames at the beginning of the animation, which allows it to go through many attacks.

ULTRA COMBOS

Rekkashingeki

While the Rekkashingeki is Fei Long's recommended Ultra Combo, this is only because the Gekirinken Ultra Combo is so limited. The only way Fei Long can combo into the Rekkashingeki is after a Focus Attack stun. It doesn't work well against falling opponents after an FADC because it inflicts minimal damage in this situation. Use it to punish missed attacks when an opponent is vulnerable to a counterattack, otherwise stick to his Super Combo until you can connect with a Focus Attack.

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Gekirinken

The Rekkashingeki Ultra Combo isn't nearly as good as some of the other Ultra Combos in the game, but the Gekirinken is even worse. As a counter Ultra, an opponent must attack Fei Long during, or immediately after the Gekirinken is activated. It works well as an anti-air attack as long as the opponent doesn't use an empty jump, but it doesn't work against throws or armor breaking attacks, which severely limits it.

GAUGE MANAGEMENT

Fei Long's gauge management will depend on your style of play and the opposing character. He has very good EX special moves, but his Super Combo is also very handy. The EX Rekkukyaku goes through projectile attacks and leads into a combo, EX Shienkyaku is one of Fei Long's best anti-air attacks, the EX Rekkaken can absorb a projectile, and EX Tenshin is the best version of Fei Long's command throw. Alternately, it's not very difficult for Fei Long to combo into the Rekkashinken Super Combo, so if you have a full Super Combo Gauge, save it for a big damage combo.

GENERAL STRATEGIES

1. **Use crouching MP and LK Rekkaken to play footsies.**
2. **Get in close and mix-up between crouching LK and the Chokkarakusho overhead.**
3. **Cross-up with jumping LK or jumping MK, then land Fei Long's bread-and-butter combos.**

IN-DEPTH STRATEGIES

Fei Long relies on normals to work his way inside where he can start combos and inflict damage. Without a projectile or long-reaching normals, it can be difficult to fight against some of the characters who have superior footsies, but it can be done.

Stay at mid-range where Fei Long can poke with cr HP, cr MP, the Chokkarakusho (F+MK) overhead, and the LP Rekkaken. Fei Long's fast walking speed allows him to move in and out of the opponent's poking range quickly and easily. Use this to make the opponent miss an attack, then punish them with one of Fei Long's pokes.

Against projectile-heavy characters, Fei Long has multiple options. Use the EX Rekkukyaku to punish most projectiles from mid-range, or simply pass through them from a full screen away and close in on the opponent. If it connects, start a combo for big damage. If you have the Rekkashingeki Ultra Combo or Rekkashinken Super Combo available, end combos with the Shienkyaku, then FADC and follow with the Ultra or Super for more damage.

Fei Long's Focus Attack and Chokkarakusho overhead are also very fast and should be used frequently, without getting predictable. Practice the timing to get a level two Focus Attack as quickly as possible to catch an opponent off guard. If you land it, follow with the Rekkashingeki for big damage. Use this from mid-range in conjunction with Fei Long's other pokes, but do not over use it or become predictable.

The Shienkyaku is a solid anti-air attack and is also good to evade throws if you have enough Super Combo Gauge to FADC should the opponent block. This is especially effective if the opponent is using block strings to land a tick throw. Once you interrupt with a Shienkyaku, they will think twice about a tick throw and you can start your own tick throw setups with the Tenshin. Use LP to 2-in-1 into the Tenshin. If the LP is blocked, it is very difficult to evade the Tenshin unless the opponent is expecting it. Fei Long's LP hits crouching opponents, so this works well at close range. Follow the Tenshin with a combo and potentially a Super or Ultra for big damage.

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BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Gen

BIO

This professional assassin is in his 70s. Once his assassination art had been perfected, he made a name for himself in the underworld.

VITAL STATS

Date of Birth: March 10
Nationality: Chinese
Height: 5'5"
Weight: 134 lb.
Measurements: 42/30/31
Blood Type: O
Martial Arts Style: Chinese Kempo (Mantis and Crane)
Likes: Meat buns, composing Chinese poetry
Dislikes: Crowds
Hobbies/Skills: Traditional Chinese medicine

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MOVE LIST

MANTIS STYLE

Shuraku
or Neutral + Light + Light
Throw; must be close to opponent

Hozen
+ Light + Light
Throw; must be close to opponent

Change Style
Changes to Crane

Hyakurenko
Armor Break; EX version

Gekiro
+
EX version

Zan'ei
+
Armor Break; Super Combo

Zetsuei
+
Armor Break; Ultra Combo I

Shitenketsu
+
Armor Break; Ultra Combo II

CRANE STYLE

Shuraku
or Neutral + Light + Light
Throw; must be close to opponent

Hozen
+ Light + Light
Throw; must be close to opponent

Change Style
Changes to Mantis

Overhead
Medium
Overhead

Shakudan
Heavy Light
In the air

Jyasen
CHARGE +
EX version

Oga
CHARGE +
EX version

Sudden Stop
During Oga

Close Kick
or Neutral
Armor Break; during Oga

Far Kick
or
Armor Break; during Oga

Ceiling Jump
or
During Oga

Falling Kick
or Neutral
Armor Break; after Ceiling Jump

Close Range Kick Right
or
Armor Break; after Ceiling Jump

Close Range Kick Left
or
Armor Break; after Ceiling Jump

Jyakoha
+
Super Combo; air throw

Ryukoha
+
Ultra Combo I; air throw

Teiga
+
Armor Break; in the air; Ultra Combo II

PRIMA PRO TIP

The difference between Gen's two styles extends beyond special moves, Super Combos and Ultra Combos. Every basic attack is different, and Gen's movement speed changes between styles. Using only a single style is like using only half of the character. Learn to quickly and easily change between styles for maximum effectiveness.

ESSENTIALS

Character Type(s): Poking, Technical, Zoning
Vitality: 900
Stun: 900
Preferred Ultra Combos: Zetsuei, Ryukoha
Anti-airs (Mantis): cr HP, Zetsuei, EX Gekiro, HP, MP Zan'ei, MP
Anti-airs (Crane): cr HK
Air-to-airs (Mantis): Jumping MP, Jumping HP, Jumping HK
Air-to-airs (Crane): Jumping HP, Shakudan

Normals (Mantis): MP, MK, cr MK, cr MP, cr HP
Normals (Crane): None
Cross-Up (Mantis): Jumping MK
Cross-Up (Crane): Jumping MK
Overhead (Mantis): None
Overhead (Crane): MP

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LINKS

MANTIS STYLE

DIFFICULT LINKS

Link	Damage	Stun
MP > cr LK	85	150
cr LK > MP	85	150
MP > LK	95	150
MP > MP	110	200
cr LP > HP	130	250
LP > HP	135	250
MP > HP	165	300

NORMAL LINKS

Link	Damage	Stun
cr LP > LP	45	100
LP > LP	50	100
cr LP > cr LK	50	100
cr LK > cr LP	50	100
LP > cr LK	55	100
MP > cr LP	75	150
cr LP > MP	75	150
LP > MP	80	150
MP > MK	115	200

CRANE STYLE

DIFFICULT LINKS

Link	Damage	Stun
LP > cr LP	70	100
MP > LP	85	150
MP > cr LK	85	150
MP > cr LP	95	150
MP > cr MP	125	200

NORMAL LINKS

Link	Damage	Stun
LP > cr LK	60	100

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
MP > Crane > cr LK > Mantis > cr HK	153	230
MP > Crane > cr LK > Mantis > cr HP	165	310
MP > HP > HP Hyakurenko	177	264
cr LK > MP > MK > HP Hyakurenko	181	286
cr LK > cr LK > MP > LK Gekiro	196	256
LP > HP > HK Gekiro	211	249
cr LK > LP > HP > HK Gekiro	211	265
cr LK > MP > MK > LK Gekiro	225	306
MP > HP > HK Gekiro	241	299
Crane > Shakudan > Mantis > MP > Crane > cr MP > LP Jyasen[1,2]	291	460
MP > Crane > cr LK > Level One Focus Attack > Forward Dash > Ryukoha	326	220
Crane > cr LK > Mantis > Zetsuei[3]	354	50
HP > Zan'ei > HK Gekiro	486	199
Crane > Oga > Mantis > Zan'ei > HK Gekiro	516	249
HP > Zan'ei > Zetsuei	660	100
Crane > Oga > Mantis > Zan'ei > Zetsuei	680	150
HP > Zan'ei > Shitenketsu	681	100

[1]–You cannot add a normal jumping attack to the start of this combo.

[2]–The Shakudan must hit an opponent that is on the ground instead of in the air.

[3]–Must be close to the opponent.

NORMAL COMBOS

Combo	Damage	Stun
Crane > cr MP > HP Jyasen	220	260
HP > HK Gekiro	221	229
Crane > Oga > Mantis > HK Gekiro	251	279
Crane > Shakudan > cr MP > HP Jyasen[1,2]	311	442
Crane > Air-to-air Shakudan > Jyakoha[1]	406	250
Crane > Oga > Ryukoha	419	150
Crane > Oga > Mantis > Zetsuei	424	150
Crane > Air-to-air Shakudan > Ryukoha[1]	429	250
Crane > Oga > Teiga	443	150

[1]–You cannot add a normal jumping attack to the start of this combo.

[2]–The Shakudan must hit an opponent that is on the ground instead of in the air.

FADC COMBOS

Combo	Damage	Stun
MP > MK > HP Hyakurenko > FADC > MP > MK > HP Hyakurenko	261	418
MP > HP > HP Hyakurenko > FADC > MP > HP > HP Hyakurenko	264	402

CORNER ONLY COMBOS

Combo	Damage	Stun
Crane > LP > cr LK > Mantis > Zetsuei	350	100
MP > Crane > cr LK > Mantis > Zetsuei	375	150

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Zetsuei	440	200
Super Combo	HP > Zan'ei > HK Gekiro	486	199
One Stock	MP > MK > EX Hyakurenko > MK > HP Hyakurenko	249	382
Nothing	MP > HP > HK Gekiro	260	400

NOTE **All combos are for Mantis stance unless otherwise noted.**

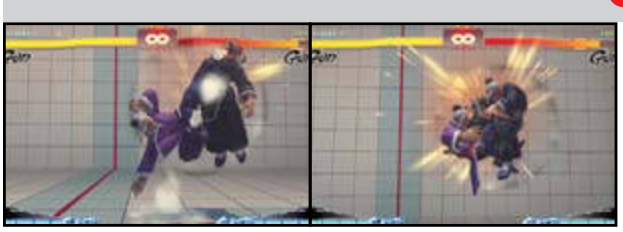
SPECIAL MOVES

Hyakurenko

The Hyakurenko has no real uses outside of combos and chip damage. It's a multi-hit attack that has Armor Breaking properties and works well against Focus Attacks and some attacks with Hyper Armor attributes. The LP version inflicts the least amount of damage and stun and has the shortest duration. The MP, HP, and EX versions inflict the same amount of damage and stun, which is more than the LP version, and last until you stop pressing Punch. Combo into the HP and EX versions, but you should always use the EX version if you have Super Combo Gauge, because you can continue a combo after connecting it, whereas the HP version will end a combo. The EX version also executes slightly faster than the normal versions.

PRIMA PRO TIP **An easy way to execute the Hyakurenko is to use the piano technique. Instead of rapidly pressing a single Punch button, quickly move from one Punch to the next, as if playing a piano. With this technique, you can execute Hyakurenko in five presses. For example, if you want the MP Hyakurenko, start with LP, then quickly move to MP, then HP, then back to LP, with the special move executing as soon as you reach MP again. This can also be used for the EX version by ending the technique with two Punch buttons instead of one.**

Gekiro



The Gekiro is Gen's version of a Shoryuken and is used as an anti-air and in combos. The strength of the Kick button determines the distance, damage, and stun of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage and stun. The EX version inflicts the same damage and stun as the HK variation, but is the best one to use as an anti-air attack because it is invincible at the beginning of the animation. The LK version is best to use in combos because it's lower to the ground. The normal versions all require strict timing to execute, but the EX version can be done by rapidly pressing Kick.

Jyasen

Gen's Jyasen is a rolling attack that ends in a palm strike to the opponent's chest. The strength of the Punch button determines the distance Gen travels, number of hits, and damage and stun of the attack, with the LP version traveling the shortest distance, consisting of three hits, and inflicting the least amount of damage and stun. The MP version is four hits, and the HP and EX versions are five hits. The EX version is also invincible to projectiles and travels the entire length of the screen, like the HP version. Use it to combo after the Shakudan or to go through projectiles. All variations inflict good chip damage if the opponent has low Vitality.

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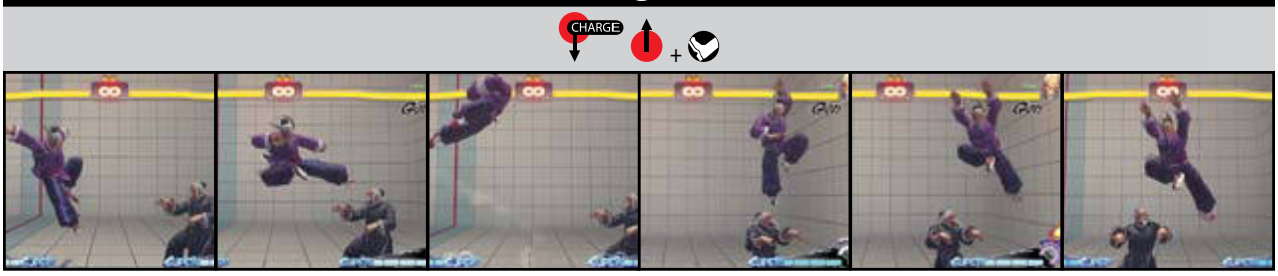
Oga



Close Kick | *Far Kick* | *Ceiling Jump* | *Falling Kick* | *Close Range Kick Right* | *Close Range Kick Left*

Gen's Oga is basically a stance that branches off into a variety of attacks. The strength of the Kick button determines the distance of the attack, with the LK version traveling the shortest distance, and the HK and EX versions traveling the length of the screen. The EX version is invincible to throws and projectile attacks. All variations of the Oga are good for going over projectiles. You can also fake out an opponent by using the Sudden Stop, or cross-up the opponent with the Ceiling Jump > Falling Kick. Many of the attacks in the Oga technique have Armor Break attributes as well, which makes them useful against Focus Attacks and special moves with Hyper Armor.

SUPER COMBO

Zan'ei

When the Mantis stance Super Combo is available, Gen becomes a force to be reckoned with. The LP version covers the least distance and executes slower than the other variations. It travels approximately one-third of the way across the screen, but is invincible to physical attacks, throws, and projectiles. The MP version executes faster than the LP version and travels farther, and is invincible for longer than the LP and HP variations. It works best to go through projectile attacks from mid-range, or as an anti-air attack. The HP version travels the entire length of the screen, but has the shortest amount of invincibility. It's good for punishing opponents from across the screen. You can cancel the Hyakurenko into the Zan'ei, which can lead to significant damage.

Jyakoha

Gen's Crane stance Super Combo is best used after a Shakudan. You must determine which version to use based on the position of Gen and the opponent after the Shakudan connects. The strength of the Kick determines the speed, and horizontal and vertical distance of the attack. The LK version travels the slowest, and covers the least amount of horizontal and vertical distance. All variations work well as anti-air attacks.

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ULTRA COMBOS

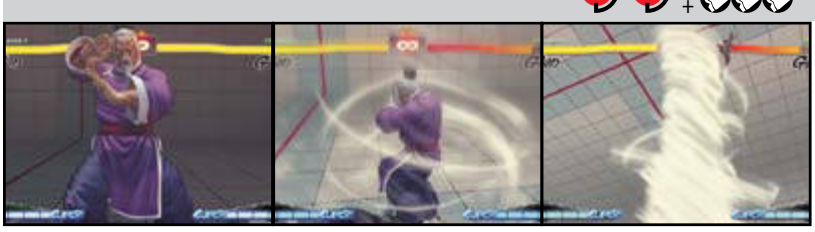
Zetsuei

Gen's Mantis Ultra Combo is the recommended Ultra of choice. It has armor breaking attributes, which allows it to ignore Hyper Armor and go through Focus Attacks. It is best used after the Zan'ei Mantis stance Super Combo, which you can connect after Crane stance crouching LK in the corner. You can also use it to punish projectile attack or as an anti-air attack.

Shitenketsu

The Shitenketsu is Gen's Mantis stance Ultra Combo II, and one of the most unusual Ultra Combos in the game. If it connects, Gen inflicts a very small amount of real damage, and a fair amount of temporary damage. Just like a Focus Attack absorbing a hit, as long as the opponent does not get hit for a brief period after the Shitenketsu connects, they regenerate all of the temporary damage. This means that even if you are able to connect with the Ultra Combo, unless you hit the opponent again relatively quickly, they regain all of the lost Vitality. It's best used after the Zan'ei Super Combo, but due to the difficulty involved in connecting an additional attack, the Zetseui and Ryukoha are preferred.

Ryukoha



Gen's Crane style Ultra Combo is best used as an anti-air attack, or after the Zan'ei Super Combo, or an air-to-air Shakudan. It's essentially an extended version of the Jyakoha Super Combo, meaning that it's an air throw that can only hit aerial opponents. A skilled opponent should not be jumping toward Gen when this Ultra Combo is available, because it beats out a vast majority of the game's aerial attacks. However, there are a few that can beat it out with proper timing. You can also use the Ryukoha to end certain combos, such as Crane > Oga > Ryukoha.

Teiga

in the air

Gen's Ultra Combo II in Crane stance can only be executed while in the air. This somewhat limits how useful it can be, but it will connect after an Oga if you jump quickly. Gen's original Ultra Combo set is the recommended choice for Gen players, but if you are fighting an opponent who likes to abuse projectile attacks, you can jump over a projectile and connect with the Teiga if you're fast enough.

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GAUGE MANAGEMENT

Gen has good EX special moves, but when he has a full Super Combo Gauge he becomes a threat. The EX Gekiro works well as an anti-air attack, but Gen also has anti-air normals that can replace it. The EX Jyasen goes through projectiles, but you can use a Focus Attack to absorb them in many cases. The EX Hyakurenko allows you to extend Gen's combos, which can help if you need extra damage. However, if you're close to a full Super Combo Gauge, save for the Zan'ei Super Combo (Mantis), because you can cancel every hit of the Hyakurenko into the Zan'ei. This means you have plenty of time to determine whether or not the Hyakurenko connected before canceling into the Super Combo. It also gives you a way to connect the Super Combo with relative ease.

GENERAL STRATEGIES

1. **Move within range of Gen's normals.**
2. **Cancel normals into Hyakurenko to build Gen's Super Combo Gauge.**
3. **Play footsies with Gen's low normals to lead into damaging combos.**

IN-DEPTH STRATEGIES

Gen has a steep learning curve and is one of the hardest characters to learn. It will require a great deal of patience to win with Gen because he relies heavily on his normals and playing footsies to win. He is also the only character in the game with two very different fighting stances, and while you will be in Mantis more often than not, you must learn to change stances on the fly as you attack and defend.

From a distance, Gen can't do much to harm the opponent. You must close in to mid-range so you can connect with Gen's recommended normals. If the opponent jumps toward you, use Gen's anti-air normals instead of the Gekiro. If you have the EX Gekiro ready to use, it works well as an anti-air, but it's better to save Gen's Super Combo Gauge to inflict big damage with the Zan'ei Super Combo. If you get in close, use crouching LK to lead into Gen's more damaging combos.

You must be very cautious while playing as Gen because he has relatively low Vitality and stun. This means he takes hits hard and is moderately easy to stun. Use Gen's back dash to get away from aggressive opponents. It's quick and covers a decent amount of distance, but if you use it too much, an opponent can predict a back dash and punish Gen for abusing it.

When Gen is gets knocked to the ground, use the Oga to escape most of the opponent's offensive options. It evades a good number of attacks, and many of the attacks from Oga have armor break properties that ignore Focus Attacks and any special moves that have Hyper Armor attributes. Use the EX Oga if you have enough Super Combo Gauge because it executes faster than the normal versions, but remember that Gen's Super Combo is very good, so keep an eye on the Super Combo Gauge.

If you're having a hard time against projectile characters, use the EX Jyasen to go through them and punish the opposing character. Use this a few times to keep the opponent from abusing projectile attacks, then continue to save Gen's Super Combo Gauge for the Zen'ei. However, if you connect with an air-to-air Shakudan, use an EX Jyasen as soon as Gen lands to inflict extra damage.

In Crane style, Gen doesn't have quite as many options, but it can still be moderately effective. Use the Jyakoha Super Combo, or Ryukoha Ultra Combo as anti-air attacks. Both will cleanly beat out most other aerial attacks while inflicting a significant amount of damage. When Gen has a full Super Combo Gauge or enough Revenge Gauge to use his Ultra Combo, it severely limits an opponent's ability to use aerial attacks or even jump at Gen, depending on how close his is to the opponent.

The Shakudan also leads directly into the Jyakoha or Ryukoha if it connects with an aerial opponent. If you do not have enough Super Combo Gauge or Revenge Gauge to use either attack, quickly change styles and follow the attack with the Jyasen or EX Jyasen as previously mentioned.

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BASIC ATTACKS

CRANE UNIQUE ATTACKS

Shakudan (HK > HK)

CRANE BASIC ATTACKS

LP

MP

HP

LK

MK

HK

Crouching LP

Crouching MP

Crouching HP

Crouching LK

Crouching MK

Crouching HK

Jumping LP

Jumping MP

Jumping HP

Jumping LK

Jumping MK

Jumping HK

Neutral Jumping LP

Neutral Jumping MP

Neutral Jumping HP

Neutral Jumping LK

Neutral Jumping MK

Neutral Jumping HK

Focus Attack

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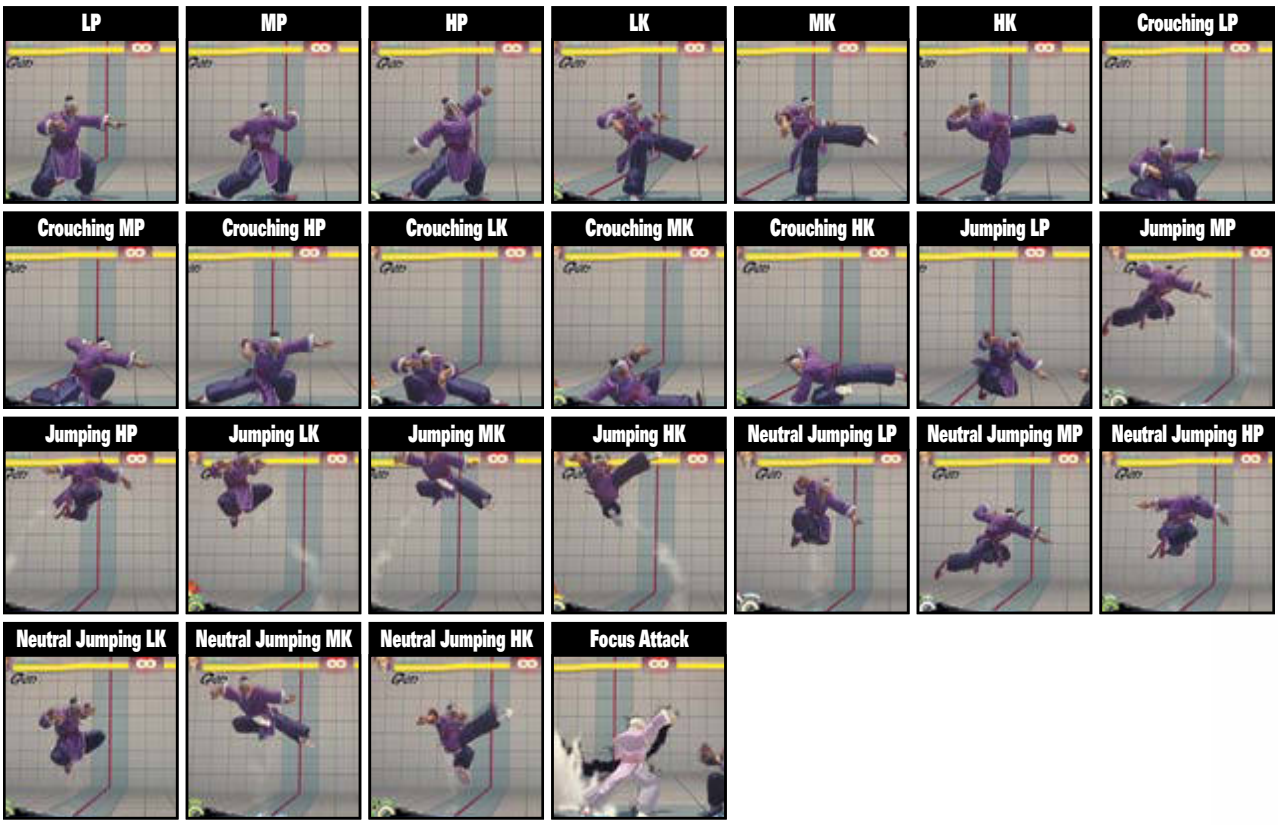
MANTIS BASIC ATTACKS



OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Gouken

BIO

Gouken is Ryu and Ken's master and elder brother of the dreaded Akuma. He practices a branch of Ansatsuken that differs slightly from the one he taught to his students Ryu and Ken.

VITAL STATS

Date of Birth: Unknown
Nationality: Japanese
Height: 6'1"
Weight: 198 lb.
Measurements: 49/37/35
Blood Type: Unknown
Martial Arts Style: Based on Ansatsuken
Likes: Dumplings
Dislikes: Mosquitoes
Hobbies/Skills: Fishing

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MOVE LIST

Raikotokyaku
→ or Neutral + Light + Light
Throw; must be close to opponent

Amaoroshi
← + Light + Light
Throw; must be close to opponent

Sakotsukudaki
→ + Medium
Overhead

Tenmakujinkyaku
↓ + Medium
In the air; executed at apex of forward jump

Gohadoken
↻ +
Hold Punch to charge; EX version; projectile

Senkugoshoha
Z +
Armor Break; EX version

Tatsumaki Gorasen
↑ +
EX version

Aerial Tatsumaki Gorasen
↑ +
In the air; EX version

Hyakkishu
Z +
EX version

Hyakki Gozan
Z +
EX version

Hyakki Goheki
During Hyakishu

Hyakki Gojin
During Hyakishu

Hyakki Gosai
Light + Light
Throw; during Hyakishu

Kongoshin
Z + or
Armor Break; EX version

Forbidden Shoryuken
↑ ↑ +
Armor Break; Super Combo

Shin Shoryuken
↑ ↑ +
Armor Break; Ultra Combo I

Denjin Hadoken
↑ ↑ +
Hold KickX3 to charge; projectile; Ultra Combo II

ESSENTIALS

Character Type(s): Grappler, Poking, Projectile, Technical, Zoning
Vitality: 1,000
Stun: 1,000
Preferred Ultra Combo: Denjin Hadoken
Anti-airs: Shin Shoryuken; HK Tatsumaki Gorasen (HK or EX), cr HP, Kongoshin (Punch or EX), Gohadoken (MP or HP), MP Senkugoshoha
Air-to-airs: Jumping HK, Jumping HP, Jumping MP, Airborne Tatsumaki Senpukyaku (HK or EX), Hyakki Goheki
Normals: LP, cr LP, cr MP, HP, Far HK, cr HK
Cross-Up: Jumping MK, Hyakki Gojin
Overhead: Sakotsukudaki, Tenmakujinkyaku

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close MP > cr LP	95	150
Close HP > cr LP	120	250
Close MP > cr MK	145	200

NORMAL LINKS

Link	Damage	Stun
cr LP > Far LK		

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
LP Gohadoken > cr MP	125	150
HP > EX Senkugoshoha > Forward Dash > HK Tatsumaki Gorasen[1]	398	510

[1]–This combo does not work on smaller characters (Cammy, El Fuerte, etc.)

NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr LP > Far LK	84	175
Amaoroshi > HK Tatsumaki Gorasen	185	200
Close HP > EX Senkugoshoha > HP Senkugoshoha	362	510

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FADC COMBOS

Combo	Damage	Stun
HP > EX Senkugoshoha > FADC > Denjin Hadoken[1]	513	770
HP > EX Senkugoshoha > FADC > Shin Shoryuken	604	350

[1]–You can briefly charge the Denjin Hadoken and still connect this combo.

CORNER ONLY COMBOS

Combo	Damage	Stun
HP > LP Gohadoken > cr MP	211	330
cr HP > MP Gohadoken > EX Focus Cancel > Level Two Focus Attack > Forward Dash > cr HP > MP Gohadoken > EX Focus Cancel > Level Two	467	200
HP > LP Gohadoken > cr LK > HK Tatsumaki Gorasen	317	430
Focus Attack > Forward Dash > Amaoroshi > Denjin Hadoken	329	595
HP > EX Senkugoshoha > HP Gohadoken > EX Gohadoken > LP Gohadoken	411	532
HP > EX Senkugoshoha > HP Gohadoken > EX Gohadoken > Denjin Hadoken	506	702
HP > EX Senkugoshoha > Denjin Hadoken[1]	513	770
HP > EX Senkugoshoha > HP Gohadoken > EX Gohadoken > Shin Shoryuken	626	502

[1]–You can briefly charge the Denjin Hadoken and still connect this combo.

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Shin Shoryuken	503	0
Super Combo	HP > MP Senkugoshoha > Super	438	400
One Stock	HP > EX Senkugoshoha > Forward Dash > HK Tatsumaki Gorasen[1]	398	510
Nothing	Close HP > MP Senkugoshoha	230	400

[1]–This combo does not work on smaller characters (Cammy, El Fuerte, etc.)

SPECIAL MOVES

Gohadoken

LP MP HP

The Gohadoken is Gouken's projectile attack. The strength of the Punch button determines the angle of the attack. The LP version travels horizontally like most other projectiles. The MP version travels upward at a 45 degree angle, and the HP version travels upward at a slightly steeper angle. The EX version shoots two projectiles, one horizontally and another upward at an angle between the MP and HP angles. If you hold down the Punch button (or two Punch buttons for the EX version), Gouken charges the projectile. At maximum charge, the normal versions become two hits and the EX version becomes four hits (two for each projectile). The MP and HP variations can be used for anti-air purposes. If you connect with either as an anti-air attack, follow with a MP or HP Senkugoshoha (DP+Punch), which can then be followed by a Forbidden Shoryuken Super Combo if you have a full Super Combo Gauge.

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Senkugoshoha

Gouken's version of a Shoryuken is what separates him from the other Shotokan characters (Ryu, Ken, Akuma). Instead of a normal upward attack, Gouken lunges forward with a palm thrust. The strength of the Punch button determines the horizontal distance and damage of the attack, with the LP version traveling the shortest distance and inflicting the least amount of damage. The EX version inflicts the most damage, travels the same distance as the HP version and consists of two hits, with the second one knocking the opponent into the air. If the second hit connects, follow it with either Ultra Combo (you must FADC if not in the corner), a MP or HP Senkugoshoha, or dash forward and use a HK Tatsumaki Gorasen (with very precise timing). All variations of the Senkugoshoha have a short period of invincibility, but unlike other attacks with invincibility, it is not at the very beginning of the animation. Gouken can be hit during the first few frames of the attack, then the invincibility period begins. This makes it a perfect attack to go through projectiles.

Tatsumaki Gorasen

The Tatsumaki Gorasen is Gouken's version of a Hurricane Kick. The strength of the Kick button determines the horizontal and vertical distance, number of hits, damage, and stun of the attack. The LK version travels the shortest distance, inflicts the least amount of damage and stun, and hits three times. The MK version hits four times, and the HK version hits five times. The EX Tatsumaki Gorasen has the same vertical and horizontal distance as the HK version, but hits eight times and inflicts more damage. It is also invincible during the beginning of the animation. Unlike other Hurricane Kicks, Gouken's Tatsumaki Gorasen travels up, which limits its use to combos. If you miss the attack, Gouken is left extremely vulnerable to a counter-attack. Use it after an EX Senkugoshoha or the Amaoroshi back throw.

Airborne Tatsumaki Senpukyaku

in the air

The aerial variation of the Tatsumaki Gorasen is fairly similar to other aerial Hurricane Kicks. The strength of the Kick button determines the damage of the attack, with the LK version inflicting the least amount of damage. All variations move Gouken in a straight line forward or back depending on the initial trajectory of the jump, with the HK and EX versions traveling a little farther than the others. For all of the normal versions, Gouken falls slightly forward or back toward the end of the attack, but he falls straight down after the EX version. Use the Tatsumaki Senpukyaku as an air-to-air attack or to keep Gouken in the air longer if you mistime a jump to evade a projectile attack.

Hyakkishu

Hyakkishu *Hyakki Gozan* *Hyakki Goheki* *Hyakki Gojin* *Hyakki Gosai*

The Hyakkishu, or Demon Flip, is very similar to Akuma's Demon Flip. The first notation launches Gouken into the air, toward the opponent, At this point, if you press nothing Gouken continues into the Hyakki Gozan sliding kick. Press any Punch button to lead into the Hyakki Goheki aerial counter, that acts like a Focus Attack and absorbs a single hit. Press any Kick button and Gouken performs the Hyakki Gojin aerial dive kick, and press LP+LK to execute the Hyakki Gosai aerial throw. The strength of the initial Kick button determines the horizontal distance and Gouken's jump, with the LK version traveling the shortest distance and the EX version homing in on the opponent. Use the invincibility at the beginning of the EX version to escape corners or when Gouken is getting up off the ground. The Hyakki Gozan sliding kick leads to an untechable knockdown, but is not safe if the opponent blocks. If you anticipate the opponent will try to knock Gouken out of the air, use the Hyakki Goheki aerial counter like you would a Focus Attack. The Hyakki Gojin takes priority over more anti-air normals and leads into combos. It can also cross-up the opponent from the proper distance. Mix this up with the Hyakki Gosai aerial grab, because the dive kick must be blocked high, and the throw will not connect on a crouching opponent.

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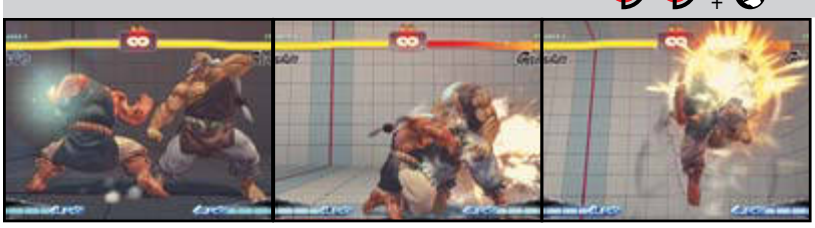
Kongoshin

Gouken's Kongoshin is a counter-attack that is somewhat similar to a Focus Attack. It absorbs a single hit as long as the attack is not armor breaking. Press Punch to counter high attacks and Kick to counter low attacks. The EX version counters high and low attacks at the same time. The high and low counters inflict the same amount of damage and stun, but the EX version inflicts slightly lower damage. Use the Kongoshin primarily to counter an opponent's normals during their footsies. You can occasionally use it when an opponent is getting up off the ground, but do not get predictable with it. A skilled opponent will anticipate that you're about to use the counter and deliberately delay an attack, use an armor breaking attack, or simply do nothing and punish Gouken while he's vulnerable after the counter.

SUPER COMBO

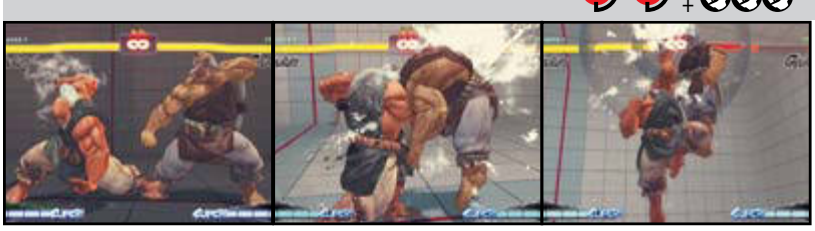
Forbidden Shoryuken



The Forbidden Shoryuken is a powerful Super Combo that is invincible during the beginning of the animation and works in a combo after the Senkugoshoha palm thrust or Kongoshin counter. This is especially effective if you use the Kongoshin when an opponent attempts a jumping attack, then 2-in-1 into the Forbidden Shoryuken. The same tactic works if you use the Senkugoshoha to pass through a projectile attack and hit the opponent. Immediately 2-in-1 into the Super Combo for maximum damage.

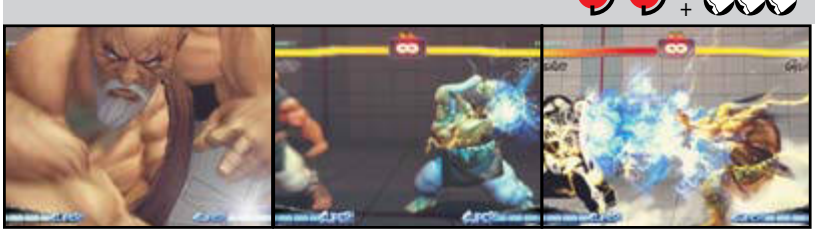
ULTRA COMBOS

Shin Shoryuken



While the Denjin Hadoken is Gouken's recommended Ultra Combo, both of his Ultra Combos are quite useful. The one you choose to play with should be determined by your play style with Gouken. The Shin Shoryuken works very well after the Amaoroshi back throw for maximum damage. You can also connect with the Shin Shoryuken in the corner after various FADC combos, and it armor breaks as well.

Denjin Hadoken



The Denjin Hadoken is Gouken's recommended Ultra Combo. If you hold all three Kick buttons when executing the attack, Gouken charges the Denjin. To reach a maximum charge, hold all three Kick buttons until Gouken automatically releases the Hadoken. With a maximum charge, the Denjin inflicts 700 stun if it connects, and 400 stun if it's blocked. However, a blocking opponent cannot be stunned, so even if the 400 stun pushes the opponent over their stun capacity, you must hit them in order to obtain a dizzy. The Denjin Hadoken can be used to end various combos in open space or in the corner.

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GAUGE MANAGEMENT

Gouken has a very good Super Combo that can be used after multiple attacks in a combo, but he also has very good EX special moves. Save your Super Combo Gauge for the EX Senkugoshoha, or if you're fighting an overly aggressive opponent, use the EX Kongoshin. Gouken's EX Gohadoken is also very good because of the multi-angle projectiles, and the damaging combos that result from it if the opponent is cornered. The EX Hyakkishu Demon Flip is also invincible at the beginning of the animation, which makes it ideal to use to get out of sticky situations, or if Gouken is knocked to the ground.

GENERAL STRATEGIES

1. **Zone with the Gohadoken.**
2. **Land an untechable knockdown, then mix-up between the various Hyakkishu options, Tenmakujinkyaku, or throws.**
3. **Connect with a HP to lead into Gouken's damaging combos.**

IN-DEPTH STRATEGIES

Gouken's strategies are very similar to Akuma's. Unfortunately, he's nowhere near as powerful as Akuma, so you'll have to work a little harder for your wins. Use the Hyakkishu Demon Flip to mix-up the opponent with the various attacks that can be executed. This should also be mixed up with the Tenmakujinkyaku unique attack dive kick. All of these options lead into combos, which is where the bulk of Gouken's damage comes from.

If you're a full screen away from the opponent, use the various Gohadoken projectile attacks to zone the opponent. If they jump, use an anti-air attack to knock them out of the air. You can also use the Kongoshin counter, which leads right into the Forbidden Shoryuken Super Combo if you have a full Super Combo Gauge. Be wary against other projectile characters because it takes Gouken a little longer to execute a two-hit projectile when compared to an EX Hadoken from Ryu or Ken. However, you can use the Senkugoshoha palm thrust to go through projectiles and punish the opponent. If the Senkugoshoha is blocked, FADC then use the Amaoroshi back throw in an attempt to connect the Shin Shoryuken Ultra Combo. It's a little easier to tech the Amaoroshi throw, so if you find the opponent is teching it every time, switch it up to Gouken's other throw.

At mid-range, use Gouken's crouching HK to land an untechable knockdown. It's one of the fastest low sweeps in the game, and is safe to most counter-attacks if performed from maximum range. You can also use Gouken's Focus Attack from mid- and close range. It is one of the game's faster Focus Attacks, which allows Gouken to quickly reach level two.

Gouken's Kongoshin counter can be very useful as long as you are not predictable with it. You can kara cancel it to get two counters in one by inputting the command for the first counter, then immediately pressing the attack button for the second counter. For example, if you input RDP+Punch, then immediately press Kick, you can counter a two-hit EX projectile attack. This is a difficult technique, because you must press the Punch and Kick so close together than it's almost like you're pressing both at the same time.

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BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Guile

BIO

This calm and stoic soldier is a martial arts champion. He has thrown away that which was important to him in a quest to avenge his friend Charlie Nash who was killed by Bison.

VITAL STATS

Date of Birth: December 23
Nationality: American
Height: 5'11"
Weight: 190 lb.
Blood Type: O
Martial Arts Style: Martial Arts and Pro-Wrestling Blend
Likes: Weak coffee
Dislikes: Natto (a Japanese delicacy made of fermented soybeans that Ryu made him try during a trip to Japan)
Hobbies/Skills: Darts

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MOVE LIST

Dragon Suplex
or Neutral + Light + Light
Throw; must be close to opponent

Judo Throw
+ Light + Light
Throw; must be close to opponent

Flying Mare
or Neutral + Light + Light
Throw; in the air; must be close to opponent

Flying Buster Drop
+ Light + Light
Throw; in the air; must be close to opponent

Straight Chop
+ Medium
Overhead

Spinning Back Knuckle
+ Heavy

Knee Bazooka
or + Light

Rolling Sobat
or + Medium

Reverse Spin Kick
or + Heavy
Must be close to opponent

Guile High Kick
+ Heavy

Shades of Glory
+ Heavy + Heavy

Target Combo
cr Medium > + Medium

Sonic Boom
CHARGE +
EX version; projectile

Flash Kick
CHARGE +
Armor Break; EX version

Double Flash
+
Super Combo

Flash Explosion
+
Ultra Combo I

Sonic Hurricane
+
Ultra Combo II; projectile

ESSENTIALS

Character Type(s): Charge, Fundamental, Poking, Projectile, Turtle, Zoning
Vitality: 1,000
Stun: 900
Preferred Ultra Combo: Flash Explosion
Anti-airs: Flash Kick, cr HP, MP, cr MP
Air-to-airs: Flying Mare, Flying Buster Drop, Neutral Jumping HK, Neutral Jumping MP, Jumping MK
Normals: HP, Spinning Back Knuckle, HK, Knee Bazooka, Rolling Sobat, cr MK, cr MP, cr LP, LP
Cross-Up: Jumping LK
Overhead: Straight Chop

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close F+HK > cr LP	150	250
Close F+HK > cr MP	190	300

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LP	60	100
cr LP > cr MP	100	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr MP > HP Sonic Boom	151	250
Close F+HK > cr LP > LP > HP[1,2]	244	430
cr MP > Double Flash > Flash Explosion	668	100

[1]–You cannot add a normal jumping attack to the start of this combo.
[2]–This combo only works on a standing opponent.

NORMAL COMBOS

Combo	Damage	Stun
cr MK > F+MP	150	200
cr MP > HK Flash Kick	230	300
DF+HK > HK Flash Kick[1,2]	270	400

[1]–To execute this combo, you must charge DF, press HK, then press UB+HK to perform the Flash Kick.
[2]–This combo only works on a standing opponent.

CORNER ONLY COMBOS

Combo	Damage	Stun
cr LP > LP > HP[1,2]	130	260
cr LP > cr MP > MP Sonic Boom > DF+HK > EX Flash Kick	325	380

[1]–This combo works on larger characters outside of the corner, and in some cases you can add a second HP to the end of the combo.
[2]–This combo only works on a standing opponent.

NOTE In Guile's combos, a Flash Kick can be used in place of a Sonic Boom to knock down an opponent.

NOTE Guile does not have any practical FADC combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Flash Explosion	510	0
Super Combo	cr MP > HK Flash Kick > Double Flash	454	330
One Stock	DF+HK > EX Flash Kick[1,2]	290	450
Nothing	DF+HK > HK Flash Kick[1,2]	270	400

[1]–To execute this combo, you must charge DF, press HK, then press UB+HK to perform the Flash Kick.

[2]–This combo only works on a standing opponent.

SPECIAL MOVES

Sonic Boom

The Sonic Boom is Guile's trademark projectile attack and one of the main sources of his offense. The strength of the Punch button determines the speed of the projectile, with LP traveling slower than the other variations. The EX version is the game's fastest projectile and consists of two hits. The LP Sonic Boom is slow enough to allow Guile to follow after it to maintain pressure. If you're close enough, you can use a LP Sonic Boom, follow after it, and attack with one of Guile's normals while the opponent is forced to block the Sonic Boom.

PRIMA PRO TIP **To play Guile effectively, you must execute Sonic Boom attacks as quickly as possible in rapid succession. To do this, buffer the notation so you can begin a second charge just before the first Sonic Boom is being executed. Use the standard notation (CB or CDB, then press F), then hold Back as you press Punch. The Sonic Boom will still execute properly, but this method allows you to start charging another Sonic Boom slightly faster compared to the standard command for a Sonic Boom.**

Flash Kick

Guile's Flash Kick is primarily used as an anti-air attack, or to end combos. The strength of the Kick button determines the vertical and horizontal distance, as well as the damage inflicted, with the LK version traveling the shortest distance and inflicting the least amount of damage. The EX version hits twice and has several frames of invincibility at the start of the animation, which makes it the best version to use for anti-air purposes. It also inflicts more damage and stun than the normal versions. All variations of the Flash Kick have armor breaking properties.

SUPER COMBO

Double Flash

Guile's Double Flash Super Combo is good for one main reason: you can combo from the Double Flash into the Flash Explosion Ultra Combo for big damage. While it's beneficial to have an EX Sonic Boom or EX Flash Kick available, being able to combo from Super into Ultra is a good reason to limit the use of Guile's EX special moves if you find yourself with a full Super Combo Gauge. This is especially worthwhile if you need big damage to mount a comeback. The notation is less than forgiving, especially when compared to some of the easier Super Combo notations in the game, but practice will remedy this issue. The Double Flash can be linked at the end of a combo, or used to punish some blocked or missed attacks. Under most circumstances you should use the LK version because it executes faster than the other two variations.

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ULTRA COMBOS

Flash Explosion

The damage Guile's Flash Explosion inflicts has been increased since the original *Street Fighter IV*. However, it's still somewhat difficult to combo into, despite being Guile's recommended Ultra Combo. Use it to punish an opponent's mistake, or if you combo into Guile's Double Flash Super Combo. Guile is one of the few characters who can combo into Super Combo, then Ultra Combo, back to back. Unfortunately, the Flash Explosion starts fairly slow, so it's difficult to use in most other situations. It can be used as an anti-air attack, but the timing and distance are tricky, and if you miss, Guile is left extremely vulnerable to a counter-attack.

Sonic Hurricane

In previous *Street Fighter* titles, Guile's Sonic Hurricane has been a force to reckon with. However, in *Super Street Fighter IV* it's fairly limited. It has a very slow execution speed, which allows an opponent to evade it with ease, even after the freeze frame at the beginning of the Ultra Combo. You can combo into it, via anti-air LK Flash Kick > Sonic Hurricane, or after the Double Flash Super Combo, but in most cases not all of the hits connect, reducing the damage significantly. It can go through projectile attacks, or punish opponents who make a costly mistake, but in most cases you should stick to the Flash Explosion.

GAUGE MANAGEMENT

Guile only has two special moves, but both of them have good EX variations. The EX Sonic Boom is the fastest projectile in the game, and the EX Flash Kick is a very good anti-air attack because of the invincibility frames at the beginning of the animation. However, it's also fairly easy for Guile to build his Super Combo Gauge because his primary strategy revolves around the heavy use of Sonic Boom projectiles. If you're using the Flash Explosion Ultra Combo, and find that you have a full Super Combo Gauge, try to save it so you can combo into the Double Flash Super Combo, followed by the Flash Explosion Ultra Combo.

GENERAL STRATEGIES

1. **Use repeated Sonic Boom projectiles to zone and build Super Combo Gauge.**
2. **Watch the opponent's reactions.**
3. **Continue to zone, or use a LP Sonic Boom to move in and apply pressure with normals.**

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IN-DEPTH STRATEGIES

Guile is the definition of a zoning character. His most effective strategies are zoning with his Sonic Boom and Flash Kick (or any of his anti-air normals), along with a few of his basic attacks to maintain pressure. Guile was lacking somewhat in the original *Super Street Fighter IV*, but he has been given a few small improvements that should help him hang with the other characters. The charge time for the Sonic Boom has been lowered, so you can use it even faster now. In addition, the damage of his links has been increased, and the Guile High Kick (DF+HK) can now be followed by an EX Flash Kick, which opens up combos such as jumping HK, Guile High Kick, EX Flash Kick.

When a match first begins, you must test the opponent to see how they're going to fight Guile. Back off and use multiple Sonic Boom projectiles at varying speeds to gauge your opponent's reactions. If the opponent jumps over the Sonic Boom in an attempt to get in close, use an anti-air or one of Guile's air throws to keep them grounded. If the opponent is close enough to land on top of Guile or potentially use a cross-up, crouching HP is also an effective anti-air option.

If the opponent is content staying away from Guile, continue zoning with Sonic Boom projectiles. However, if the opponent tries to move in to prevent Guile from using Sonic Booms, use the LP Sonic Boom, then follow it to your opponent to let them know that you can put pressure on them with ease. A quick dash or a Knee Bazooka (F+LK) works best to quickly move you toward the opponent.

Use the LP Sonic Boom to get in close and force the opponent to block or react to the Sonic Boom in some way. Mix-up between Guile's Straight Chop (F+MP) overhead, crouching LK, crouching LP, crouching MP or a throw to keep your opponent guessing. You can also use HP from a slight distance, which can be canceled into a Super Combo, or from the right distance you can link two consecutive HP attacks.

Move in and out of the opposing character's attack range in an attempt to get them to miss a normal. If this happens, use a Sonic Boom if you have it charged, or one of Guile's recommended normals to counter-poke. The decreased charge time on Guile's Sonic Boom allows for additional pressure, especially while moving in and out of the opponent's attack range when you would previously not have enough time to charge a Sonic Boom.

UNIQUE ATTACKS

Straight Chop (F+MP)

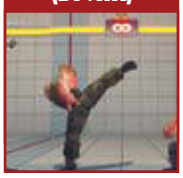
Spinning Back Knuckle (F+HP)

Knee Bazooka (F or B+LK)

Rolling Sobat (F or B+MK)

Reverse Spin Kick (F or B+HK)

Guile High Kick (DF+HK)



Shades of Glory (D+HP+HK)

Target Combo (cr MK > F+MP)

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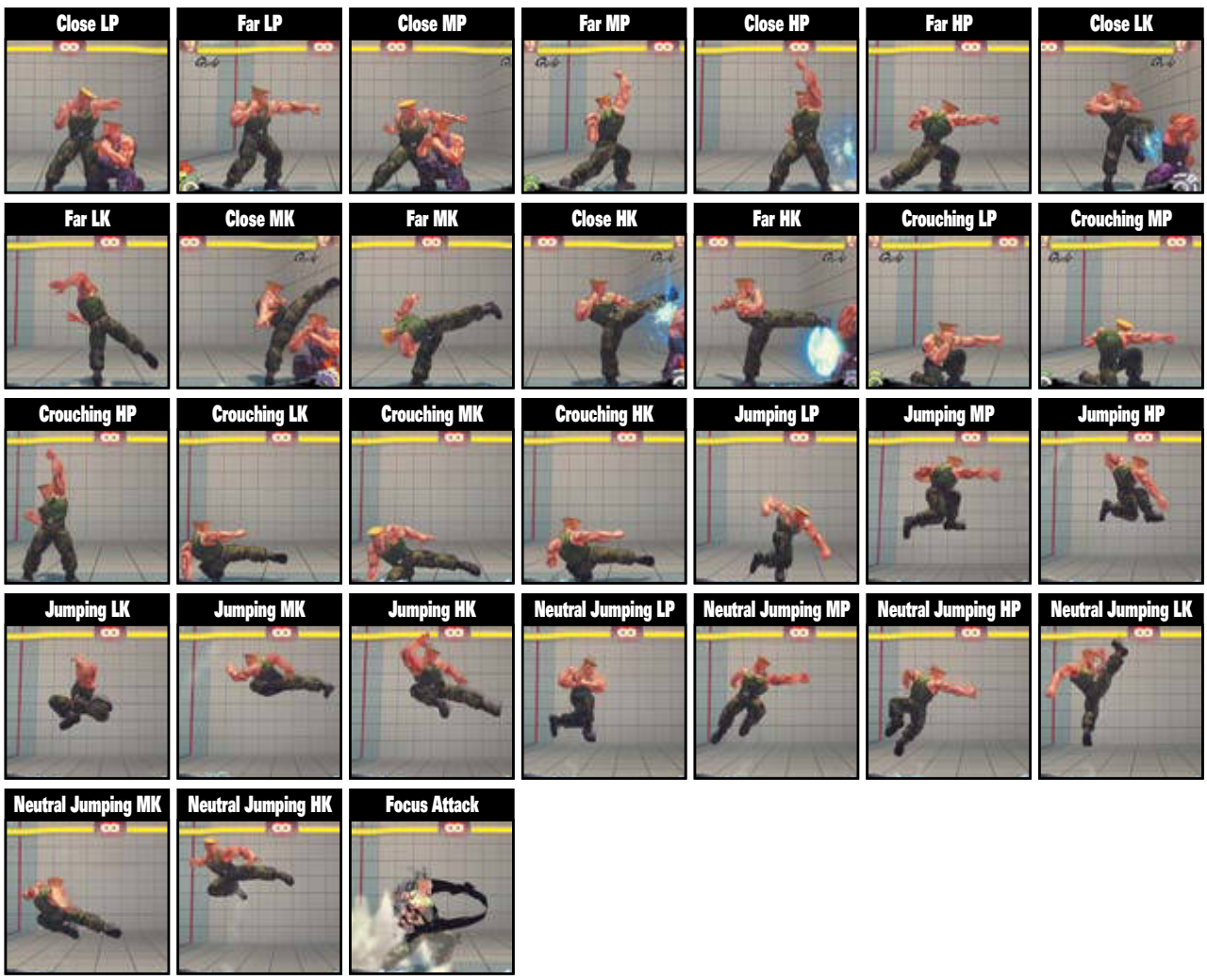
BASIC ATTACKS



OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Guy

BIO

This serious minded ninja is a practitioner of Bushinryu. He speaks in traditional Japanese, lending a stiff formality to his speech and mannerisms.

VITAL STATS

Date of Birth: December 23
Nationality: American
Height: 5'10"
Weight: 158 lb.
Measurements: 42/30/32
Blood Type: O
Martial Arts Style: Bushin Ryu Ninpo
Likes: Salmon, rice with green tea, cold tofu, sneakers
Dislikes: Western writing (European writing)
Hobbies/Skills: Sprinting, creating bonsai, jumping off walls

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MOVE LIST

Grab Throw
or Neutral + Light + Light
Throw; must be close to opponent

Shoulder Throw
+ Light + Light
Throw; must be close to opponent

Elbow Drop
+Medium
In the air

Ninja Sickle
+ Heavy

Neck Breaker
+ Medium

Bushin Gokusaken
Light > Medium > Heavy > Heavy
Use D+HK instead of HK to throw

Wall Jump
Mid-jump; near wall

Target Combo
Medium > Heavy

Hozanto
+
Armor Break; EX version

Bushin Senpukyaku
+
EX version

Bushin Izuna Otoshi
+ >
EX version; changes to Elbow Drop if opponent is far

Run
+
EX version

Sudden Stop
Light
During Run

Shadow Kick
Medium
During Run

Neck Flip
Heavy
During Run

Kaiten Izuna Otoshi
+
EX version

Bushin Hasoken
+
Super Combo

Bushin Goraisenpujin
+
Armor Break; Ultra Combo I

Bushin Muso Renge
+
Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Rush Down
Vitality: 1,000
Stun: 950
Preferred Ultra Combo: Bushin Goraisenpujin
Anti-airs: HK, EX Bushin Senpukyaku, Bushin Hasoken, HK Bushin Senpukyaku, Ninja Sickle
Air-to-airs: Neutral Jumping HK, Jumping HP, Katen Izuna Otoshi
Normals: MP, MK, cr MP, cr HP, cr HK
Cross-Up: Jumping MK
Overhead: Neck Breaker

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close MK > LP	100	150
Close MK > cr LK	110	150
Close MP > MP	120	200

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LP	50	100
cr LK > cr LK	60	100
cr LP > MP	80	150
cr LK > MP	90	150
cr HP > MP	160	300
Close HK > cr HK	190	300
Close HK > HP	200	400

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LK > cr LK > MP > Run > Shadow Kick	180	270
cr LK > cr LP > MP > HP > MK Bushin Senpukyaku	186	312
cr HP > MP > EX Hozanto	256	460

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NORMAL COMBOS

Combo	Damage	Stun
MP > HP > LP Hozanto	164	272
cr LP > cr LP > MP > HP > Run > Shadow Kick	170	282
LP > MP > HP > HK	214	231
Close HK > LP > MP > HP > HK	284	403
LP > MP > HP > HK > Bushin Hasoken	424	231

FADC COMBOS

Combo	Damage	Stun
LP > MP > HP > HK > FADC > EX Bushin Senpukyaku	304	321
Level Three Focus Attack > Forward Dash > HP Hozanto > FADC > EX Hozanto	352	500

CORNER ONLY COMBOS

Combo	Damage	Stun
LP > MP > HP > HK > EX Bushin Senpukyaku	304	321
cr LK > cr LK > MP > HP > LP Hozanto > FADC > Bushin Goraisenpujin	370	306
LP > MP > HP > HK > Bushin Goraisenpujin	447	231
DF+HK > Bushin Hasoken	450	200

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	Bushin Muso Renge	500	0
Super Combo	Focus Attack > Forward Dash > HP Hozanto > Bushin Hasoken	513	360
One Stock	Close HK > LP > MP > HP > HK > EX Hozanto	344	503
Nothing	Close HK > LP > MP > HP > HK	284	403

SPECIAL MOVES

Hozanto

The Hozanto is Guy's shoulder charge. The strength of the Punch button determines the speed, damage, stun, and horizontal distance of the attack, with the LP version executing faster than the other normal versions, but inflicting the least amount of damage and stun, and traveling the shortest distance. All three normal variations are invincible to projectiles for a short period at the beginning of the animation. The EX version executes faster than the LP version and inflicts the same damage as the HP version, but slightly less stun than the MP version. However, it is not invincible at all. The LP version is safe if the opponent blocks, and all variations send the opponent flying across the screen, pushing them toward the corner where Guy is deadly.

Bushin Senpukyaku

The Bushin Senpukyaku is Guy's version of a Hurricane Kick. The strength of the Kick button determines the damage, stun, and horizontal and vertical distance of the attack. The LK version inflicts the least damage and stun, and travels the shortest distance. The EX, MK, and HK versions inflict the same amount of stun, but the EX version goes straight up instead of moving horizontally. Guy's lower body is invincible in all variations of the Bushin Senpukyaku, but the LK version is invincible to throws at the beginning of the animation, and the MK version is invincible to projectiles. The HK version will not hit an opponent standing on the ground and should be used as an anti-air attack from a slight distance. The EX version is a good anti-air attack from any distance and is completely invincible at the beginning of the animation.

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Bushin Izuna Otoshi

Bushin Izuna Otoshi *Izuna Otoshi* *Elbow Drop*

Guy's Bushin Izuna Otoshi is a jumping attack that results in the Elbow Drop if Guy is not right next to the opponent when the second Punch is pressed, or becomes an Izuna Otoshi throw if Guy is close enough. The throw will grab standing and airborne opponents, making it into a potential anti-air or air-air attack. The strength of the initial Punch button determines the distance of the jump, with the LP version traveling a short distance, the MP version going approximately half-screen, and the HP version traveling a full screen length. The EX version homes in on the opponent and is invincible to projectile attacks. The damage and stun are identical across all versions for the throw and Elbow Drop respectively.

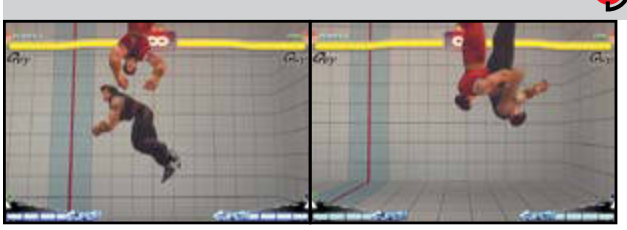
Run

Run *Shadow Kick* *Neck Flip*

The Run is very similar to El Fuerte's Habanero Dash. There are four attack options that can be executed during the Run. Press LK to stop Guy in his tracks. After the stop there's a very brief time before Guy can block or perform any actions. Press MK to execute the Shadow Kick, which knocks the opponent down and can be Focus Canceled to make it safe if the opponent blocks. Press HK to perform the Neck Flip, which has very long range and hits twice if you're close enough to the opponent. However, it's unsafe if the opponent blocks and cannot be Focus Canceled like the Shadow Kick. The EX version has Hyper Armor that can absorb two hits instead of one. Use the Run to quickly approach the opponent, go through projectile attacks with the EX version, and mix-up the opponent with the various attack options out of the Run.

Kaiten Izuna Otoshi

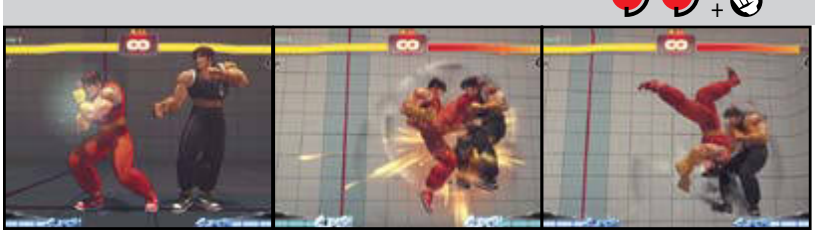
in the air



The Kaiten Izuna Otoshi is Guy's air throw. The LP version grabs an opponent under Guy's arm, the MP version grabs anywhere around Guy's arm, and the HP version grabs an opponent above Guy's arm. All three normal variations inflict the same amount of damage and stun. The EX version has the same grabbing area as the LP version, but is completely invincible at the start of the animation. Use the Kaiten Izuna Otoshi to build Guy's Super Combo Gauge and as an anti-air or air-to-air attack to deter an opponent from jumping.

SUPER COMBO

Bushin Hasoken



The Bushin Hasoken Super Combo should be used as an anti-air attack, or at the end of a combo. Guy jumps into the air and performs a series of attacks. If the Bushin Hasoken misses, only the first hit of the Super Combo is executed, then Guy falls back to the ground. This makes it moderately difficult to punish depending on how far away Guy is from the opponent. The Bushin Hasoken is also completely invincible during the beginning of the animation.

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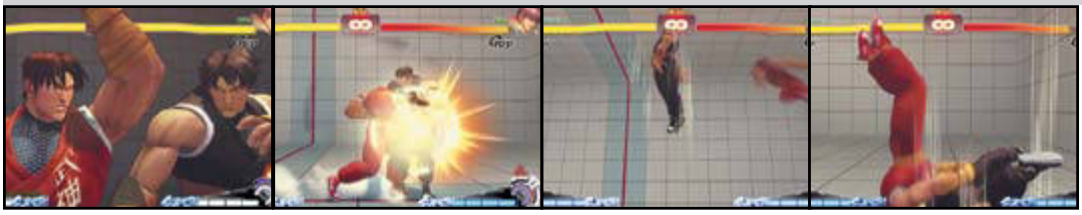
ULTRA COMBOS

Bushin Goraisenpujin



The Bushin Goraisenpujin is Guy's recommended Ultra Combo. It starts off very similar to the Bushin Hasoken Super Combo, but extends the attack, inflicting more damage. It is completely invincible at the beginning of the animation, which means it can go right through attacks if you anticipate well. You'll primarily use the Bushin Goraisenpujin in the corner after most of Guy's bread-and-butter combos. After the Bushin Gokusaken in the corner, you don't need to FADC, just go right into the Bushin Goraisenpujin Ultra Combo as the opponent falls to the ground. Many of Guy's attacks push the opponent toward the corner, which means that getting a corner trap is not difficult. Once the opponent is cornered, connect one combo and then the Bushin Goraisenpujin for significant damage.

Bushin Muso Renge

Unfortunately, the Bushin Muso Renge Ultra Combo is a throw that is not instant. This means that an opponent can evade the throw with a jump or invincible attack after the initial freeze frame. The only way an opponent would not be able to avoid the Bushin Muso Renge is if they're recovering from an attack or in the middle of an attack. The Bushin Muso Renge is useful for punishing attacks that would normally be safe if blocked, such as Ryu's Tatsumaki Senpukyaku.

GAUGE MANAGEMENT

There are a few specific uses for each of Guy's EX special moves, but under most circumstances you should save your Super Combo Gauge for the Bushin Hasoken Super Combo. The EX Bushin Senpukyaku is a good anti-air or combo ender, but there are other options for both that do not require use of the Super Combo Gauge. The EX Bushin Izuna Otoshi is invincible to projectiles, but unless you're fighting a character with a high projectile (Juri, Gouken), this isn't very useful. The EX Run has a two-hit Hyper Armor, which makes it Guy's most useful EX special move in most cases. If the character you're fighting against requires use of an EX special move to make the match-up easier, then use the Super Combo Gauge for that. Otherwise, save for the Bushin Hasoken Super Combo to use as an anti-air or at the end of a combo for big damage.

GENERAL STRATEGIES

1. **End combos with the Hozanto or Bushin Senpukyaku to get the opponent into the corner.**
2. **Use the LP Bushin Izuna Otoshi, crouching LK, tick throws, and anti-air attacks to keep the opponent in the corner.**
3. **Use the Bushin Goraisenpujin Ultra Combo and Bushin Hasoken Super Combo on the cornered opponent.**
4. **Land combos on your opponent that end with Hozanto or Bushin Senpukyaku to send your opponent to the corner.**
5. **Use LP Bushin Izuna Otoshi, crouching LK, tick throws, and strong anti-airs to keep them there and win more damage.**

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IN-DEPTH STRATEGIES

Guy is a rush down character who can be extremely dangerous, especially in the corner. He can link to big combos from crouching LK and crouching LP, which should be used to constantly pressure the opponent. The more pressure you apply, the more your opponent will want to get away from Guy, which will force them closer to the corner and play right into your hands.

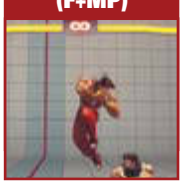
When you connect with crouching LP or crouching LK, combo into the Bushin Gokusaken for damage, or the Hozanto or Bushin Senpukyaku to get the opponent to the corner. Follow each combo with Guy's Run and Sudden Stop to continue the rush down without giving the opponent time to figure a way out.

Once the opponent is in the corner, Guy becomes nearly unstoppable. Keep the opponent from jumping by using the Kaiten Izuna Otoshi or HK. This gives them no choice but to attempt to escape on the ground. Easily punish projectiles with the Bushin Izuna Otoshi or EX Run, which removes even more escape options from projectile-heavy characters. Once you have limited your opponent's escape options, use the Neck Breaker overhead or a crouching HK low attack from maximum range to punish the opponent for guessing the wrong height at which to block. If you knock the opponent down in the corner, use a LP Bushin Izuna Otoshi. It is extremely difficult to avoid in this situation, and will frustrate the opponent even further.

Everything you do with Guy should be to get the opponent into the corner. Outside of the corner, Guy has to chase after the opponent, and it's more difficult to connect with his big combos into Super or Ultra. Once the opponent is in the corner, a proper use of his special moves, anti-airs, and normals will keep the opponent cornered and under heavy fire.

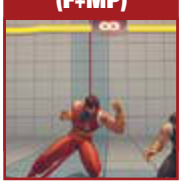
UNIQUE ATTACKS

Elbow Drop (F+MP)

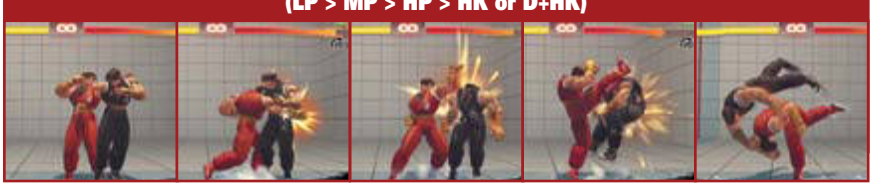


Ninja Sickle (DF+HK)

Neck Breaker (F+MP)



Bushin Gokusaken (LP > MP > HP > HK or D+HK)



Wall Jump (UF)

Target Combo (MP > HP)

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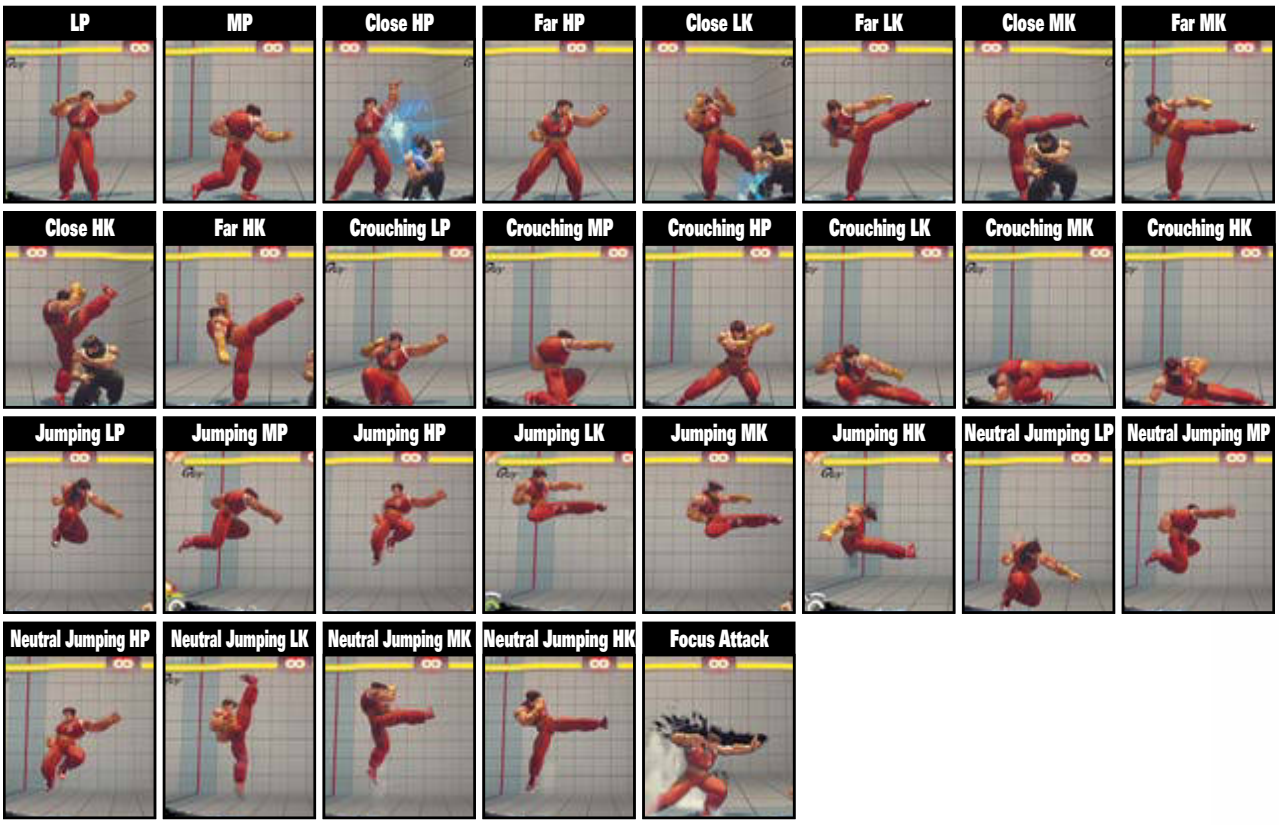
BASIC ATTACKS



OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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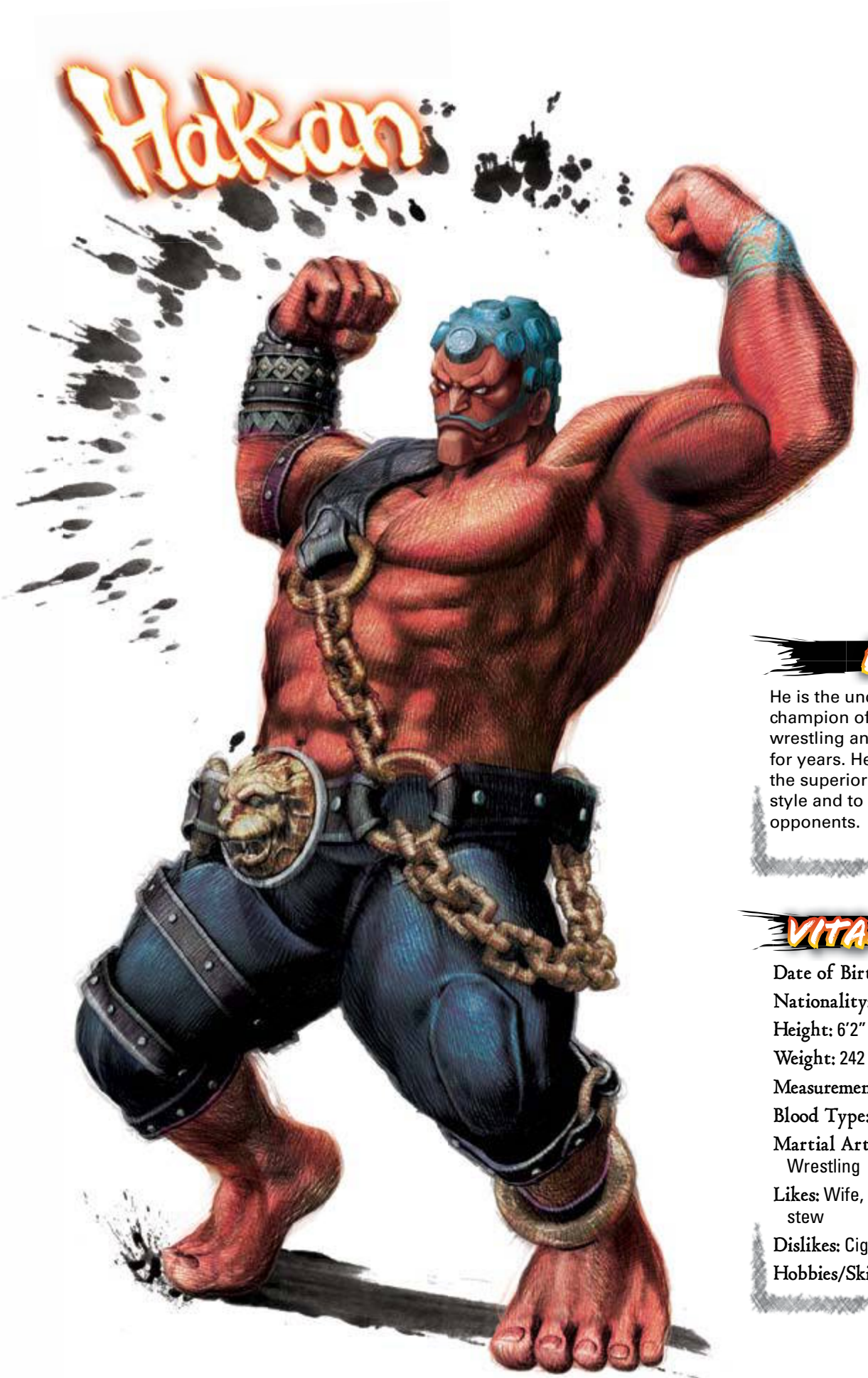
Hakan



BIO

He is the uncontested champion of Turkish oil wrestling and has been so for years. He is out to prove the superiority of his fighting style and to find worthy opponents.

VITAL STATS

Date of Birth: November 13
Nationality: Turkish
Height: 6'2"
Weight: 242 lb.
Measurements: 67/63/65
Blood Type: O
Martial Arts Style: Turkish Oil Wrestling
Likes: Wife, daughters, sumo stew
Dislikes: Cigarettes, fire
Hobbies/Skills: Enka

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MOVE LIST

Hakan Throw
or Neutral + Light + Light

Throw; must be close to opponent

Hakan Reverse
+ Light + Light

Throw; must be close to opponent

Hakan Stomp
Light + Light

Air throw; in the air; must be close to opponent

Guard Position
+

Hold Down to extend duration

Hakan Smash
+ Light

Hakan Tackle
+ Medium

Hakan Spear
+ Heavy

Step Low
+ Light

Front Kick
+ Medium

Step Knee
+ Heavy

Oil Shower
+

EX version

Oil Slide
+

Armor Break; EX version

Body Press

Just before Oil Slide hits

Oil Rocket
360° +

EX version

Oil Dive
360° +

Hold Kick to charge

Flying Oil Spin
+

Hold Kick to charge; Super Combo

Oil Coaster
720° +

Ultra Combo I; throw

Oil Combination Hold
+

Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Grappler, Poking, Turtle, Zoning

Vitality: 1,050

Stun: 1,100

Preferred Ultra Combo: Oil Combination Hold

Anti-airs: Oil Combination Hold, LK Flying Oil Spin, HP, Hakan Stomp

Air-to-airs: Hakan Stomp, Jumping MP, Jumping HP, Jumping LK

Normals: Step Knee, Hakan Spear, Hakan Tackle, HP, cr MK, cr LK

Cross-Up: Jumping HK, Jumping MK

Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
LP > cr LP	70	100
LK > cr LP	70	100
LK > cr LK	70	100
LP > LP	80	100
LP > LK	80	100
LP > F+LP	80	100
LP > F+LK	80	100
LK > LP	80	100
LK > LK	80	100
LK > F+LP	80	100
LK > F+LK	80	100
MP > LP	120	150
MP > LP	120	150
MP > F+LK	120	150
LK > MP	120	150

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LK[1]	60	100
LP > MP	120	150

[1]–You must be under the effects of the Oil Shower to execute this combo.

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
LP > LK > F+LK	112	140
MP > LP > F+LP	152	190
Level Three Focus Attack > Level One Focus Attack > Oil Combination Hold	383	270

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NORMAL COMBOS		
Combo	Damage	Stun
cr LK > cr LK > cr LK > cr LK[1]	105	175
Air-to-air Jumping MP > HP Oil Slide > Body Press[2]	200	200
cr MK > HP Oil Slide > Body Press	220	200
F+MP > HP Oil Slide > Body Press	240	200
Air-to-air Jumping MP > Oil Combination Hold[2]	371	100

[1]–You must be under the effects of the Oil Shower to execute this combo.

[2]–You cannot add another jumping attack to the start of this combo.

CORNER ONLY COMBOS		
Combo	Damage	Stun
Jumping HK > cr MK > HP Oil Slide > Body Press[1]	300	354

[1]–You cannot add another jumping attack to the start of this combo.

BEST COMBO OPTIONS

BEST COMBO CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Oil Coaster	480	0
Ultra Combo II	Focus Attack > Oil Combination Hold	421	200
Super Combo	Focus Attack > Back Dash > Flying Oil Spin	460	200
One Stock	F+MP > EX Oil Slide > Body Press	250	200
Nothing	F+MP > HP Oil Slide > Body Press	240	200

SPECIAL MOVES

Oil Shower

Hakan's Oil Shower is the sole reason why he's able to hang with the other characters. The strength of the Kick button determines the Oil Shower's duration and execution speed. The LK version executes the fastest and lasts approximately 8 seconds, the MK version lasts 10 seconds, the HK version lasts 13 seconds, and the EX version takes the longest to execute and lasts 18 seconds. The EX version is also invincible to projectile attacks. If Hakan is hit while executing the Oil Shower, he still retains the effect. However, multiple Oil Showers do not stack. The last Oil Shower used overwrites any previous Oil Shower, so if you use the EX Oil Shower, then immediately use the LK Oil Shower, the duration of the effect will be based on the LK version.

The Oil Shower provides a slight damage boost to the Oil Rocket, Oil Dive, Flying Oil Spin, Oil Coaster, and Oil Combination Hold. It also increases his defense by 10 percent (all attacks inflict 10 percent less damage to Hakan). While "oiled up" Hakan's attack range is also considerably increased because he slides forward or back depending on the attack. His unique attacks (command normals) execute faster and have more range, and he can chain crouching LP > crouching LP and crouching LK > crouching LK to create new combos. The range of the Oil Rocket is increased, as well as the range and speed of the Oil Slide. The oil also causes Hakan to slide forward and back (press Forward or Back respectively) while charging a Focus Attack, which gives it the ability to evade (slide back), or extended range (slide forward). Hakan's general speed also increases, making his forward dash and back dash considerably better. Hakan's Step Knee (F+HK) also knocks down while oiled up.

OIL SHOWER APPLICATION CHART[1]	
Oil Shower	Safety Attacks
LK	cr HK, Oil Rocket (MP/HP), Oil Dive, Oil Slide w/ Body Press, Oil Coaster
MK	MP Oil Rocket, HP Oil Rocket, Oil Coaster
HK	MP Oil Rocket, HP Oil Rocket, Oil Coaster
EX	MP Oil Rocket, HP Oil Rocket, Oil Coaster

[1]-The Oil Shower Application chart states which attacks Hakan can safely follow with the Oil Shower. For example, after a crouching HK hits, Hakan can use the LK Oil Shower without fear of getting attacked.

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Oil Slide

Oil Slide *Body Press*

Hakan's Oil Slide is a two-part attack that leads into a Body Press if it connects at a close enough range. The strength of the Punch button determines the distance of the attack, with the LP version traveling the shortest distance. The EX version is invincible to projectile attacks and travels farther than the LP version, but nor quite as far as the MP version. All of the normal Oil Slides can go under some projectiles, but the timing is very strict. If you mistime the Oil Slide, Hakan's body will go under the projectile, but his feet will still get hit. You can connect an Oil Slide at the end of a combo, or after an air-to-air jumping MP. If you have at least two stocks of Super Combo Gauge, you can use the Oil Slide as a surprise low attack from mid-range, but be ready to FADC if it's blocked. After knocking an opponent to the ground, you can also use the LP Oil Slide to quickly close in on the opponent.

Oil Rocket

The Oil Rocket is Hakan's primary command throw. The strength of the Punch button determines the damage of the attack, as well as how far the opponent flies. The LP version sends the opponent across the screen, but inflicts the least amount of damage. The EX version sends the opponent slightly farther than the HP version (which leaves the opponent very close to Hakan), and inflicts more damage and stun than the normal versions. The Oil Rocket is best used after Hakan has oiled up (use the Oil Shower), because it drastically increases the range of the attack, making it very difficult for an opponent to escape. Use the LP Oil Rocket for the maximum range, then use a LP Oil Slide to get back within close range. You can also use the time after an Oil Rocket to use the Oil Shower.

Oil Dive

While the Oil Rocket is Hakan's go-to command throw, the Oil Dive can be considered Hakan's anti-air command throw. It can be delayed by holding the Kick button. The strength of the Kick button determines the horizontal distance, damage, stun, and execution speed of the throw. The LP version travels the shortest distance, inflicts the least damage and stun, but executes faster than the other versions. The EX version has the same execution speed as the HK variant, inflicts the same amount of damage as the HK and the same amount of stun as the MK variation, and has more range than any of the normal versions. The Oil Dive can grab standing opponents, or aerial opponents. However, it does not hit crouching opponents, and Hakan can be hit out of the attack. If you try to catch an opponent jumping back, they can use a jumping HK or some other aerial attack with a high probability that Hakan will be hit. Use the throw if you anticipate the opponent is about to jump away.

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SUPER COMBO

Flying Oil Spin

The Flying Oil Spin is essentially the Super Combo version of the Oil Dive. It can be delayed by holding Kick, and hits standing or aerial opponents. It does not hit crouching opponents, but the LK version is invincible to physical attacks, the MK version is invincible to throws, and the HK version is invincible to projectiles. Use this knowledge to determine which variation to use based on the opposing character. If you're fighting a projectile-based character, use the HK version to go through a Hadoken and punish the opponent. If you're fighting a close-range brawler like Cody or Adon, use the LK version to go through their physical attacks. If you're fighting a grapple like Zangief or T. Hawk, use the MK version to go through a potential throw.

ULTRA COMBOS

Oil Coaster

The Oil Coaster is not Hakan's recommended Ultra Combo, but only because the Oil Combination Hold is slightly more useful. Both are very good Ultra Combos, and give Hakan a lot more versatility than most other characters have with their Ultra Combos. Oil Coaster is an instant throw Ultra Combo, which means that unless the opponent is attempting to evade the throw before the screen freezes, it is inescapable. Use the Oil Coaster against players who use a defensive strategy instead of being aggressive. It works well anytime an opponent is not expecting a throw. Use it after an Oil Slide FADC if the opponent blocks, or in other similar situations. If you anticipate the opponent is about to jump away from the potential Ultra Combo, use the Flying Oil Spin Super Combo if it's available, or the Oil Dive to catch them as they jump back.

Oil Combination Hold

Hakan's Oil Combination Hold is the recommended Ultra Combo for most situations, and is the best anti-air attack in the entire game. Once the Ultra Combo is activated, if the opposing character touches Hakan or goes within a full character height of the area above Hakan, they'll be trapped in the Ultra Combo. This includes empty jumps or physical attacks. It does not matter what the opponent is trying to do, if they cross over Hakan while the Ultra Combo is active, they will get hit. You can combo into the Oil Combination Hold from an air-to-air jumping MP, or after a Focus Attack stun. Be careful, because if you mistime the Ultra Combo, Hakan is extremely vulnerable for a long time.

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GAUGE MANAGEMENT

While Hakan's Super Combo is effective in a variety of situations, he needs to stay oiled up to put up a proper fight. Most of the time you can land the LK Oil Shower with ease, but the EX Oil Shower is invincible to projectile attacks and lasts considerably longer than the LK version. Hakan's EX Oil Slide also goes through projectiles, making it very useful. However, if you're fighting an opponent who does not have a projectile attack, or if you're close to a full gauge, save your Super Combo Gauge for the Flying Oil Spin.

GENERAL STRATEGIES

1. **Stay oiled up as much as possible.**
2. **Use the Oil Rocket or a throw to give you enough time to use the Oil Shower.**
3. **Use F+HK and F+MP to get close to the opponent.**
4. **Mix-up between lows, command throws, and recommended normals at close range.**

IN-DEPTH STRATEGIES

Hakan is a unique character who can enhance his attacks using the Oil Shower to "oil up." Unfortunately, he doesn't have much to work with unless he is in an oiled up state, so use every opportunity to oil up. Use an Oil Rocket or one of Hakan's normal throws to give you enough time to use the Oil Shower. If you're a full screen length away from the opponent, the LK Oil Shower is usually fast enough to use without fear of getting hit. However, a projectile can hit Hakan before he completes the Oil Shower. Luckily, even if Hakan is hit while using the Oil Shower, he retains the effects and remains oiled up. Remember that every Oil Shower overwrites the previous one, so if you just used an EX Oil Shower, do not use another one for at least a good 10 seconds.

Hakan does not have an overhead attack, and his cross-ups only work well if the opponent is standing in the corner. You must rely on Hakan's command normals and throws to damage the opponent. Once you have oiled up, get in close to the opponent where you can inflict damage. F+HK and F+MP both work very well to move Hakan into close range while oiled up. F+HP also works well from about mid-range to counter-poke the opponent if they're trying to keep you out. If you hold Forward while charging a Focus Attack, Hakan moves forward quite a distance as long as he's oiled up. This is another good way to get in close while keeping the opponent on the defensive.

Once you're at close range, if you're using the Oil Coaster Ultra Combo, use crouching LP and crouching LK as block strings to open up the opponent to the Oil Rocket or Oil Coaster (once the Revenge Gauge is high enough). If you anticipate the opponent is about to jump away from either throw, use the Oil Dive to catch them as they begin the jump. You can also use jumping MP as an air-to-air attack as soon as you see the opponent jump. If it hits, the opponent is in a juggle state, which allows Hakan to follow up with a number of attacks. An air-to-air jumping MP can be followed by an Oil Slide as soon as Hakan lands, or if you're using the Oil Combination Hold Ultra Combo, jumping MP into Oil Combination Hold inflicts a significant amount of damage. You can also use Hakan's air throw to grab an opponent out of the air.

If you have enough Super Combo Gauge to use an FADC, the Oil Slide is a great tool at close range. A crouching LP can 2-in-1 into a LP Oil Slide, but due to the properties of the attacks, it does not create a combo. Use this to your advantage by FADCing the Oil Slide into various mix-ups, such as an Oil Rocket, normal throw, or F+HK if you're oiled up. The fake combo should look something like: cr LP > LP Oil Slide (blocked) > FADC > Forward Dash > HP Oil Rocket.

With the Oil Combination Hold selected, as soon as the Revenge Gauge is high enough to use it, the opponent cannot jump toward Hakan. Use this opportunity to walk toward the opponent with Hakan's command normals leading the way. Once you're at close range, the Oil Rocket and Hakan's normal throws should hit much more often because of the opponent's fear of jumping.

Against a projectile character, use the EX Oil Shower or EX Oil Slide to evade projectiles. You can also use the Guard Position to duck under most projectile attacks. The Guard Position also works as a nonoffensive anti-air attack, If the opponent jumps toward you, Guard Position usually goes under their jumping attack, giving Hakan a brief opportunity to counterattack.

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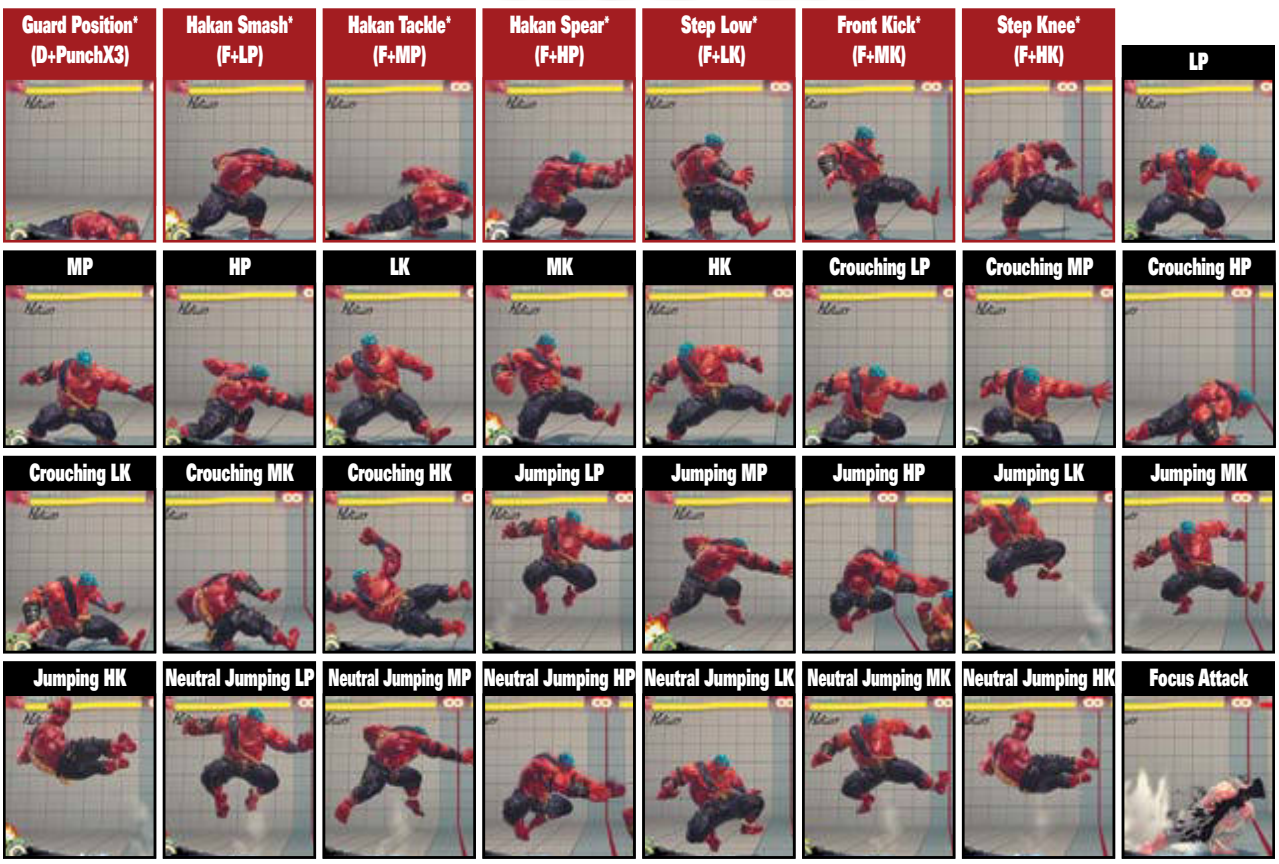
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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Ibuki

BIO

This high school girl lives in a ninja village. Having been raised in a ninja clan, she often dreams of an ordinary life enjoyed by other girls her age.

VITAL STATS

Date of Birth: December 6
Nationality: Japanese
Height: 5'3"
Weight: 101 lb.
Measurements: 37/22/35
Blood Type: A
Martial Arts Style: Ninjitsu
Likes: Don-chan (her pet raccoon dog), roasted sweet potato, Japanese toad
Dislikes: Supplementary school lessons
Hobbies/Skills: Speed-eating

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MOVE LIST

Yami Kazura
→ or Neutral+ Light + Light
Throw; must be close to opponent

Uki Yami
← + Light + Light
Throw; must be close to opponent

Tobizaru
Light + Light
Throw; in the air; must be close to opponent

Agemen
← + Medium

Backhand Punch
Far Heavy > Heavy

Spin Kick
→ + Light

Reverse Spin Kick
← + Medium

Hammer Kick
→ + Medium
Overhead

Sazan
↘ + Medium

Bonsho Kick
→ + Heavy

High Jump
↓ ↑

Target Combo 1
Heavy > → + Medium
In the air

Target Combo 2
Light > → + Heavy
During angled jump

Target Combo 3
Light > → + Medium
During angled jump

Target Combo 4
Light > Medium > Heavy
Must be close to opponent

Target Combo 5
Far Light > Medium > → + Light

Target Combo 6
Light > Medium > ↓ + Heavy > Heavy
Must be close to opponent

Target Combo 7
← + Medium > → + Medium

Target Combo 8
Heavy > ↓ + Heavy > Heavy
Must be close to opponent

Target Combo 9
Light > Medium > Heavy

Kunai
↻ +
EX version; in the air; projectile

Tsuijigoe
Z +
Can follow with Kunai or Kasumi Suzaku

Neck Breaker
↻ +
Armor Break; EX version

Raida
↻ +
Armor Break; EX version

Kasumi Gake
↻ +

Kazegiri
Z +
EX version

Tsumuji
↻ +
EX version

Followup Attack
or ↓ +
During Tsumuji

Hien
Z +

EX version; can follow with Kunai or Kasumi Suzaku

Kasumi Suzaku
↻ ↻ +
Super Combo; projectile

Yoroitoshi
↻ ↻ + ⊕⊕⊕
Ultra Combo I

Hashinsho
↻ ↻ + ⊕⊕⊕
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Projectile, Rush Down, Technical, Zoning
Vitality: 900
Stun: 950
Preferred Ultra Combo: Hashinsho
Anti-airs: Agemen, cr HP, Kazegiri
Air-to-airs: Jumping HK, Air Throw, Neutral Jumping MK, Super Combo
Normals: LP, cr LP, Agemen, cr MP, MK, cr MK, Sazan, Close HK, cr HK
Cross-Up: Jumping LK, Jumping MK, LP Kunai
Overhead: Hammer Kick, Hien

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > cr LP	40	100
LP > cr HK	115	150
cr LP > cr HK	115	150

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LK	40	100
cr LK > LP	50	100
Far LP > B+MP	55	100
LP > MK	90	150
cr LP > MP	90	150
cr LP > cr MK	90	150
MP > LK	90	150
MP > cr LK	90	150

NORMAL LINKS

Link	Damage	Stun
Close MP > cr LP	90	150
Far LP > MP	95	150
Far LP > cr MP	95	150
Far LP > MK	95	150
Far LP > cr MK	95	150
MP > LP	95	150
MP > B+MP	100	150
cr LP > Close HK	130	250
MP > MP	140	200
MP > MK	140	200
MP > cr MK	140	200
MP > cr HK	160	200
cr MP > cr HK	160	200
MP > Close HK	180	300

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COMBOS

HIGH JUMP CANCELING

Ibuki can High Jump just like C. Viper, by quickly pressing Down then Up. She can use this in combos to cancel out of certain attacks, allowing her to follow with attacks that would normally not connect. This is referred to as a High Jump Cancel (HJC), or in some cases, as a Super Jump Cancel (SJC). For example, to HJC her Target Combo 4 into the Hashinsho Ultra Combo, press LP > MP (wait for both hits) > HP, then immediately press Down, then Up in rapid succession, followed by QCF, QCF+KickX3 for the Ultra Combo. This cancels the HP immediately after it connects, and begins to launch Ibuki into the air, but the Ultra Combo cancels the jump. A slightly easier method is to input the first QCF motion of the Ultra Combo during the MP, ending in UF like a Tiger Knee notation, then the second QCF during the HP, with the same Tiger Knee notation, followed by all three Kick buttons. If you get the High Jump and nothing else, you pressed the Kick buttons too early. If you get a jumping HK, you pressed the Kick buttons too late. This technique is difficult and requires a fair amount of practice to perfect.

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LP > cr LP > MK > HP Neck Breaker	189	360
cr LK > cr LP > cr LP > MK > HK Kazegiri	201	282
cr LP > cr LP > LK > MK > HJC > Hashinsho	328	175
LP > MP > HP > HJC > Hashinsho[1]	482	198

[1]—The MP should hit twice to get the full damage and stun. If it only hits once, the damage will be 422 and the stun will be 148.

NORMAL COMBOS

Combo	Damage	Stun
Close HK > EX Kunai	160	300
LK > MK > HK Tsumuji[1]	167	253
Close HK > HJC > Jumping HK	210	400
LP > MP > cr HK > HK > HJC > HK Kasumi Gake[2,3]	210	240
LP > MP > HP > HP Neck Breaker[1]	298	373

[1]–The damage and stun will vary depending on which Tsumuji is used. The listed damage and stun are based on the neutral Kick ender, which is the most damaging version.

[2]–To connect the HK Kasumi Gake, you must use a Tiger Knee input, or jump forward following the SJC.

[3]–The MP should hit twice.

CORNER ONLY COMBOS

Combo	Damage	Stun
LP > MP > HP > EX Tsumuji > HP Raida[1,2]	357	493

[1]–The MP should hit twice.

[2]—The HP Raida is used to hit the opponent before they land and is not a 2-in-1 or link.

NOTE Ibuki does not have any practical FADC combos.

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	LP > MP > HP > HJC > Hashinsho[1]	482	198
Super Combo	HK > HJC > LP Kasumi Suzaku	440	200
One Stock	LP > MP > HP > EX Neck Breaker[1]	312	408
Nothing	LP > MP > HP > HK Kazegiri	312	400

[1]–The MP should hit twice.

PRIMA PRO TIP As the Nothing Combo and the One Stock Combo have identical damage ratings, it is generally preferred to use the Nothing Combo, since it doesn't use the meter.

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SPECIAL MOVES

Kunai

+ in the air

The Kunai is Ibuki's only projectile attack. The strength of the Punch button determines the angle of the attack, with the LP version traveling on a very steep angle, going almost straight down, and the HP version traveling at a much wider angle. The EX version inflicts more damage and stun than the normal variations, consists of two Kunai and travels significantly faster than any other version and at a steeper angle, allowing it to almost cover the entire length of the screen. Use Ibuki's Kunai to zone the opponent and keep them away. After knocking down the opponent, jump over them with a LP Kunai, then use a mix-up from behind, between a target combo or throw. Some of Ibuki's attacks can be followed by a Kunai, such as the Tsuijigoe and Hien. You can also SJC Ibuki's target combos and follow with a Kunai as she flies through the air. However, unlike a normal projectile attack, the Kunai can be knocked out of the air by almost any of the opponent's attacks.

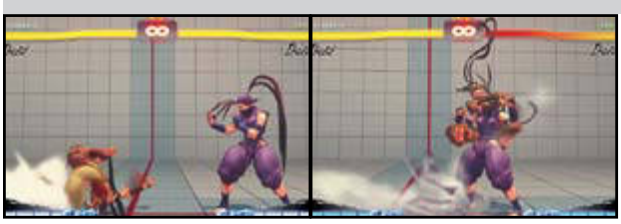
Tsuijigoe

+

The Tsuijigoe is essentially just a modified jump. The strength of the Punch button determines the horizontal and vertical distance of the jump, with the LP version traveling the shortest distance. There is no EX version of the Tsuijigoe. Use this technique primarily to get out of corner traps. You can throw a Kunai or activate Ibuki's Super Combo during the Tsuijigoe, which allows it to be used as a cross-up. Jump over the opponent, then use a Kunai to cross them up. You can also finish a combo with a 2-in-1 into the Tsuijigoe to go for a cross-up mid combo.

Neck Breaker

+



The Neck Breaker is primarily used to end combos and evade projectile attacks. The strength of the Punch determines the horizontal distance of the attack, with the LP version traveling the shortest distance. The EX version travels full screen, just like the HK version, and goes through projectile attacks. If any version connects, it results in an untechable knockdown that can be used to start Ibuki's vortex strategy. Unfortunately, all versions are also unsafe if the opponent blocks, so only use the normal versions to end a combo, and only use the EX version to go through a projectile or inflict a little more damage and stun at the end of a combo.

Raida

+

Ibuki's Raida and Neck Breaker have similar uses. The Raida should be used to end combos because it results in an untechable knockdown if it connects. It also beats out normal throws and armor breaks, which makes it a great tool if you anticipate the opponent is about to use a throw. You can also use it after any combo that ends with the EX Tsumuji in the corner. The strength of the Punch button determines the range of the attack, with the LP version having the shortest range. The EX version inflicts more damage and stun than the normal variations and has the longest range. All versions are invincible to throws at the beginning of the animation, but the EX version is invincible for a longer time compared to the normal versions.

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Kasumi Gake

The Kasumi Gake is Ibuki's command forward dash. The strength of the Kick button determines the range of the dash, with the LK version traveling the shortest distance. The HK version moves Ibuki to the other side of the opponent if you're close enough when the Kasumi Gake is executed. There is no EX version of the attack, but it's really not necessary. After a knockdown, or at the end of a target combo, use the Kasumi Gake to cross-up the opponent. Mix-up between the various strengths so the opponent doesn't know which side you're going to end up on. Follow it with a crouching LK to start a combo, or a throw to keep the opponent guessing. If used as a 2-in-1 after a normal that connects, Ibuki has the advantage at the end of the dash, but if the normal is blocked, Ibuki is at a disadvantage.

Kazegiri

The Kazegiri is basically Ibuki's version of a Shoryuken. The strength of the Kick determines the height and damage of the attack, with the LK version inflicting the least amount of damage and reaching the lowest height. The EX version inflicts more damage, is invincible during the start of the attack, is safe if the opponent blocks, and can be followed by a Kunai. Ibuki cannot be thrown out of any variation of the attack, but all of the normal versions are unsafe if the opponent blocks. Use the invincibility of the EX version as Ibuki is getting up off the ground to avoid a potential attack by the opponent.

Tsumuji

Tsumuji

Low Followup

The Tsumuji is series of kicks that can end multiple ways. The LK version executes faster than the other variations, consists of two hits, and is safe if the opponent blocks. The MK and HK versions consist of at least two hits, with the option to add a third hit by pressing Kick (rapidly tap Kick to get the third hit with ease). The third hit of the MK and HK variations can be low if you press Down+Kick. The EX version consists of four hits, with an option for the second through fourth hits to be low. The low attacks result in an untechable knockdown, but inflict less damage than the normal optional attacks. It should be used mainly as a combo ender that leads to an untechable knockdown, but the LK version can also be used as a poke during footsies because it is safe if the opponent blocks.

Hien

Ibuki's Hien flying kick attack is one of Ibuki's overhead attacks. The strength of the Kick button determines the distance and damage of the attack, with the LK version covering the shortest distance and inflicting the least amount of damage. The EX version homes in on the opponent, inflicts more damage than the normal variations, and knocks the opponent down. It can be used to go over projectile attacks, but the timing and spacing required can make this difficult. The LK version is good to build Ibuki's Super Combo Gauge if you're a full screen away from the opponent. It is also invincible to throws, so if you anticipate a throw, you can use a LK Hien to avoid it and counter-attack the opponent. You can follow any variation with a Kunai or Ibuki's Kasumi Suzaku Super Combo. Use it to end combos to surprise opponents with an overhead attack. It will not combo with anything, but if the opponent is crouching during the combo, if you end with the Hien, chances are they will still be crouching and you can get extra damage.

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SUPER COMBO

Kasumi Suzaku

+ in the air

Ibuki's Kasumi Suzaku Super Combo is one of the more useful Super Combos in the game. The strength of the Punch button determines the angle of the attack, similar to the angle of Ibuki's Kunai. It inflicts excellent chip damage, and if all of the attacks in the Super Combo are blocked, it is safe from a counter-attack. Make sure to use the proper angle to ensure that the opponent must block every hit if it doesn't connect. Use the Kasumi Suzaku at the end of a combo after a Kunai to force the opponent to take the chip damage, or possibly get hit. For example, you can do LP > MP > cr HK > HK > Kunai > Kasumi Suzaku. If you use the proper Kunai and Kasumi Suzaku strength to get the appropriate angle, the opponent will have to block every hit and take considerable chip damage. You can also combo into it after a close HK into a HJC, Hien, or Kazegiri.

ULTRA COMBOS

Yoroitoshi

+

Unfortunately, the Yoroitoshi is not a very good Ultra Combo for Ibuki. It is a throw Ultra Combo that has a brief period of invincibility at the beginning of the attack, but it isn't an instant throw like all of the good throw Ultra Combos. Instead, as soon as the Yoroitoshi is executed, the opponent can hold Up to evade the attack. The only exceptions to this are if you use it after a Focus Attack while the opponent is stunned, to punish an opponent's unsafe attack, or if you HJC a combo into it. Unlike Ibuki's other Ultra Combo, if you HJC a combo into the Yoroitoshi, you only get the non-animation version, which inflicts very little damage. The Yoroitoshi has a very short range, and if you use it out of range, the non-animated version executes, which has more range than the normal version, but inflicts meager damage.

Hashinsho

+

Hashinsho is Ibuki's recommended Ultra Combo for one reason and one reason only: it is extremely easy to combo into if you have moderately good execution skills. Like C. Viper's combos that lead into her Ultra Combo I, you can HJC cancel Ibuki's ground or air target combos and continue right into the Hashinsho. While Viper's HJC into Ultra is very difficult to execute, you have a lot more time to HJC with Ibuki's target combos into Hashinsho. You still need solid execution, but it's nowhere near as difficult as it is with Viper. If that weren't enough, the Hashinsho also goes through projectile attacks and has armor breaking properties.

GAUGE MANAGEMENT

Ibuki's gauge management is somewhat tricky. On the one hand, she has very good EX special moves. The EX Kazegiri is very good to get Ibuki out of corner traps and avoid dangerous wake-up games while Ibuki is getting up off the ground. Projectile-heavy characters are easily countered with the EX Neck Breaker, which leads to an untechable knockdown. At the end of the round, an EX Kunai can be difficult to avoid and the chip damage could lead you to victory, not to mention the EX Tsumuji to Raida corner combo.

GENERAL STRATEGIES

1. **Land a combo into an untechable knockdown.**
2. **Start the vortex with a LP Kunai to ambiguous cross-up.**
3. **Go into a combo that ends with another untechable knockdown and repeat.**

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IN-DEPTH STRATEGIES

Ibuki is very much a pressure character, and that shows in her general strategies. She is very similar to Akuma in that her vortex is the bread and butter of her offensive game. The vortex is basically a looping series of attacks that starts and ends with an untechable knockdown. If you're using the Hashinsho Ultra Combo, you can cut off the vortex with a target combo into the Hashinsho for massive damage.

The first order of business is to start the vortex. Ibuki has a number of different ways to land an untechable knockdown. End a combo with the Neck Breaker, connect with a crouching HK, or use her Yami Kazura throw. A quick target combo to use is LK > MK > HP Neck Breaker. Against a projectile character, you can use the EX Neck Breaker to go through a projectile attack and get an untechable knockdown.

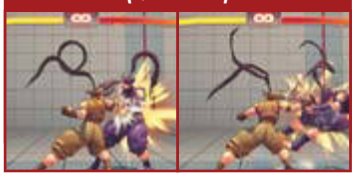
Once the opponent has been knocked to the ground, jump toward them and at the apex of the jump use a LP Kunai. With proper spacing, this should land Ibuki on the opposite side of the opponent as the Kunai hits. You can also throw a different strength Kunai or use it at another point during the jump to land in front of the opponent, making this an ambiguous cross-up. It is also possible to cross-up with an aerial target combo such as jumping LK > B+MK (use B+MK because your inputs are reversed as you cross-up). Start another combo after hitting the opponent with the mix-up, and end it with another Neck Breaker to start the vortex over again.

While you're attempting to get in on the opponent to start the vortex, use LK Tsumuji as a safe poke on the ground. If it looks like the opponent is about to throw you, use the Raida to counter it. You can also cut off block strings into the Raida as well to keep the opponent guessing.

UNIQUE ATTACKS

Agemen (B+MP)

Backhand Punch (Far HP > HP)



Spin Kick (F+LK)

Reverse Spin Kick (B+MK)

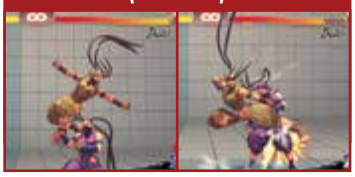
Hammer Kick (F+MK)

Sazan (DF+MK)

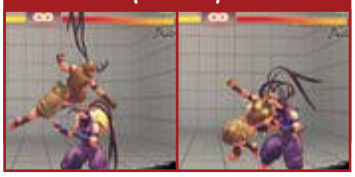
Bonsho Kick (F+HK)

High Jump (D,U)

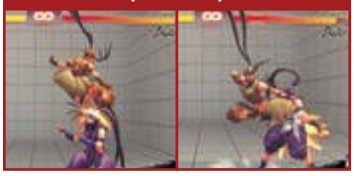
Target Combo 1 (HP > F+MK)



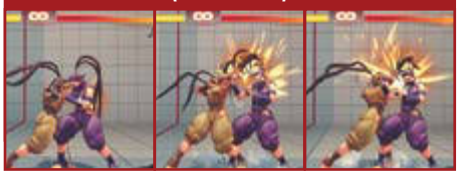
Target Combo 2 (LP > F+HP)



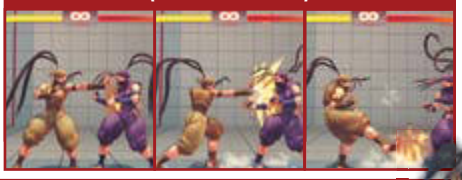
Target Combo 3 (LK > F+MK)



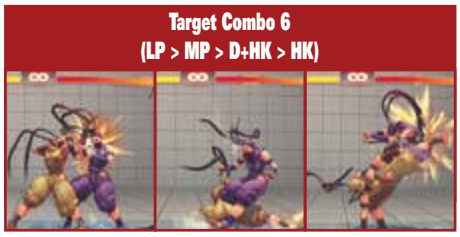
Target Combo 4 (LP > MP > HP)



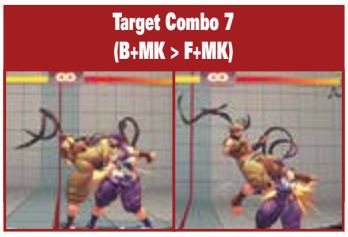
Target Combo 5 (Far LP > MP > F+LK)



Target Combo 6 (LP > MP > D+HK > HK)

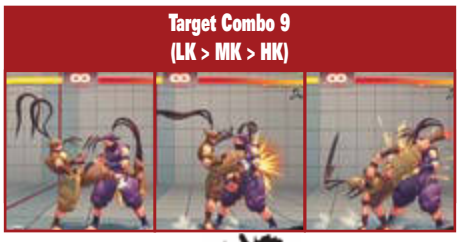


Target Combo 7 (B+MK > F+MK)



Target Combo 8 (HP > D+HK > HK)

Target Combo 9 (LK > MK > HK)



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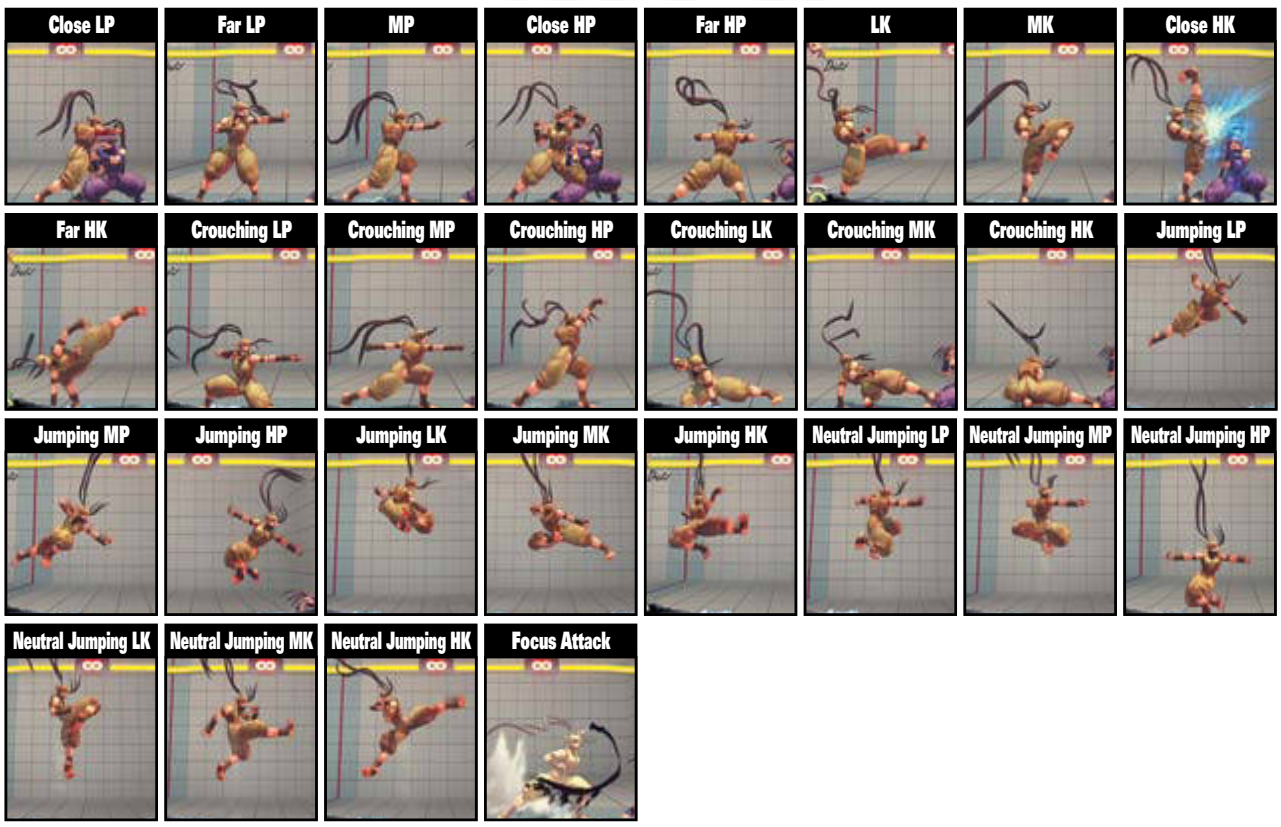
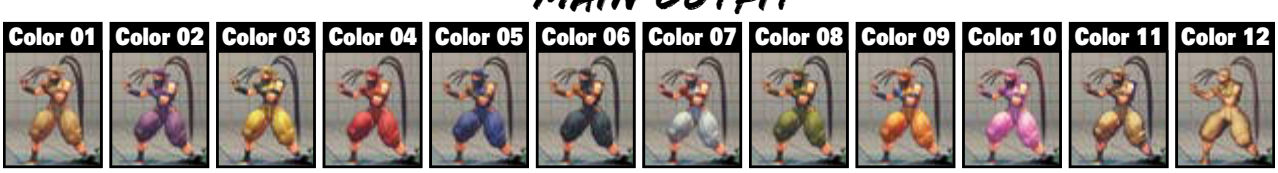
BASIC ATTACKS



OUTFITS

MAIN OUTFIT



ALTERNATE OUTFIT 1

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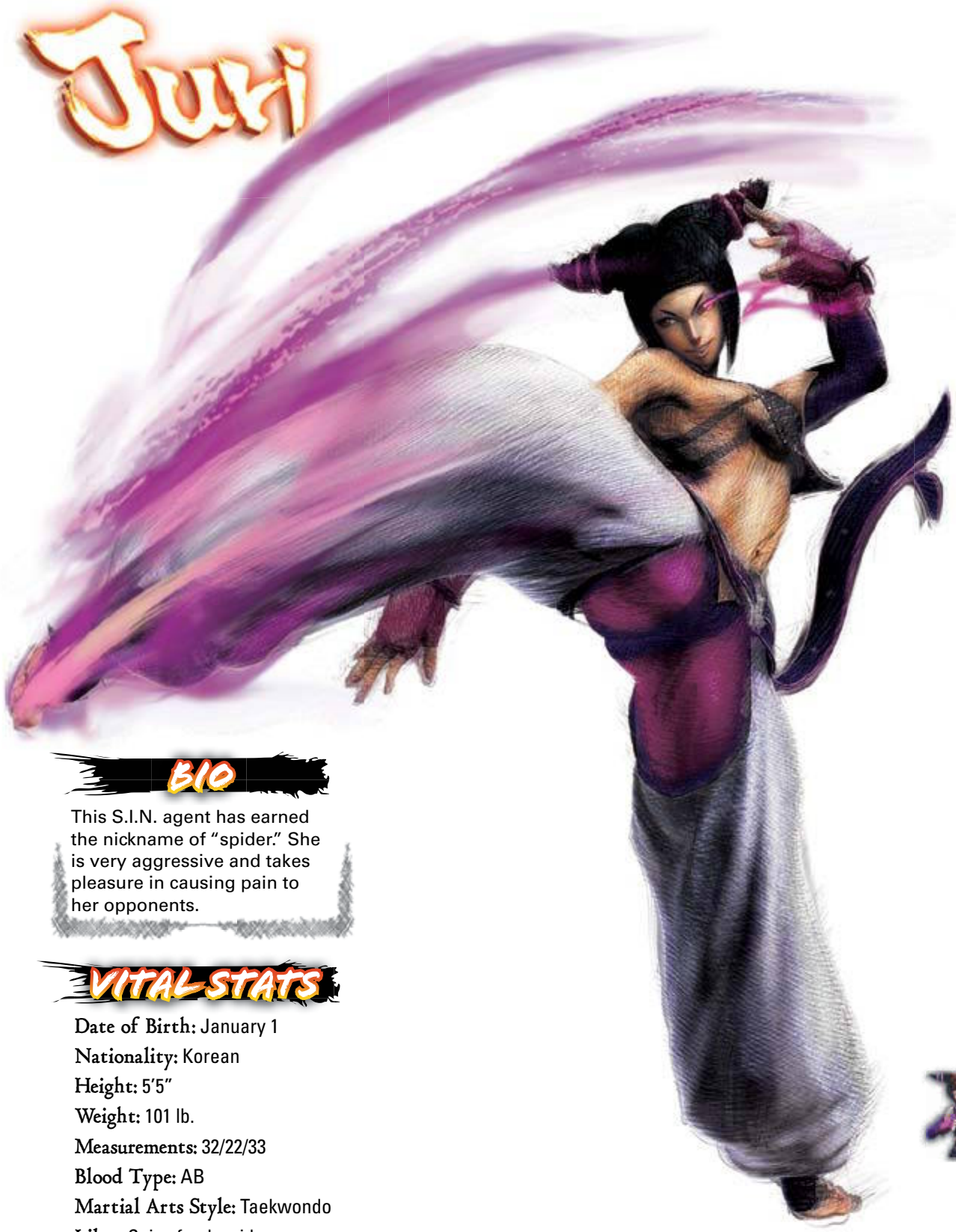
Juri



BIO

This S.I.N. agent has earned the nickname of "spider." She is very aggressive and takes pleasure in causing pain to her opponents.

VITAL STATS

Date of Birth: January 1
Nationality: Korean
Height: 5'5"
Weight: 101 lb.
Measurements: 32/22/33
Blood Type: AB
Martial Arts Style: Taekwondo
Likes: Spicy food, spiders
Dislikes: Antisocial people, rules
Hobbies/Skills: Photographic memory

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MOVE LIST

Karen Kick
→ or Neutral+ Light + Light
Throw; must be close to opponent

Assatsu Kick
← + Light + Light
Throw; must be close to opponent

Sekku
→ + Medium
Overhead

Fuhajin
↑ +
EX version; projectile

Shikusen
↑ +
Armor Break; EX version; in the air

2nd Impact
During Shikusen

3rd Strike
During 2nd Impact

Senpusha
↑ +
EX version

Kasatushi
↑ +
EX version

Fuharenjin
↑ ↑ +
Super Combo; projectile

Feng Shui Engine
↑ ↑ +
Ultra Combo I

Kaisen Dankairaku
↑ ↑ +
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down, Zoning

Vitality: 950

Stun: 950

Preferred Ultra Combo: Kaisen Dankairaku

Anti-airs: cr MP, cr HP, HP, HK Fuhajin, Senpusha

Air-to-airs: Neutral Jumping HK, Neutral Jumping LP, Jumping HP

Normals: Far MK, MP, cr MK, Far HK

Cross-Up: Jumping MK, Jumping LK, LK Shikusen

Overhead: Sekku

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LK > cr MK	90	150
LP > cr MP	100	150
Close LK > cr MP	100	150
Close LK > Far MP	110	150
LP > Close HP	130	250

NORMAL LINKS

Link	Damage	Stun
cr LK > cr LK	40	100
cr LK > LP	50	100
cr LK > Close LK	50	100
cr LK > cr LP	50	100
LP > cr MK	90	150
cr LP > Close MP	90	150
Close LK > Close MP	100	150
Close LK > Close HP	130	250

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Air-to-air Jumping MP > Air-to-air Jumping MP > LK Senpusha[1, 2]	180	164
cr LK > LK > cr MK > HK Senpusha	196	290
cr LK > Close MP > HK Senpusha	202	274
Air-to-air Jumping MP > Air-to-air Jumping MP > Kaisen Dankairaku[1, 2]	431	100
Jumping MP > EX Shikusen > Kaisen Dankairaku[1, 3, 4, 5]	530	190

[1]–You cannot add a normal jumping attack to the start of this combo.

[2]–You must connect with the first air-air jumping MP before the opponent reaches the apex of their jump.

[3]–You must connect with the jumping MP and EX Shikusen as high as possible so that every hit of the EX Shikusen connects.

[4]–Execute the Kaisen Dankairaku after the wall bounce from the EX Shikusen.

[5]–You can replace the jumping MP with an air-to-air jumping MP, followed by a jump back EX Shikusen, but the timing is very strict and you must hit the opponent with the air-to-air jumping MP before they reach the apex of their jump.

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NORMAL COMBOS

Combo	Damage	Stun
cr LK > cr LK > Far MK	120	180
Air-to-air Jumping MP > LK Senpusha	150	130
cr LK > LK > cr LK > MK Senpusha	152	231
cr LK > LP > cr MK > HK Senpusha[1]	196	290
EX Shikusen > LK Senpusha[2]	200	180
cr MK > Fuhajin > cr MK > HK Senpusha[3]	256	340
Jumping MP > Shikusen > LK Fuharenjin[4, 5, 6]	386	100
Shikusen > Kaisen Dankairaku[4, 5]	400	50
Shikusen > LK Fuharenjin[4, 5, 6]	410	50
Jumping MP > Shikusen > Kaisen Dankairaku[4, 5]	410	100
Air-to-air Jumping MP > Kaisen Dankairaku[4, 5]	422	50
EX Shikusen > Kaisen Dankairaku[2]	520	140

[1]–This combo only works on a standing opponent.

[2]–Execute the second attack after the wall bounce from the EX Shikusen.

[3]–The Fuhajin in this combo is a released Fuhajin, not the entire attack.

[4]–You cannot add a normal jumping attack to the start of this combo.

[5]–Only execute the first hit of the Shikusen.

[6]–You can use LK or MK Fuharenjin, but the damage and stun value remain the same. HK Fuharenjin does not work. When performed in the corner, not all hits of the Fuharenjin connect.

FADC COMBOS

Combo	Damage	Stun
cr MK > LK Fuhajin > EX Focus Cancel > Level Two Focus Attack > Forward Dash > Kaisen Dankairaku[1, 2]	404	255

[1]–You must execute the level two Focus Attack as quickly as possible.

[2]–The Fuhajin in this combo is a released Fuhajin, not the entire attack.

CORNER ONLY COMBOS

Combo	Damage	Stun
HK Fuhajin > Close HP > LK Senpusha	182	282
HK Fuhajin > cr MK > LK Fuhajin > cr MK > HK Senpusha[1, 2]	276	353
HK Fuhajin > cr HP > MK Fuhajin > cr MK > LK Fuhajin > cr MK > HK Senpusha[1, 2]	348	502

[1]–The Fuhajin in this combo are released Fuhajin, not the entire attack.

[2]–This combo does not work on a crouching opponent.

PRIMA PRO TIP **In Juri's combos, you can use crouching MP in place of crouching MK, for slightly more damage, but crouching MP has less range, which is why crouching MK is recommended.**

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo II	Kaisen Dankairaku	480	0
Ultra Combo II	Shikusen > Kaisen Dankairaku[1, 2]	400	50
Super Combo	Shikusen > LK Fuharenjin[1, 2, 3]	410	50
One Stock	cr LK > Close MP > EX Senpusha	234	298
Nothing	cr LK > Close MP > HK Senpusha	202	274

[1]–You cannot add a normal jumping attack to the start of this combo.

[2]–Only execute the first hit of the Shikusen.

[3]–You can use LK or MK Fuharenjin, but the damage and stun value remain the same. HK Fuharenjin does not work. When performed in the corner, not all hits of the Fuharenjin connect.

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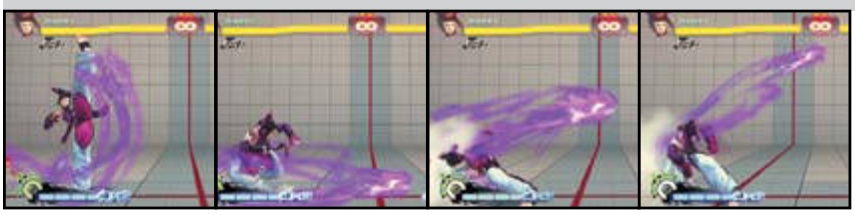
SPECIAL MOVES

Fuhajin

+



Fuhajin (Kick) *LK* *MK* *HK*

The Fuhajin is a unique projectile attack. The strength of the Kick button determines the height of the projectile. The LK version results in a low-hitting projectile that goes under other projectile attacks. The MK version is a high-hitting projectile that can be avoided by a crouching opponent. The HK version is an anti-air projectile that travels on an upward arc. There are also three different EX versions of the attack depending on which two Kick buttons are pressed. Press LK+MK to get a low EX Fuhajin, MK+HK for a high version, and LK+HK for an anti-air version. All EX variations are two hits and execute much faster than the normal versions because there isn't an upward kick before the projectile. None of the Fuhajin travel the full length of the screen. All of the normal versions can be stored by holding the Kick button instead of tapping it. This results in Juri only executing the initial upward kick and not releasing the projectile. As long as the Kick button is held, Juri will retain the projectile until the end of the round. If you release the Kick button, Juri will shoot the projectile by itself. However, if you release Kick button while Juri is in the animation of another attack, getting hit, or blocking, the projectile will not come out and you'll have to store it again. The initial kick is safe if the opponent blocks.

PRIMA PRO TIP **Juri can go head-to-head with almost any other projectile character if you properly store her Fuhajin. The initial kick of the non-EX Fuhajin is technically considered a projectile and will absorb a projectile attack with proper timing. To keep up with the faster projectile characters, use the initial kick to absorb one projectile, then release the Fuhajin to cancel out the next projectile attack. In most cases you must use the MK version.**

Shikusen

+ in the air

Juri's Shikusen, or dive kick, has a variety of uses. The strength of the Kick button determines the angle and horizontal distance of the attack, with the LK version traveling at the sharpest angle, covering the shortest distance. The normal versions of the Shikusen are three-part attacks. The notation for the Shikusen results in a single kick. When the kick reaches the opponent, whether it's blocked or hits, press any Kick button to execute a second and third kick (Second Impact), then press any Kick button again to execute a fourth and final kick (Third Strike). The EX version has the same angle and horizontal range as the LK version, always executes all four kicks, and bounces the opponent off the wall. You can follow the EX version with additional attacks, such as a LK or EX Senpusha, the Fuharenjin Super Combo, or the Kaisen Dankairaku Ultra Combo. It is also possible to combo after the initial hit of the non-EX Shikusen, but you must hit the opponent relatively high, or when Juri is close to the ground so that Juri has time to land while the opponent is still high in the air. You can follow the initial kick with the same follow-ups as the EX wall bounce. It is also possible to 2-in-1 into the Shikusen after a jumping MP, then land the same follow-up attacks. To connect with the Ultra Combo after the jumping MP > Shikusen, use the HK Shikusen. The LK Shikusen can cross-up and opponent with very strict timing. All normal variations of the Shikusen are unsafe if the opponent blocks, unless executed from maximum range. The only exceptions to this are the LK version, which is safe if you use a Tiger Knee notation (QCB, UF+LK with a slight delay before LK) to execute it almost instantly off the ground, and the EX version, which always unsafe if it's blocked.

PRIMA PRO TIP **Practice the Tiger Knee notation of Juri's Shikusen because it is extremely useful. The Shikusen and Senpusha have the same notation, so you must delay pressing Kick after inputting QCB, UF to avoid executing the Senpusha instead of an instant Shikusen. Master this technique and use the instant LK Shikusen to avoid throws and punish the opponent with a LK or EX Senpusha, Super Combo, or Ultra Combo after a single hit of the LK Shikusen. And if it's blocked, the LK Shikusen is safe using the Tiger Knee notation.**

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Senpusha

The Senpusha pinwheel kick is primarily used as a combo ender. The strength of the Kick button determines the number of hits, horizontal distance, damage, stun, and speed of the attack. The LK version consists of two hits, inflicts the least amount of damage and stun, and travels the shortest distance, but executes faster than the MK and HK versions. The MK and HK versions consists of four hits. The EX Senpusha consists of six hits, executes at roughly the same speed as the LK version, and inflicts the most damage and stun. The LK and EX Senpusha can be used to hit opponents that have been knocked into the air by an attack that results in a juggle state, such as the first hit of the Shikusen dive kick, or an air-to-air jumping MP. All versions of the Senpusha are unsafe if the opponent blocks, but the LK version is difficult to punish for most characters, especially if it is executed from maximum range. If you're a full screen away from the opponent, use the LK Senpusha to build Juri's Super Combo Gauge. This also works after knocking an opponent down.

Kasatushi

Kasatushi *LP* *MP* *HP*

The Kasatushi is Juri's counter special move. Executing the counter causes Juri to taunt the opponent. If Juri is attacked at the beginning of the taunt animation, she teleports through the attack. Throws, armor breaking attacks, and two-hit physical attacks will still hit Juri, but multi-hit projectile attacks can be avoided by the Kasatushi. Juri does not take any temporary damage after evading an attack with the Kasatushi, which means that if she has low Vitality and the opponent uses an EX projectile attack, Juri can use the Kasatushi to evade the attack without taking any damage. This also works for Super and Ultra Combo projectile attacks such as Ryu's Metsu Hadoken. The LP version moves Juri forward and to the other side of the opponent if she's close enough, the MP version moves Juri back, and the HK version moves Juri directly above, into the air. The EX version has a longer active counter window, and moves Juri in all three directions depending on which direction you press. Forward acts like the LP version, Back results in the MP version, and Up or pressing nothing results in the HK version. The only difference is that if you hold Forward or Back after the upward teleport of the EX version, Juri moves slightly in either direction, but retains neutral jump attacks. This allows her to use neutral jumping HK as an ambiguous cross-up, or go right into a Shikusen dive kick. The EX version is active as soon as the taunt animation begins, but the normal variations have a very brief window at the beginning of the animation when Juri can be hit out of the Kasatushi. If you use the Kasatushi as a reversal while getting off the ground, make sure to use the EX version.

SUPER COMBO

Fuharenjin

Juri's Fuharenjin Super Combo is actually quite useful, unlike many other Super Combos in *Super Street Fighter IV*. The strength of the Kick determines the initial speed of the Super Combo, with the LK version executing the fastest. Juri takes a big step back before executing the HK version, which can be useful if timed perfectly to evade an opponent's attack. The LK Fuharenjin can be used after the first hit of the Shikusen dive kick, or after the wall bounce of the EX Shikusen. If you hit an aerial opponent with a jumping MP, you can follow with the LP Fuharenjin. The timing for all of these combos is significantly easier than the timing to connect the Kaisen Dankairaku Ultra Combo in the same situations. If you selected the Feng Shui Engine Ultra Combo, add the Fuharenjin to the end of your custom combo to significantly increase the damage.

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ULTRA COMBOS

Feng Shui Engine

While not Juri's preferred Ultra Combo, the Feng Shui Engine can be deadly in the right hands. Activating the Feng Shui Engine changes the recovery time and combo properties of Juri's normals and allows her to chain them together similar to the Magic Series of Capcom's other fighting games. Refer to the Magic Series chart for all possible chains once the Feng Shui Engine is active. The Feng Shui Engine also allows Juri to start a combo from the Sekku overhead attack. This opens up a combo reset opportunity by using the Sekku in the middle of a combo. The Sekku will not count as part of the previous combo, but if the opponent is crouching it will connect and allow Juri to begin a new combo for more damage. Juri is invincible during the first few frames of the attack, which allows the Feng Shui Engine to be used as the opponent is getting up off the ground or when they're in the middle of a close-range attack.

FENG SHUI ENGINE MAGIC SERIES CHAINS

Initial Attack	Possible Chains
LP	cr LP, LK, cr LK, MP, cr MP, MK, cr MK, HP, cr HP, HK, cr HK
MP	cr MP, MK, cr MK, HP, cr HP, HK, cr HK
HP	cr HP, HK, cr HK
LK	cr LK, LP, cr LP, MP, cr MP, MK, cr MK, HP, cr HP, HK, cr HK
MK	cr MK, MP, cr MP, HP, cr HP, HK, cr HK
HK	cr HK, HP, cr HP
cr LP	LP, LK, cr LK, MP, cr MP, MK, cr MK
cr MP	MP, MK, cr MK, HP, cr HP, HK, cr HK
cr HP	HP, HK, cr HK
cr LK	LK, LP, cr LP, MP, cr MP, MK, cr MK
cr MK	MK, MP, cr MP, HP, cr HP, HK, cr HK
cr HK	HK, HP, cr HP
Sekku	cr LK

FENG SHUI ENGINE SAMPLE COMBOS

Combo	Damage
cr LP > HP > LK Senpusha	152
LP > MP > MK > HP > LK Senpusha[12]	246
cr LP > cr MP > cr MK > cr HP > cr HK	272
cr LP > cr MP > cr MK > cr HP > HK > HK Senpusha	312
cr LP > HP > LK Fuharenjin	426
LP > MP > MK > HP > LK Fuharenjin[23]	426

[1]–You must be as close as possible to the opponent and the timing is very strict to ensure the crouching HP does not miss.

[2]–Only works on a standing opponent.

[3]–Both hits of the MK must connect to inflict the damage listed.

NOTE **Feng Shui Engine combos do not inflict any stun and no Super Combo Gauge is gained.**

PRIMA PRO TIP **If you use a released Fuhajin in a Feng Shui Engine combo, the Magic Series chains are reset and you can start again from anywhere in the chain. If you EX Focus Cancel the released Fuhajin, you have enough time to dash forward and continue the Feng Shui Combo at close range.**

Kaisen Dankairaku

The Kaisen Dankairaku is Juri's recommended Ultra Combo for many reasons. First and foremost, you can combo into it for big damage after the first hit of the Shikusen dive kick, or after the wall bounce of the EX Shikusen. It is also possible to use jumping MP > Shikusen (first hit) or EX Shikusen, then follow with the Kaisen Dankairaku. The timing varies based on where Juri hits the opponent. For best results, use the Shikusen from close range to hit higher on the opponent's body, and if you're starting with the jumping MP, try to connect the attack as high as possible, then 2-in-1 into the HK Shikusen. After the EX Shikusen, wait until the opponent's body flattens out, which should be around the time they pass in front of the Vitality Gauge at the top of the screen. It is also possible to hit an air-to-air jumping MP, followed by the Kaisen Dankairaku when Juri lands. This works best if the jumping MP hits around the apex of the opponent's jump. The Kaisen Dankairaku can also be used as a solid anti-air because it is invincible at the very start of the animation.

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GAUGE MANAGEMENT

Juri's EX special moves are moderately useful, but not to the point of ignoring her Fuharenjin Super Combo. This is especially true if you have selected the Feng Shui Engine Ultra Combo, because you not only lose the ability to combo into an Ultra Combo for big damage, but if you end your Feng Shui Engine custom combo with the Fuharenjin, it almost makes up for the lost damage by not using the Kaisen Dankairaku Ultra Combo. It's also very easy to combo into the Fuharenjin, using the same combos you would use to hit the Kaisen Dankairaku, but the timing is much more lenient with the Super Combo. Juri's EX Kasatushi can backfire if it's used to counter the wrong attack, and the EX Shikusen is extremely unsafe, meaning it should be used strictly to armor break or punish an opponent's mistake. The EX Senpusha adds a good amount of damage to Juri's combos, and is an average wake-up attack. Juri builds her Super Combo Gauge quickly, so you can use a few EX special moves and still return the Super Combo Gauge to full relatively quickly.

GENERAL STRATEGIES

1. **Stay at mid-range.**
2. **Zone with a barrage of Fuhajin.**
3. **Use normals to keep the opponent out.**
4. **Combo into Kaisen Dankairaku or Fuharenjin when available.**

IN-DEPTH STRATEGIES

Playing with Juri requires good knowledge of *Street Fighter* in general in addition to exceptional knowledge of the character. None of her special moves are safe, with the exception of the initial kick of the Fuhajin projectile attack. This means that you can't spam block strings into special moves like you can with many other characters. Juri also lacks a true go-to strategy if you're behind in Vitality or you need to inflict big damage. She can't rely on a vortex strategy like Akuma or Ibuki. You have to know what to do in every situation because she won't always have the same answer, and you'll have to react accordingly to everything the opponent is doing.

Start off most fights with a barrage of Fuhajin. Stay at mid-range because the projectile does not cover the entire length of the screen. Against a projectile character, use the initial kick of the Fuhajin to absorb one projectile, and a released Fuhajin to absorb the next. This should allow you to hang with almost any projectile character. In most cases it's best to store the LK Fuhajin, then immediately use the full MK Fuhajin. Use back-to-back Fuhajin to keep the opponent guessing as to when the projectile will be released. Mix-up between storing the LK and HK Fuhajin, and vary storing a Fuhajin and using a normal Fuhajin without storing. Because the initial kick recovers quickly when storing, you can store on and then execute a full Fuhajin in rapid succession. Be very careful when storing a Fuhajin against an aggressive opponent because you cannot tech a throw while storing the LK Fuhajin, and you can't use a Focus Attack while storing the MK Fuhajin.

If the opponent closes in on you, use Juri's recommended normals to keep them out. Far MK is a great normal that has good range and hits twice (as long as you're not at maximum range) to prevent a Focus Attack. Far HK is also a very good normal if it's used at max range. It's not the fastest attack, but it has deceptive range and jumps over low attacks with precise timing. It does not hit smaller characters when they're crouching, so against Cammy, Ibuki, and other small characters, do not use far HK unless they're standing. If the opponent gets right in Juri's face, use crouching LK chains to keep them at bay. You can combo into the LK or EX Senpusha from crouching LK, or link into standing LK > crouching MK > HK or EX Senpusha. It's a harder combo, but it results in much better damage. Crouching LK > close MP > HK or EX Senpusha is a little easier, but hard to confirm if the combo connects before using the HK or EX Senpusha.

Once Juri's Kaisen Dankairaku Ultra Combo or Fuharenjin Super Combo are available, the opponent cannot jump toward her. If they do, you have multiple ways to inflict massive damage. Be ready to use an air-to-air jumping MP, followed by the Ultra or Super Combo, or use the Ultra Combo by itself as an anti-air. If you hit the opponent high enough in the air with jumping MP, you can add a second jumping MP before the Super or Ultra. If you don't have either ready, you can use a LK or EX Senpusha instead.

In the corner, Juri becomes an extremely aggressive character. Jumping MP cannot cross-up in the corner, which means that you can jump in with the jumping MP and it will always hit the front side of the opponent. This gives you a very good mix-up with a cross-up jumping MK or jumping LK. In addition, if you connect with the jumping MP, you can 2-in-1 into a Shikusen dive kick and finish the combo with Juri's Super Combo or Ultra Combo II for big damage. You can also apply corner pressure with block strings such as: cr MK > released LK Fuhajin > cr MK > LK Fuhajin (kick and projectile) > LK Senpusha. With the exception of the LK Senpusha at the end, the opponent must block the entire block string, and to interrupt the Senpusha, they must be expecting it and ready to use a fast attack. If you think the opponent will try to jump out of the corner, mix in a HK Fuhajin after the second crouching MK, but store the projectile for a moment, then release. This gives the opponent time to see that the block string is over, allowing them to possibly jump out, but the delayed Fuhajin projectile will anti-air them. If you're fast enough, you can dash under the opponent and use a Senpusha, Super Combo, or Ultra Combo II after the anti-air Fuhajin, but the timing is very strict.

Rounding out Juri's game is her jumping HP, which should be mixed up with her jumping MK or jumping LK cross-up to confuse the opponent. Juri's jumping HP is a quick stomp that knocks the opponent to the ground. It executes quickly, so the opponent may not quick recover off the ground, which allows you to apply wake-up pressure. This also works well in her corner game when mixed in with jumping MP or a cross-up jumping attack.

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BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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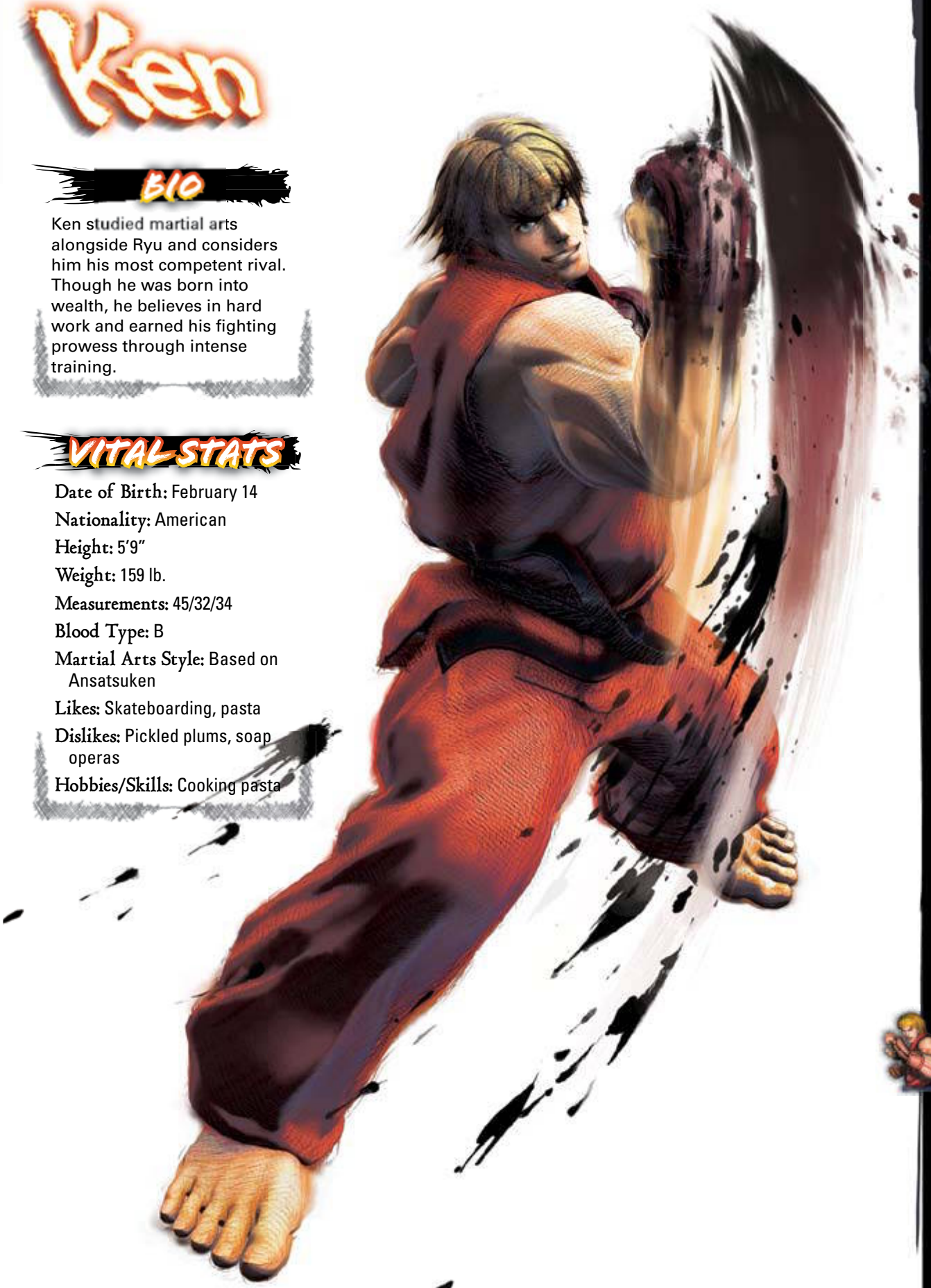
Ken

BIO

Ken studied martial arts alongside Ryu and considers him his most competent rival. Though he was born into wealth, he believes in hard work and earned his fighting prowess through intense training.

VITAL STATS

Date of Birth: February 14
Nationality: American
Height: 5'9"
Weight: 159 lb.
Measurements: 45/32/34
Blood Type: B
Martial Arts Style: Based on Ansatsuken
Likes: Skateboarding, pasta
Dislikes: Pickled plums, soap operas
Hobbies/Skills: Cooking pasta



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MOVE LIST

Shoulder Throw
→ or Nuetral + Light + Light
Throw; must be close to opponent

Hell Wheel
← + Light + Light
Throw; must be close to opponent

Inazuma Kick
← + Medium
Overhead

Forward Step Kick
→ + Medium

Thunder Kick
→ + Heavy
Overhead; hold Heavy to cancel

Target Combo
Close Medium > Heavy
Must be close to opponent

Hadoken
↓↑ +
EX version; projectile

Shoryuken
→↓↘ +
EX version

Tatsumaki Senpukyaku
↓↙ +
Armor Break; EX version

Airborne Tatsumaki Senpukyaku
↓↙ +
EX version; in the air

Shoryureppa
↓↑ ↓↑ +
Super Combo

Shinryuken
↓↑ ↓↑ +
Ultra Combo; Armor Break I

Guren Senpukyaku
↓↑ ↓↑ +
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down
Vitality: 1,000
Stun: 1,000
Preferred Ultra Combo: Guren Senpukyaku
Anti-airs: MP Shoryuken, EX Shoryuken, cr HP
Air-to-airs: Neutral Jumping MK, Jumping MP
Normals: cr MK, cr MP, MP, Forward Step Kick
Cross-Up: Jumping MK, Jumping LK, Airborne Tatsumaki Senpukyaku
Overhead: Thunder Kick, Inazuma Kick

LINKS

NORMAL LINKS

Link	Damage	Stun
Close LK > cr LK	50	100
LP > cr MK	90	150
cr LP > cr MK	90	150
Close LK > cr MK	90	150
Close MK > cr LK	90	150
LP > cr MP	100	150
cr LP > cr MP	100	150
Close LK > cr MP	100	150
LP > cr HP	130	250
cr LP > cr HP	130	250
Close MK > cr MK	130	200
Close LK > cr HP	130	250

NOTE Ken does not have any difficult links.

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Close LP > Close LK > cr LP > cr MK > EX Tatsumaki Senpukyaku	220	330

NORMAL COMBOS

Combo	Damage	Stun
cr LK > cr LP > HP Shoryuken	162	260
cr LK > cr LP > LP > cr MK > HK Tatsumaki Senpukyaku	162	282
MP > HP > HP Shoryuken	202	310
Close HK > EX Tatsumaki Senpukyaku	320	450

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FADC COMBOS

Combo	Damage	Stun
Close HK > EX Hadoken > FADC > cr HK	280	380
Close HK > HP Shoryuken > FADC > Shinryuken	409	350
cr MK > HP Hadoken > FADC > Guren Senpukyaku	456	200

NOTE Ken's FADC combos can be difficult to execute and may require considerable practice.

CORNER ONLY COMBOS

Combo	Damage	Stun
cr LK > LP > Close HP > HP Hadoken > FADC > Close LK > LP > cr MK > EX Tatsumaki Senpukyaku	269	445
MP > HP > HP Shoryuken > FADC > EX Airborne Tatsumaki Senpukyaku > Shinryuken	425	410
Close HK > MP Shoryuken > Shoryureppa > Shinryuken	658	325

BEST COMBO OPTIONS

BEST COMBO CHART

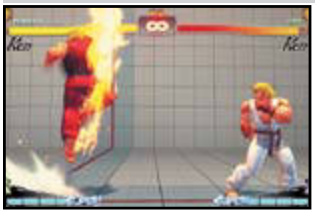
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Shinryuken	507	200
Ultra Combo II	Focus Attack > Guren Senpukyaku	486	200
Super Combo	Focus Attack > Close HK > MP Shoryuken > Shoryureppa	523	448
One Stock	Close HK > EX Tatsumaki Senpukyaku	320	450
Nothing	Close HK > HK Tatsumaki Senpukyaku	290	410

SPECIAL MOVES

Hadoken

One of the most recognizable projectile attacks in the history of fighting games is back one more time. This time around Ken's Hadoken is still slightly lacking in speed when compared to Ryu's but it serves the purpose of zoning, and does this task well. The strength of the Punch button determines the speed of the projectile, with the LP version traveling at the slowest speed. All three normal versions inflict the same amount of damage and stun, but the EX version is two hits, travels faster than any of the normal variations, and inflicts the most damage and stun. All versions of the Hadoken travel farther than full screen if the opponent moves back.

Shoryuken



Ken's trademark anti-air attack has become a little better in *Super Street Fighter IV*. The strength of Punch button determines the damage, stun, height, and invincibility of the attack. The LP version has very little invincibility at the start of the animation, inflicts the least amount of damage and stun, and reaches the lowest height. The MP version has the most invincibility of the normal variations, inflicts more damage than the LP and HP versions, and has the same amount of stun as the HP variation. The HP version has more invincibility than the LP version, but less than the MP version, and inflicts less damage than the MP version. The EX Shoryuken has the most invincibility and should be the preferred choice for an anti-air attack, especially if you need additional range. Otherwise, use the MP version for anti-air purposes. All variations can be used to end combos if you want to knock the opponent down.

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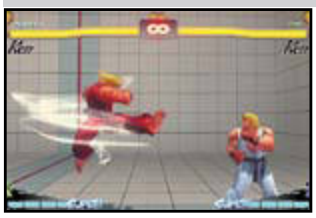
Tatsumaki Senpukyaku

The Tatsumaki Senpukyaku, or Hurricane Kick, is a very good combo ender. The strength of the Kick button determines the range, damage, and stun of the attack. The LK version travels the shortest distance, and inflicts the least amount of damage and stun. The EX version travels the farthest, and inflicts the most damage and stun. All versions of the Hurricane Kick are invincible to most projectile attacks once Ken is in the air, but if you try to go through a projectile late, Ken can still be hit at the very beginning of the attack. Use the Hurricane Kick to end combos if you want to mix-up the opponent instead of knocking them down. The EX version works best for this because Ken has more advantage after it hits.

Airborne Tatsumaki Senpukyaku



The aerial version of the Hurricane Kick is used more for getting Ken out of tight situations than anything else. The strength of the Kick button determines the damage inflicted by the attack, with the LK version inflicting the least amount of damage, and the EX version inflicting the most damage. All variations travels approximately the same distance, but the distance will vary depending on when you execute the attack. Jumping forward will result in a longer range Airborne Tatsumaki compared to the jump back version. Use it to get out of corner traps, or to add additional stun and damage to the end of a Shoryuken > FADC combo. The EX version is best suited for this because it inflicts the most damage and stun.

SUPER COMBO

Shoryureppa

Ken's Shoryureppa Super Combo is best used to end combos when you're looking to inflict maximum damage. The strength of the Punch determines the distance of the Super Combo, with the LP version traveling the shortest distance. Ken has a multitude of attacks that lead into the Shoryureppa. You can use almost anything from a crouching LP to a Shoryuken, or even a Hadoken. The Super Combo is also invincible at the beginning of the animation, which allows it to go through attacks if you anticipate well. Under most circumstances you'll want to save Ken's Super Combo Gauge for EX special moves, but if you have a full gauge, the Shoryureppa adds significant damage to Ken's combos.

ULTRA COMBOS

Shinryuken

While Ken's Shinryuken Ultra Combo is not the recommended Ultra, it still can be used frequently to inflict significant damage. It's invincible at the beginning of the animation, which allows it to blow through attacks, and even work as an anti-air with very strict timing. However, when you'll be using the Shinryuken most is after a Shoryuken > FADC. Use a forward dash in the FADC, then go right into the Ultra Combo for full damage. This even works against an aerial opponent; you just need to make sure the first hit of the Shoryuken connects.

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Guren Senpukyaku

The Shinryuken is a great Ultra Combo, but the Guren Senpukyaku is even better. Guren is the recommended Ultra Combo for Ken, but there are some cases in which you may opt for the Shinryuken. The main reason Guren is preferred is because it's easier to land. You can combo into the Guren Senpukyaku from a Hadoken as long as you have enough Super Combo Gauge to FADC. This means all you have do is land a crouching MK and you can connect the Guren Senpukyaku (cr MK > Hadoken > FADC > forward dash > Guren Senpukyaku). It's also invincible to projectiles throughout the entire duration of the attack, which makes it a great weapon against projectile characters. To top things off, if you happen to miss the Guren Senpukyaku, it hits behind Ken, making it difficult for an opponent to punish with anything significant. The only downfall is that if you do miss with the Guren Senpukyaku, Ken will almost certainly be left in the corner, which could lead to trouble.

GAUGE MANAGEMENT

Ken's gauge management depends on how you decide to play. If you end combos with an EX Hurricane Kick, you won't have much Super Combo Gauge to use the Shoryureppa Super Combo. However, if you opt to end combos with an HP Shoryuken, it's likely you'll have a full Super Combo Gauge before the end of the first round. The EX Hadoken can be useful to throw off opponents in a projectile battle, and allows Ken to be a little more creative with FADC combos, but otherwise the EX Hurricane Kick will be your main use of the Super Combo Gauge. If you're not using it to end combos, you should be saving the Super Combo Gauge for the Shoryureppa.

GENERAL STRATEGIES

1. **Get to close range and use block strings into kara throws.**
2. **When opponents avoid throws, counter with normals and jump-ins.**
3. **If you have more Vitality, turtle up and use Forward Step Kick instead of Hadoken at mid-screen.**

IN-DEPTH STRATEGIES

If you owned *Street Fighter IV* and played online, chances are you came across a plethora of Ken players. Unfortunately, these players did little more than throw projectiles from across the screen and try to hit HP Shoryukens from a mile away. This is not how Ken should be played, and if you were one of those players, it's time to take your game to the next level.

When you first pick up Ken, learn his various combos and recommended normals. Ken's offense relies heavily on his kara throw, but you'll need to be able to execute his combos (and block strings) effectively to use the kara throw. LP, crouching LP, and crouching LK are just a few of his close-range normals that lead into big combos. Once you have the hang of using those to start combos and block strings, upgrade to MP and crouching MP, and from a slight distance, use crouching MK.

Ken's Forward Step Kick (F+MK) and Thunder Kick (F+HK) should be two staple attacks in your offensive arsenal. Both have a wide variety of uses and some even consider the Forward Step Kick to be Ken's best attack. It is also the basis for Ken's kara throw, but you must learn how to use the Forward Step Kick before you can advance to the kara throw. The Forward Step Kick gives Ken frame advantage when blocked, which allows you to proceed into one of Ken's block strings.

A large part of Ken's offensive strategy is his kara throw. To execute a kara throw, start with Ken's Forward Step Kick and follow it immediately with a throw of your choice (generally the Shoulder Throw). The full command in this case would be F+MK, LP+LK, but you must input the two commands so close together that it feels almost like you're hitting both commands at the same time. This results in Ken twitching forward as he performs the throw, giving him a considerably more throw range.

Practice the kara throw until you can execute it almost 100 percent of the time. Once you have it down, use the kara throw in the middle of a block string to surprise an opponent. Practice stopping in the middle of a block string and transitioning right into the kara throw. You do not want the opponent to see the throw coming, so the transition needs to be fast and seamless.

Use kara throws liberally, and your opponents will start to make attempts to counter them. Usually this results in reversal moves, back dashes, or other defensive measures. Pay close attention to how the opponent is countering the kara throw, and adapt your game plan to counter this. Either finish your block strings, use a Shoryuken into an FADC, or poke with crouching MK > Hadoken. Use your counter measures a few times, then return to kara throw pressure.

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Ending combos with EX Tatsumaki Senpukyaku inflicts a fair amount of stun to the opponent and gives you a mix-up when Ken lands. Combine this with kara throw pressure, and it should be moderately easy to dizzy an opponent. You will succeed with Ken if you can get into kara throw range often, and pressure the opponent into losing large amounts of Vitality.

You can use the Forward Step Kick to quickly move Ken across the screen. Back to back Forward Step Kicks put Ken right next to his opponent in almost any situation. Follow it with a crouching MK or one of Ken's other normals that can lead into a 2-in-1 HP Hadoken, which can also be EX Focus Canceled to further confuse your opponent, or into a block string and kara throw.

BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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M.Bison

BIO

The leader of the evil organization Shadaloo, Bison is responsible for the underground trade of drugs and weapons. He possesses a supernatural power known as Psycho Power that he wields for evil purposes.

VITAL STATS

Date of Birth: April 17
Nationality: Unknown
Height: 6'0"
Weight: 176 lb.
Measurements: 51/33/36
Blood Type: A
Martial Arts Style: Psycho Power
Likes: Ruling the world
Dislikes: Weaklings, inept henchmen
Hobbies/Skills: Hypnosis

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MOVE LIST

Deadly Throw
or Nuetral + Light + Light
Throw; must be close to opponent

Death Tower
+ Light + Light
Throw; must be close to opponent

Hell Attack
Medium Medium
In the air; during forward or backward jump

Psycho Crusher
CHARGE +
Armor Break; EX version

Double Knee Press
CHARGE +
EX version

Head Press
CHARGE +
EX version

Somersault Skull Diver
EX version; after Head Press

Devil Reverse
CHARGE +
EX version

Bison Warp
or + or
Teleport

Knee Press Nightmare
+
Super Combo

Nightmare Booster
+
Ultra Combo I

Psycho Punisher
+
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Charge, Poking, Rush Down

Vitality: 1,000

Stun: 950

Preferred Ultra Combo: Psycho Punisher

Anti-airs: EX Psycho Crusher, HK, EX Head Press, EX Devil Reverse, cr HP

Air-to-airs: Hell Attack, Jumping HK, Jumping MK, Jumping HP, Devil Reverse

Normals: HK, MK, LK, cr LK, cr MK, cr MP, cr LP, LP, cr HP

Cross-Up: Jumping MK, Jumping HK, Jumping HP, Psycho Punisher

Overhead: Head Press

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > cr LK	40	100
cr LK > cr LP	50	100
cr LK > Close LK	50	100
cr LK > Far LK	50	100
Close LK > Far LP	50	100
Far LK > Far LP	50	100
cr LP > Close LK	60	100
cr LP > Far LK	60	100
Far LP > cr MK	85	150
cr LP > cr MK	95	150
Close LK > cr MK	95	150
Far LK > cr MK	95	150
Close LP > Far MK	100	150
cr MP > Far LP	100	150
Close LK > Far MK	100	150
Far LK > Far MK	100	150
Close LP > cr MP	110	150
Close HP > cr LK	120	250
Close LP > Far HK	130	250

DIFFICULT LINKS

Link	Damage	Stun
Close LK > Far HK	130	250
Far LK > Far HK	130	250
cr MP > cr MK	145	200
cr MP > Far MK	150	200
Close MK > cr MK	155	200
cr MP > Far HK	180	300

NORMAL LINKS

Link	Damage	Stun
Far LP > cr LK	40	100
cr LP > cr LK	50	100
Close LP > cr LK	50	100
Far LK > cr LK	50	100
cr LP > LP	60	100
Close LP > Close LK	60	100
Close LP > Far LK	60	100
Close LK > cr LP	60	100
Close LK > Far LK	60	100
Close LP > cr MK	95	100

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LK > cr LK > cr LK > cr LK > MK Double Knee Press	136	265
cr LP > cr LP > cr LP > LK > MK Double Knee Press	171	265
HP > cr LK > MK Double Knee Press	208	370
cr MP > cr MK > HK Double Knee Press	249	320
Somersault Skull Diver > cr MP > HK	280	460
Somersault Skull Diver > cr MP > cr MK > HK Double Knee Press	343	485
Close LP > LK Knee Press Nightmare	370	50
cr MP > LK Knee Press Nightmare	420	100

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NORMAL COMBOS

Combo	Damage	Stun
Air-to-air Hell Attack > EX Psycho Crusher	140	180
cr LP > LP > cr LK > MK Double Knee Press	153	245
cr LP > LP > cr MK > HK Double Knee Press	203	285
cr MP > HK Double Knee Press	210	250
HP > HK Double Knee Press	230	350

FADC COMBOS

Combo	Damage	Stun
cr LP > LP > cr MK > HK Double Knee Press > FADC > cr LP > cr LP > LP > cr MK > HK Double Knee Press[1]	252	385

[1]–This is a difficult combo.

NOTE

M. Bison does not have any practical corner-only combos.

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Nightmare Booster	496	200
Ultra Combo II	Focus Attack > Psycho Punisher	445	200
Super Combo	HP > HK Double Knee Press > HK Knee Press Nightmare	442	300
One Stock	HP > EX Psycho Crusher	250	400
Nothing	HP > HK Double Knee Press	230	350

SPECIAL MOVES

Psycho Crusher

M. Bison's trademark attack returns in *Super Street Fighter IV*. The strength of the Punch button determines the horizontal distance, damage, and stun of the Psycho Crusher. The LP version travels the shortest distance, and inflicts the least amount of damage and stun. The EX version should be the most used variation. It travels the same distance as the HP version, executes faster than all of the normal variations, hits twice, and can absorb a single-hit projectile attack. Use the EX Psycho Crusher as Bison is getting up to avoid an opponent's wake-up game. It can also be used after an air-to-air Hell Attack (jumping MP > MP), and works well against projectile characters.

Double Knee Press

The Double Knee Press, or Scissor Kick, is one of Bison's primary combo enders and poking tools. The strength of the Kick button determines the horizontal distance and damage of the attack, with the LK version traveling the shortest distance and inflicting the least amount of damage. The EX version travels the same distance as the HK variation, but inflicts more damage and is invincible for a short time at the beginning of the attack. Use it to go through projectiles from a distance. The LK version should be the most used variation of the Double Knee Press because it leaves Bison in a good position if performed from maximum range. At this range, Bison is free to start a block string if the LK Double Knee Press is blocked. Most characters do not have an answer for the LK Double Knee Press and will get very frustrated with its repeated use. The MK and HK versions should be used primarily to end combos.

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Head Press

You won't be using the Head Press by itself unless you're fighting against a novice player. It's very easy to avoid by simply backing up. However, if the opponent happens to block it, you can create a mix-up after it by pressing Forward or Back to control the direction Bison moves after the initial Head Press stomp. You can jump back to the other side of the screen, press Punch to execute the Somersault Skull Diver to land on top of the opponent, or land close the opponent without using the Somersault Skull Diver to get a mix-up as soon as Bison lands. Use the Somersault Skull Diver sparingly because a skilled opponent can use a Focus Attack to absorb it. However, if it connects, you can follow with a crouching MP into a combo. The strength of the Kick button used to initiate the Head Press has no impact on the attack, but the EX version inflicts more damage and stun than the normal variations, is invincible at the very start of the animation, and results in an untechable knockdown if it hits. It can be used as an anti-air attack, but it's not as reliable as some of Bison's other anti-air attacks. If the EX Head Press is blocked, press two Punch buttons to execute a two-hit version of the Somersault Skull Diver.

Devil Reverse

The Devil Reverse is very similar to the Head Press, but it's more useful because it's harder to avoid. The first part of the Devil Reverse is a long-range jump, with the second Punch executing an attack. Like the Head Press, all normal versions of the Devil Reverse are the same. The EX version is invincible at the start of the attack, which makes it useful to escape a bad situation (corner traps, wake-up games). After the first part of the EX Devil Reverse, press one Punch button for a single hit follow-up, or two Punch buttons for a two-hit follow-up. Much like the Head Stomp, you can control the direction Bison flies by pressing Forward or Back after the second Punch. This allows you to use the first part of the Devil Reverse, and land in front of the opponent, without using the follow-up attack, for a mix-up with a throw or combo. You can also use the movement of the actual attack to get back to the other side of the screen or attack the opponent. Use the normal versions of the Devil Reverse from a full screen length away from an opponent to build Bison's Super Combo Gauge by landing far away from the opponent. Most characters do not have a means to punish Bison for this, but some characters, especially projectile characters, can hit Bison with proper timing.

Bison Warp

The Bison Warp is basically M. Bison's get out of jail free card. It is invincible at the start of the animation, which allows Bison to get out of corner traps, safely get off the ground, and escape pressure strategies from rush down characters. If you're in trouble, chances are the Bison Warp will save the day. You can also use it to cross-up the opponent, but do not get predictable or else a skilled player will trick you into using the Bison Warp, only to counterattack as soon as the teleport ends.

BISON WARP COMMAND CHART

Notation	Warp
DP+PunchX3	Directly behind opponent.
RDP+PunchX3	Half screen back.
DP+KickX3	Directly in front of opponent.
RDP+KickX3	Full screen back.

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SUPER COMBO

Knee Press Nightmare

Bison's Knee Press Nightmare Super Combo should be limited to use at the end of a combo. You can cancel into it after the Double Knee Press, which is Bison's main combo ender. The strength of the Kick button determines the distance of the Super Combo, with the LK version traveling the shortest distance. All variations are invincible at the start of the Super Combo, and end with a sliding attack similar to crouching HK, which results in an untechable knockdown.

ULTRA COMBOS

Nightmare Booster

The Nightmare Booster Ultra Combo is not Bison's preferred Ultra, but is it still useful in certain situations. This is especially true against players who like to jump. You can connect the Nightmare Booster after an air-to-air Hell Attack (jumping MP > MP). You must hold Back as soon as you jump to ensure you have enough charge when Bison lands. However, the nice thing about the Nightmare Booster is that you always get the full version. When used in certain situations, some Ultra Combos only inflict partial damage because not all of the hits connect, but you won't have to worry about that with the Nightmare Booster. It's also invincible at the start of the animation, which means you can use it to go through various attacks if you anticipate well.

Psycho Punisher

Bison's new Ultra Combo, the Psycho Punisher, is the Ultra of choice for new and old players alike. It can be used in similar ways to the Nightmare Booster, such as after an air-to-air Hell Attack, but what makes the Psycho Punisher so much better is the fact that it can cross-up an opponent. You can control the Ultra Combo by pressing Forward, Back, or leaving the controller in a neutral position. It is possible for an opponent to jump and avoid having to determine which direction to block, but you can use it after an untechable knockdown, or if the opponent jumps back, to force them into guessing. You can also use the Ultra Combo from a full screen length away, but in this situation you cannot cross-up the opponent.

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GAUGE MANAGEMENT

While M. Bison has a fairly useful Super Combo, it's unlikely you'll have a full Super Combo Gauge to use it. Bison does not have many options as he's getting up off of the ground. You must build his Super Combo Gauge to use the EX Devil Reverse or EX Psycho Crusher to escape wake-up pressure from an opponent. The EX Double Knee Press is also very good against projectile characters because it is invincible to projectile attacks at the beginning of the animation. If you find that you have a full Super Combo Gauge, you can save it to use the Super Combo in a combo, but if you're knocked to the ground, use an EX special move to escape.

GENERAL STRATEGIES

1. **Use HK as a long or short range poke, anti-air from a distance, and preemptive anti-air.**
2. **Abuse the LK Double Knee Press against opponents who can't deal with it well.**
3. **Score an untechable knockdown with a throw, then cross-up with jumping MK to mix-ups.**

IN-DEPTH STRATEGIES

M. Bison uses two play styles for maximum effectiveness. He has a few weaknesses, but if you use each play style to perfection, his weaknesses will not become an issue. At the beginning of a match, start off with a poking and footsies offensive. Use HK and MK until you find an opening to knock the opponent down.

HK is one of Bison's best attacks and should be used frequently. It's a fantastic poke from both close and long-range, beating out a lot of other normals. It's also a very good anti-air attack from a slight distance, and can be used to hit an opponent attempting to jump away or cross-up. If you anticipate a jump is coming, use HK to catch the opponent on the way up.

When you see an opening in the opponent's defense, use a throw or a maximum range crouching HK to get an untechable knockdown. You can also use an EX Double Knee Press, but its primary function is to go through projectile attacks, which makes it somewhat limited against characters who do not use projectiles frequently.

Once you have knocked the opponent down, make a cross-up attempt with jumping MK or jumping HK. Both of these attacks lead into Bison's damaging combos, or if they're blocked, use LP or crouching LP a few times, then transition into a tick throw to land another knockdown. Against big characters (Zangief, T. Hawk, etc.), jumping HP becomes an ambiguous cross-up. In addition, if it's blocked by any character, Bison is at an advantage and can mix-up between a throw or crouching LK into a combo.

At this point, Bison becomes a rush down character, using tick throws and a LK Double Knee Press to pressure the opponent. Make sure to learn the range of the LK Double Knee Press and use it frequently from maximum range. If it's blocked, use LK followed by a 2-in-1 into another LK Double Knee Press for extended pressure. If the opponent tries to attack, the LK will interrupt in most situations.

M. Bison's Focus Attack is also useful during his rush down strategy, and while you're poking with HK and MK. It's one of the best Focus Attacks in the game because it attacks very quickly and moves Bison back very slightly. It's not uncommon for Bison's Focus Attack to allow him to evade an opponent's attack entirely, due to the slight backward movement. Use a level one Focus Attack, and dash back whether it hits or not, then use crouching HK if it hits. Use a level two Focus Attack, and dash forward to create a mix-up between a throw and a low attack if it's blocked. If it hits, use a combo of your choice, or go right into an Ultra Combo. If you're using the Nightmare Booster Ultra, after a Focus Attack, make sure to charge Down-Back as soon as you initiate the dash cancel so you have enough charge to use the Ultra Combo.

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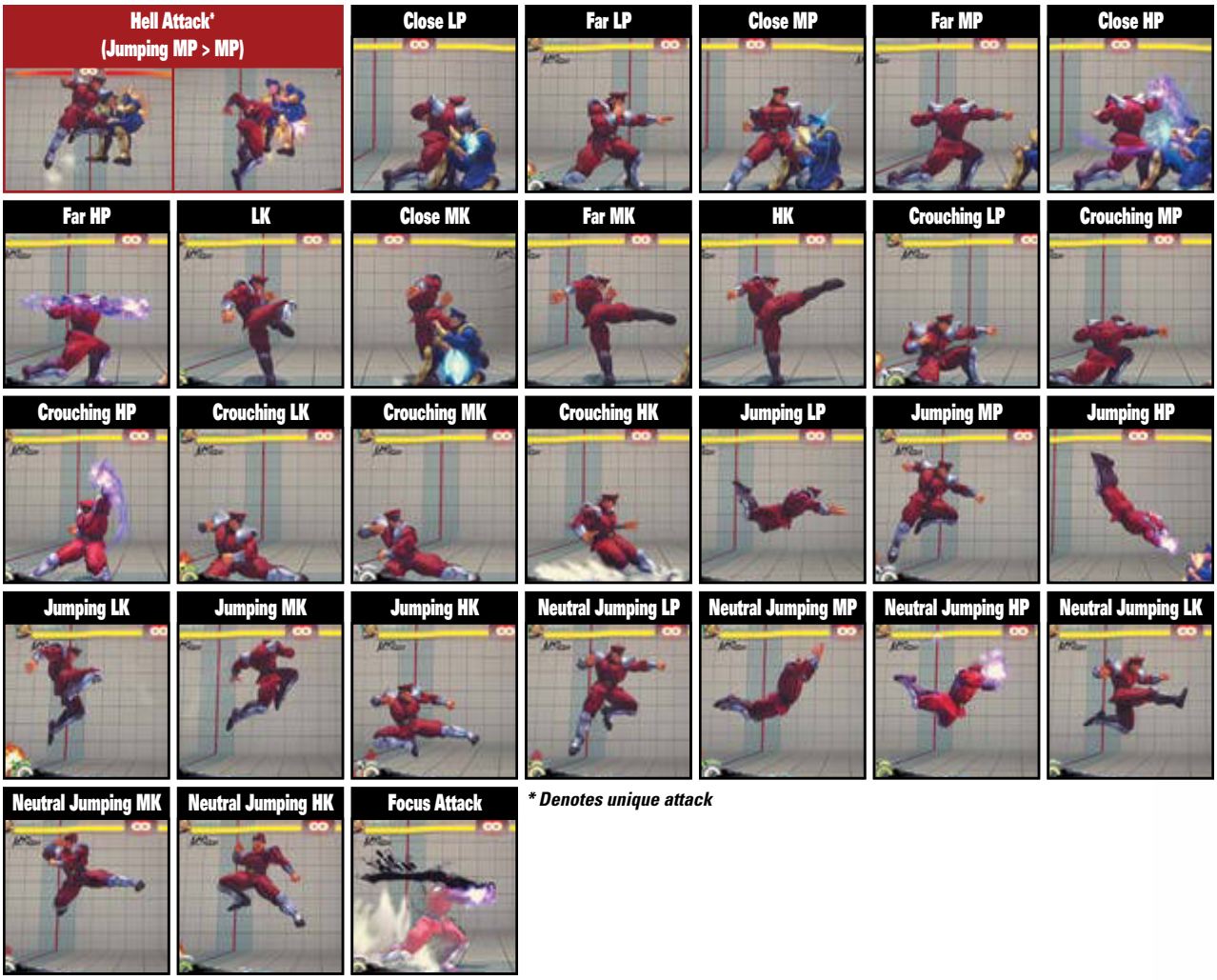
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Makoto

BIO

Though she looks young, her fighting prowess is nearly unmatched. She is a country girl raised in the rural Tosa region of Japan.

VITAL STATS

Date of Birth: July 1
Nationality: Japanese
Height: 5'3"
Weight: 110 lb.
Measurements: 31/24/34
Blood Type: B
Martial Arts Style: Rindoukan Karate
Likes: Family
Dislikes: Red ginger
Hobbies/Skills: Do-it-yourself carpentry

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MOVE LIST

Head Butt
→ or Neutral+ Light + Light
Throw; must be close to opponent

Triple Threat
← + Light + Light
Throw; must be close to opponent

Yamase
→ + Heavy Heavy

Target Combo 1
Light > Medium

Target Combo 2
→ + Medium > Heavy

Fukiage
↘ +
EX version

Hayate
↗ +
EX version

Oroshi
↑ +
Armor Break; EX version

Karakusa
↖ +
EX version

Tsurugi
↑ +
EX version; during a vertical or forward jump

Tanden Renki
↗↗ +
Super Combo

Seichusen Godanzuki
↗↗ +
Armor Break; Ultra Combo I

Abare Tosanami
↗↗ +
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Rush Down, Technical
Vitality: 950
Stun: 1,050
Preferred Ultra Combo: Seichusen Godanzuki
Anti-airs: cr MK, cr HK, Fukiage, MP, Seichusen Godanzuki
Air-to-airs: Jumping HK, Jumping MP, Neutral Jumping HP, Jumping LP, Jumping LK
Normals: MP, F+MP, MK, cr MK, F+HP, F+MK, F+HK, cr LK, LK, HK, HP, cr HP
Cross-Up: Jumping MK
Overhead: Oroshi, EX Tsurugi

LINKS

DIFFICULT LINKS

Link	Damage	Stun
MP > MP	120	200

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LP	40	100
cr LP > cr LK	50	100
LP > MP	90	150
MP > cr LK	90	150
MP > LK	100	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
HP > Fake Hayate > MP > MP Hayate[1]	220	396

[1]-To execute the Fake Hayate, input the command, but hold Punch, then immediately press Kick.

NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > LP Hayate	112	196
cr LK > LP Hayate	120	170
cr MP > MP Hayate	160	220
MP > cr LK > LP Hayate	162	246
Far MK > MP Hayate	170	220
HP > HP Hayate	190	320
MP > MP > MP Hayate	200	296
HP > EX Oroshi	200	400
Karakusa > HP > HP Hayate	208	376

NORMAL COMBOS

Combo	Damage	Stun
MK Tsurugi > HP > HP Hayate	268	438
Anti-air HP Fukiage > MK Tsurugi > EX Hayate	280	420
Anti-air HP Fukiage > HP Fukiage > EX Tsurugi	328	496
HP > HP Hayate > Super > Ultra 1	613	320

NOTE You cannot add a jumping attack to the beginning of combos that start with Fukiage, Karakusa, or Tsurugi.

NOTE In Makoto's combos, MP and HP Hayate can be replaced by EX Hayate for more stun, but less damage.

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FADC COMBOS		
Combo	Damage	Stun
MP Oroshi > FADC > cr LP > cr LP > cr LP > LP Hayate[1]	204	397
HP Fukiage > FADC > EX Oroshi	220	360

[1]–This combo is difficult to execute.

CORNER ONLY COMBOS		
Combo	Damage	Stun
MK Tsurugi > EX Fukiage > Jump Cancel (Up) > EX Tsurugi	368	516
HP > HP Hayate > Super > HP > HP Hayate	367	564

BEST COMBO OPTIONS

BEST COMBO CHART			
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Karakusa > Ultra 1	424	80
Super Combo	HP > HP Hayate > Super > cr MP > MP Hayate	338	484
One Stock	Karakusa > HP > EX Oroshi	216	440
Nothing	Karakusa > HP > HP Hayate[1]	208	376

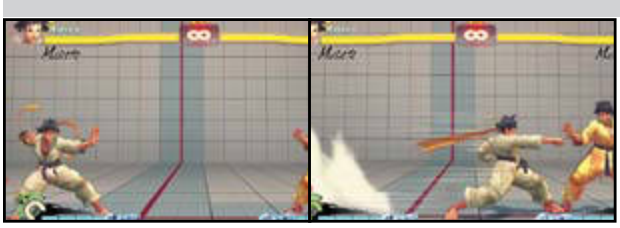
[1]–It is possible to inflict more damage than this combo, but it is very difficult and not practical for punishment purposes.

SPECIAL MOVES

Fukiage

Makoto's Fukiage is almost exclusively an anti-air attack. When executed on a grounded opponent, the attack will almost always miss. The strength of the Kick button determines the horizontal distance of the attack, with the LK version traveling the shortest distance. The EX version travels the farthest, and it can be jump canceled by pressing Up immediately after the attack. This allows Makoto to move much sooner, and connect with a LK Tsurugi to create a combo. The Fukiage hits directly over Makoto's head, so you must time it correctly and judge your distance to ensure it hits an aerial opponent.

Hayate



Makoto's Hayate is a quick dashing punch that can catch opponents off guard, lead into her Super Combo, and sometimes combo into the Karakusa throw. The strength of the Punch button determines how far Makoto dashes before executing the punch, with LP traveling the shortest distance. The EX version is faster than the normal variations and knocks the opponent down. If you hold Punch, Makoto delays the Hayate, which slightly increases the power as well. If you press any Kick button while the attack is being delayed, it will be canceled. In *Street Fighter III: Third Strike* Makoto was able to follow a Hayate with a Karakusa, but in *Super Street Fighter IV* the Hayate pushes the opponent too far away in most cases. However, if it looks like you're close enough to connect a Karakusa after a Hayate, you can still try. A skilled opponent should not attack after getting hit by a Hayate unless they suspect you will attempt the Karakusa.

PRIMA PRO TIP

The EX version of Hayate is extremely fast. If the opponent has very little Vitality remaining, cancel the Hayate a few times, then use an EX Hayate to surprise the opposing player.

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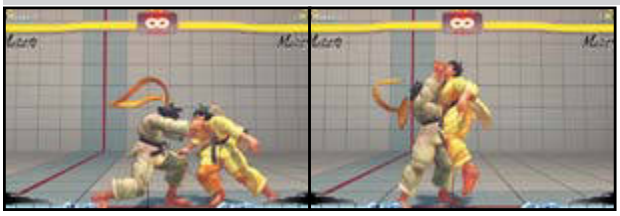
Oroshi

The Oroshi is one of Makoto's overhead attacks. All variations are relatively slow except the EX version, so you cannot use it excessively. A skilled player will see the attack coming and block it without a problem. However, if you use it sparingly it will be much harder for an opponent to see it coming. The EX version is faster than the normal versions and results in an untechable knockdown if it hits, so this is the preferred version to use. It is also invincible at the start of the animation, which allows it to go through the opposing player's attack. The HK version also knocks the opponent down. If you follow the Karakusa with a low attack, then mix in the EX Oroshi, it can catch opponents off guard. The strength of the Punch button determines the damage of the attack, with the LP version inflicting the least amount of damage.

Karakusa



The Karakusa is the primarily source of Makoto's damage and combos. The strength of the Kick button determines the speed and range of the attack, with the LK version executing the fastest, but having the shortest reach. The EX version has Hyper Armor, allowing it to absorb a single hit. If you anticipate an opponent is going to use a normal, the EX Karakusa goes right through the normal and grabs the opponent. There are many combos that start with the Karakusa, but more often than not you should follow it with a HP. You can also follow it with Makoto's Super Combo, followed immediately by Ultra 1 for significant damage.

Tsurugi

in the air

The Tsurugi is an aerial Axe Kick. It can be executed fairly low to the ground to start a combo (Tsurugi > cr MP > MP Hayate), and the EX version is an overhead attack, which means it must be blocked by a standing opponent. If the EX version connects it results in an untechable knockdown. The strength of the Kick button determines the damage and stun of the attack, with the LK version inflicting the least amount of damage and stun. The EX version inflicts the same amount of damage as the LK version, and the same amount of stun as the MK version, but keeps Makoto in the air slightly longer than the other versions.

SUPER COMBO

Tanden Renki

Makoto's Tanden Renki is unlike most other Super Combos. Instead of directly inflicting damage, it briefly increases Makoto's attack power by 20 percent. Upon activation, the Super Combo Gauge turns into a timer that lasts approximately 12 seconds. When the timer is up, Makoto's attack power returns to normal. In *Street Fighter III: Third Strike* it was not possible to block while the Tanden Renki was active. This has been changed in *Super Street Fighter IV*, which makes it somewhat more viable. In most cases, you can activate the Tanden Renki in the middle of a combo, then continue the combo to safely execute the Super Combo, and immediately make use of Makoto's increased strength. More often than not, you should use the Super Combo immediately following a Hayate. In fact, in this situation, it is possible to activate the Tanden Renki, then execute the Seichusen Godanzuki Ultra Combo to inflict massive damage.

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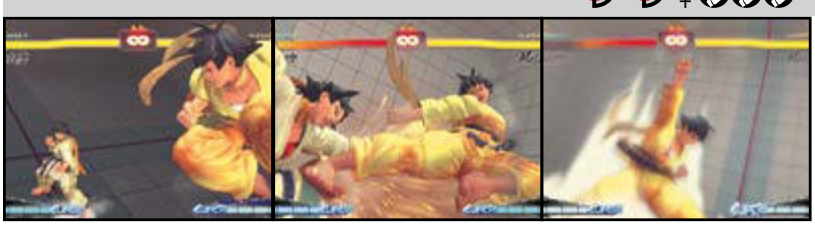
ULTRA COMBOS

Seichusen Godanzuki

The Seichusen Godanzuki is Makoto's recommended Ultra Combo. It is very easy to connect with because you can combo into it right after a Karakusa throw. You can even increase the damage of the Ultra Combo by using a Hayate, then 2-in-1 into the Tanden Renki Super Combo, followed immediately by the Seichusen Godanzuki. If that weren't enough, it's a very good anti-air attack, which means that once Seichusen Godanzuki is available, an opponent cannot jump toward Makoto or get hit with the Karakusa.

Abare Tosanami



While the Abare Tosanami is not Makoto's preferred Ultra Combo, it can still be useful, especially against projectile characters. This Ultra Combo executes very quickly, despite the fact that Makoto jumps back to the wall before attacking. Once the Revenge Gauge is high enough, be ready to execute the Abare as soon as an opponent uses a projectile attack. Because the Abare is also armor breaking, if the opponent attempts a Focus Attack, it can punish them if you're fast enough. After executing the attack, hold LK to shorten the horizontal range, and HK to increase the horizontal range depending on the position of the opposing character. At the end of the Ultra Combo, Makoto uses a Fukiage. Press Up to jump cancel the end of the Ultra Combo, then follow with a MK Tsurugi, then an EX Hayate.

GAUGE MANAGEMENT

Makoto's Super Combo is extremely good, but so are her EX special moves. If you're using the Seichusen Godanzuki Ultra Combo, try to save the Super Combo Gauge for the Tanden Renki and use it after a Hayate to increase the damage of the Seichusen Godanzuki. If you are not using the Seichusen Godanzuki, the Super Combo is not as important. However, the EX Hayate, EX Oroshi, and EX Tsurugi are all very good attacks. The EX Hayate is very fast and can catch an opponent by surprise, the EX Oroshi is a fast overhead attack, and the EX Tsurugi is an overhead that leads to an untechable knockdown. If you need to use these attacks, do so, otherwise save for the Tanden Renki.

GENERAL STRATEGIES

1. **Use Makoto's quick dashing speed to get in close.**
2. **Connect with the Karakusa throw to inflict damage.**
3. **Play footsies with MP and cr MP from maximum range.**

IN-DEPTH STRATEGIES

Makoto is an extremely offensive character who forces opponents into a guessing game that will cost them dearly if they guess wrong. Use her normals and quick dashing speed to get close to the opponent. From a distance, Makoto is not much of a threat aside from the EX Hayate. You must get in close and land a Karakusa to inflict big damage on the opposing character. The Karakusa combos directly into Makoto's Seichusen Godanzuki Ultra Combo, or if you have the Tanden Renki Super Combo available, you can activate it after a Karakusa, then go right into the Seichusen Godanzuki for significant damage.

After a Karakusa you can combo with HP into a Hayate, or you can keep the opponent guessing by using a crouching HP. The crouching HP does not combo, but it can catch an opponent by surprise if they're expecting a combo. You can also follow a Karakusa with a crouching LK into another combo for additional damage. It will not combo, but unless the opponent is blocking low you'll be able to start another combo. Use the Karakusa until the opponent is

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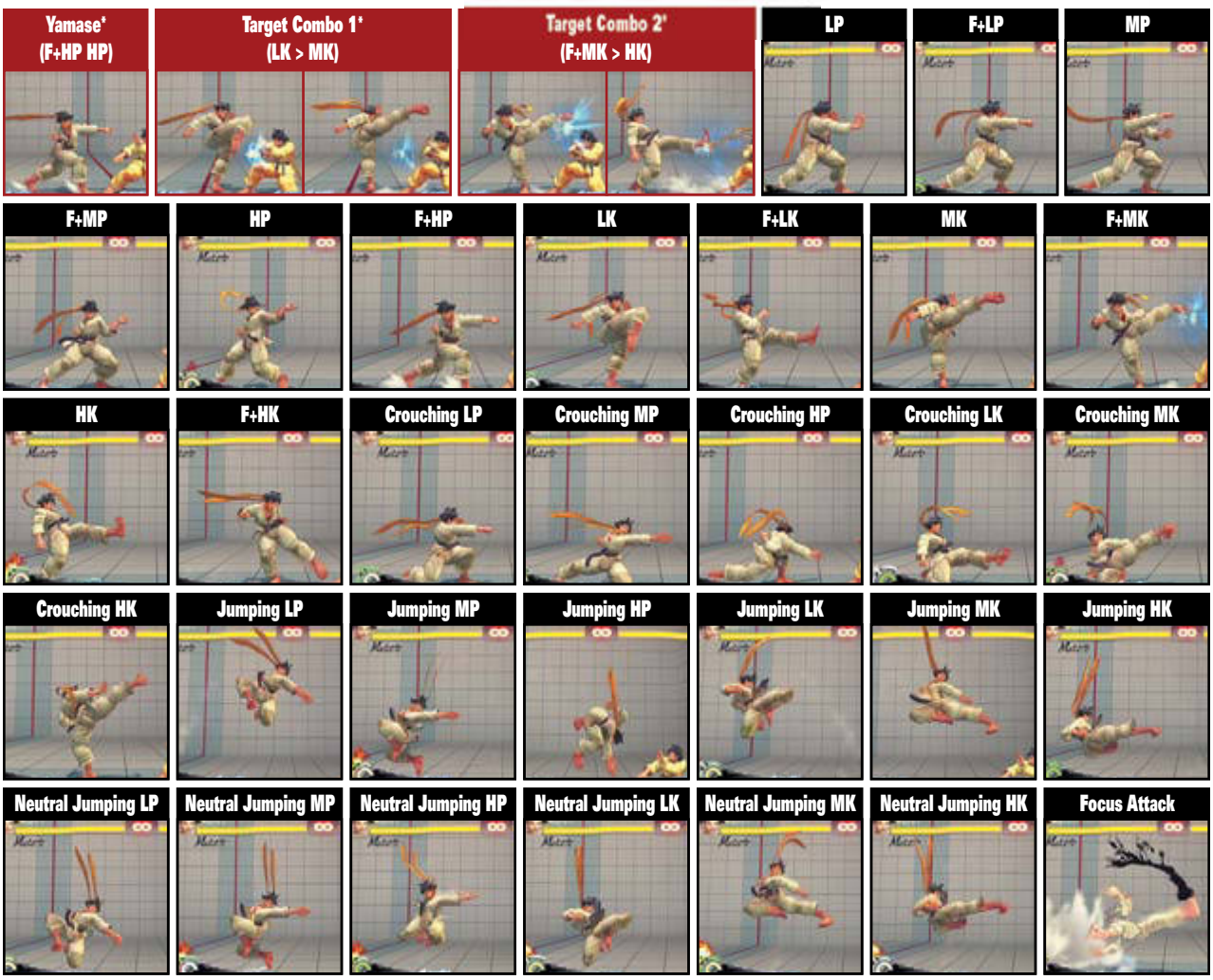
expecting it, then switch up to Makoto's MP or crouching HK to prevent the opponent from jumping away to avoid the Karakusa. Follow the MP with a second MP or a crouching LK, then 2-in-1 into a Hayate.

You can also cross-up with Makoto's jumping MK, then use a Karakusa if it's blocked. If you anticipate an opponent's attack, use the EX Karakusa to go through a single hit and grab the opposing character. After a normal Karakusa combo, use MP periodically to interrupt an opponent if they try to attack. You can also use LK followed by a 2-in-1 into an EX Oroshi for a quick overhead attack.

The goal is to stay on top of the opponent with Karakusa throws, and use Makoto's other attacks once the opponent begins to anticipate a Karakusa. After a Karakusa combo, you should be continuing the pressure to either land another Karakusa, or keep the opponent playing defensively.

BASIC ATTACKS



OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

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Rose

BIO

Though Rose acts as a fortune teller in Genoa by day, she possesses a rare psychic ability called "Soul Power." Calm and collected, she is always in control of the situation.

VITAL STATS

Date of Birth: July 3
Nationality: Italian
Height: 5'10"
Weight: 119 lb.
Measurements: 38/22/34
Blood Type: Unknown
Martial Arts Style: Soul Power
Likes: Sherry, baths
Dislikes: UV rays, waking up early in the morning
Hobbies/Skills: Tarot card reading

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MOVE LIST

Soul Fall
→ or Neutral + Light + Light
Throw; must be close to opponent

Soul Loop
← + Light + Light
Throw; must be close to opponent

Slide
↘ + Medium

Soul Piede
→ + Heavy

Soul Spark
↑ + ✊
EX version; projectile

Soul Spiral
↑ + ✊
Armor Break; EX version

Soul Reflect
↑ + ✊
EX version

Soul Throw
Z + ✊
EX version

Aura Soul Spark
↑ ↑ + ✊
Super Combo; projectile; not possible during Soul Satellite

Illusion Spark
↑ ↑ + ✊✊✊
Armor Break; Ultra Combo I

Soul Satellite
↑ ↑ + ✊✊✊
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Turtle, Zoning
Vitality: 950
Stun: 1,000
Preferred Ultra Combo: Soul Satellite
Anti-airs: cr HP, Soul Throw, Illusion Spark, Soul Satellite, Aura Soul Spark, Soul Piede
Air-to-airs: Jumping HP, Jumping HK
Normals: Close MK, cr HP, cr MP, cr HK, HK
Cross-Up: Jumping MK
Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > Close LP	50	100
cr LK > Far LP	50	100
cr LK > cr LP	50	100
cr LK > Far LK	60	100
cr LK > cr LK	60	100
cr LK > LK	70	100
Close MK > cr LP	90	150
cr LK > cr MP	90	150
Close MP > Far LK	100	150
Close MP > cr LK	100	150
Close HK > cr LP	120	250
Close MP > cr MP	130	200

NORMAL LINKS

Link	Damage	Stun
LP > LP	40	100
cr LP > cr LP	40	100
cr LP > cr LK	50	100

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > cr LK > cr MP > HK Soul Spiral	168	250
cr LK > cr LK > cr MP > HK Soul Spiral	178	250
MP > cr MP > HK Soul Spiral	210	280

NORMAL COMBOS

Combo	Damage	Stun
Close HK > HP Soul Reflect	150	350
Close HK > MP Soul Spark	180	250
Close HK > HK Soul Spiral	200	300
Close HK > HK Soul Spiral > HP Aura Soul Spark > Soul Satellite[1]	581	300

[1]–You must execute the Soul Satellite very quickly after the Aura Soul Spark begins to retract.

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FADC COMBOS		
Combo	**Damage**	**Stun**
Close HK > HP Soul Reflect > FADC > Soul Throw	278	380
Close HK > EX Soul Spark > FADC > HP > HK Soul Spiral	350	530
LP Soul Spark > FADC > Slide > cr HP > LP Soul Spark > FADC > cr HP > HK Soul Spiral[1]	386	445
Close HK > HP Soul Reflect > FADC > Soul Satellite > Soul Throw	414	360

[1]–This is a somewhat complex combo. You must perform the LP Soul Spark from a distance, then dash forward twice after the FADC before performing the Slide. The first LP Soul Spark should hit around the same time or just after the Slide.

CORNER ONLY COMBOS		
Combo	**Damage**	**Stun**
Close HK > HP Soul Reflect > Soul Throw	278	380
Close HK > EX Soul Spark > Level Two Focus Attack > Forward Dash > HK > HK Soul Spiral	366	575
Close HK > HP Soul Reflect > Soul Satellite > Soul Throw	414	360
LP Soul Spark > Illusion Spark	482	50
Close HK > EX Soul Spark > Level Two Focus Attack > Forward Dash > Illusion Spark	508	405

NOTE **While close HK inflicts more damage than close HP, it misses on some crouching characters. If you have trouble connecting these combos, use close HP instead of close HK.**

BEST COMBO OPTIONS

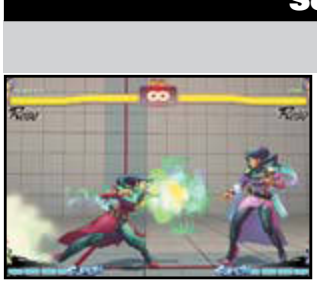
BEST COMBO CHART			
Available Attack	**Combo/Attack**	**Damage**	**Stun**
Ultra Combo I	Illusion Spark	498	0
Super Combo	Close HK > HK Soul Spiral > HP Aura Soul Spark	440	300
One Stock	MP > cr MP > EX Soul Spiral	210	280
Nothing	MP > cr MP > HK Soul Spiral	210	280

SPECIAL MOVES

Soul Spark

The Soul Spark is Rose's projectile attack. The strength of the Punch button determines the execution speed, recovery time, and speed of the projectile. The LP version executes the fastest, but has the longest recovery time and travels slower than the others. The EX version consists of two hits and is the fastest version is all aspects. You can use the Soul Spark for zoning like most other projectiles, but the speed of execution makes it difficult to use this strategy as effectively as it can be done with other characters.

Soul Spiral



Rose's armor breaking attack is the Soul Spiral. The strength of the Kick button determines the distance, execution speed, and recovery time of the attack, with the LK version traveling the shortest distance, and having the fastest execution speed, but the longest recovery time. The EX version executes faster than the other versions and travels the farthest. It is also invincible at the very beginning of the animation, but inflicts the same amount of damage and stun as the normal variations. The Soul Spiral is generally used in combos or occasionally for mid-range punishment if the opponent makes a mistake outside of Rose's combo range.

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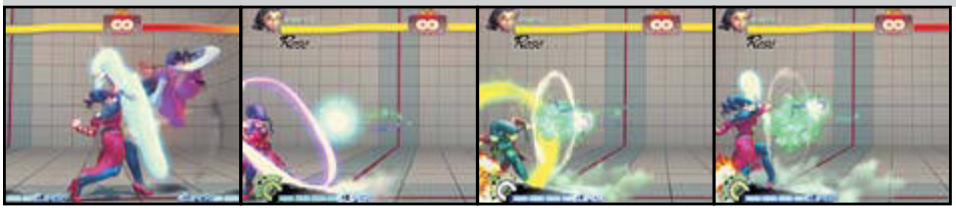
Soul Reflect



Soul Reflect *LP* *MP* *HP*

The Soul Reflect can bounce projectiles back toward an opponent. The strength of the Punch button determines how the projectile is reflected. The LP version absorbs a projectile, provides a slight damage and stun increase to the next Soul Spark, and gives Rose roughly half of a stock in the Super Combo Gauge. The MP version reflects a projectile horizontally, sending it right back at the opponent. The HP version reflects a projectile at an upward angle, which can be used to anti-air an opponent who jumps after using a projectile, and you can combo after it if the opponent is close enough and gets hit by the Soul Reflect (instead of the projectile). You can FADC the Soul Reflect and combo into the Soul Throw. You can use this combo without an FADC if the opponent is cornered. The EX version can reflect EX projectiles in the same manner that the MP version reflects.

Soul Throw

The Soul Throw is used to grab an opponent out of the air. Use it after a HP Soul Reflect in the corner, or in open space if you FADC the HP Soul Reflect. The strength of the Punch button determines the horizontal and vertical distance of the attack, with the LP version traveling the shortest distance in both regards. While all versions can be used as an anti-air attack, the EX version is invincible at the start of the animation, which makes it the ideal anti-air attack. It's rare to see an opponent escape the EX Soul Throw. The EX version also covers the most distance, both horizontally and vertically.

SUPER COMBO

Aura Soul Spark

The Aura Soul Spark is a five-hit, Super Combo version of the Soul Spark projectile attack. The strength of the Punch determines the speed the projectile travels, with the LP variation traveling the slowest. The Aura Soul Spark is mainly used in combos after a Soul Spiral or a number of normals and special moves. If you have good reaction skills, you can catch an airborne opponent with the Super Combo, but it will be rare. You cannot use the Aura Soul Spark while the Soul Satellite Ultra Combo is active.

ULTRA COMBOS

Illusion Spark

The Illusion Spark, known in some circles as the Shamwow, is not Rose's recommended Ultra Combo, but it is still fairly useful. Rose is invincible at the start of the Ultra Combo, which allows her to go through attacks and punish an opponent with big damage. It executes relatively quickly, and when coupled with the invincibility, it makes a lot of once safe attacks very unsafe against Rose. It also has armor breaking attributes, allowing it to go through Focus Attacks and attacks with Hyper Armor. If an opponent jumps toward Rose, you can use the Illusion Spark as an anti-air attack.

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Soul Satellite

When Rose activates the Soul Satellite Ultra Combo, two orbs appear and circle around her for approximately 10 seconds, or until they make contact with an opponent. It is her recommended Ultra Combo because it can be used offensively or defensively, and there's rarely a drawback to activating it. Once the Ultra Combo is active, an opponent must be very careful when approaching Rose. Likewise, Rose can become aggressive and the opponent is forced to block or risk taking big damage from a combo while the Soul Satellite is active. The orbs also have armor breaking properties, which makes it even more difficult to get to Rose while the Ultra Combo is active.

GAUGE MANAGEMENT

Which Ultra Combo you select has a great impact on how you use Rose's Super Combo Gauge. If you select the Illusion Spark Ultra Combo, you only need to use the Super Combo Gauge to FADC a Soul Reflect into a Soul Throw. There are uses for her EX special moves, but they do not outweigh the significance of Rose's Aura Soul Spark Super Combo. You can combo into it after a Soul Spiral, which ends most of Rose's combos. If you select the Soul Satellite Ultra Combo, you may want to save Rose's Super Combo Gauge for FADC combos that lead into the Soul Satellite. Rose can dish out big damage with an FADC into the Soul Satellite.

GENERAL STRATEGIES

1. **Use Rose's back dash to create distance and stay at mid- to long-range.**
2. **Poke from this range with HK, F+HK, and DF+MK.**
3. **Use DF+MK on block to mix-up between cr LP and a throw.**

IN-DEPTH STRATEGIES

Rose is deadly against opponents who rely on projectiles to kick-start their offense. Her LP Soul Reflect absorbs projectile attacks and gives Rose a large amount of Super Combo Gauge. Stay back and let the opponent use projectile attacks while you fill Rose's Super Combo Gauge. She can mix it up with the MP, HP, or EX Soul Reflect to prevent the opponent from recklessly closing in on Rose when they find their zoning strategy isn't very effective. If you anticipate the opponent will jump, the HP Soul Reflect also doubles as an anti-air attack, although it's unlikely a skilled opponent will fall for this. After you've absorbed a few projectiles, the opponent should stop boosting your Super Combo Gauge. At this point, move to mid-range where Rose is most effective.

You want to be close enough to the opponent so that you can dash in and throw without giving the opponent much warning. However, stay far enough away that you can keep the opponent on the ground by using the Soul Throw and crouching HP as anti-air attacks. It is important to be far enough away to effectively zone with the Soul Spark. If you're too close, the opponent can jump over a Soul Spark and avoid Rose's anti-air attempts.

If the opponent uses a projectile attack from this range, you can use another LP Soul Reflect if you're fast, or you can use her Slide (DF+MK) to go under the projectile attack with precise timing. This is a little safer than using the Soul Reflect at close range because the Slide has less recovery time. Rose's MK and HK work well from this range, and combo into the Soul Reflect. You can FADC in the HP Soul Reflect and follow with a Soul Throw. In the corner, there's no need to use an FADC.

Close MK works well against throws because Rose is in the air and cannot be thrown. Mix this in with the Soul Piede (F+HK), the Slide, and her other recommended normals to create an opening for block strings into tick throws. If the Slide if blocked, Rose is at an advantage. Mix up between a throw and her crouching LP combos. If the combo connects, end with the HK Soul Spiral, otherwise, stop it early and transition into a tick throw, back dash to avoid a counter-poke, or start another block string if the opponent continues to play defensively.

If you're using the Soul Satellite Ultra Combo, you can run the clock down and keep the opponent at bay. If the timer is approaching zero, activate the Soul Satellite and use Rose's exceptional back dash to stay away from the opponent. If they chase after Rose, they risk getting hit by the orbs. You can also use the orbs offensively by applying chip damage to Rose's block strings.

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BASIC ATTACKS

** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Rufus

BIO

This rotund American fighter loves motorcycles and travels everywhere on his favorite bike. He is extremely confident and rarely talks about topics other than himself.

VITAL STATS

Date of Birth: July 30
Nationality: American
Height: 6'5"
Weight: 408 lb.
Measurements: 70/98/85
Blood Type: O
Martial Arts Style: Weird Karate
Likes: Motorcycles, his girlfriend
Dislikes: People who stand out
Hobbies/Skills: Karaoke

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MOVE LIST

Head Bazooka
→ or Neutral + Light + Light
Throw; must be close to opponent

Hand Machinegun
← + Light + Light
Throw; must be close to opponent

Vulture Kick
→ + Medium
Overhead

Glory Kick
↘ + Medium

Fragrance Palm
→ + Heavy

Falcon Kick
↘ + Medium
In the air

Target Combo
Light > Heavy
Must be close to opponent

Messiah Kick
↑ +
EX version

High Attack
Light
After Messiah Kick; Armor Break

Mid Attack
Heavy
After Messiah Kick

Low Attack
Medium
After Messiah Kick

Galactic Tornado
↑ +
Armor Break; EX version; press F or B to determine distance of MP and HP versions

Snake Strike
Z +
EX version

Spectacle Romance
↑ ↑ +
Super Combo; second and third hit have Armor Break ability

Space Opera Symphony
↑ ↑ +
Ultra Combo I; ninth hit has Armor Break ability.

Big Bang Typhoon
↑ ↑ +
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Poking, Rush Down, Technical
Vitality: 1,050
Stun: 950
Preferred Ultra Combo: Space Opera Symphony
Anti-airs: cr MP, HP, Far HK, EX Snake Strike, Jumping HK, Big Big Typhoon
Air-to-airs: Jumping HK, Jumping HP
Normals: LP, cr LP, LK, cr LK, cr MP, cr MK, Vulture Kick, Glory Kick, Far HK, cr HK, cr HP
Cross-Up: Jumping MK, Falcon Kick
Overhead: Vulture Kick, Messiah Kick HK Followup

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LP > Far LP	50	100
Close LP > cr LK	50	100
Close LP > Close LP	60	100
Close LP > cr LP	60	100
Close LP > Close LK	60	100
Far LP > Far LK	60	100
Far LK > Far LP	60	100
Far LK > cr LK	60	100
cr LP > cr LP	60	100
cr LP > Close LK	60	100
Far LK > cr LP	70	100
Far LP > cr MK	90	150
Close MP > cr LK	100	150
Close LK > cr MK	100	150
Close LP > Close MP	110	150
Far LP > Far MP	110	150
Close MP > cr LP	110	150
Close LK > Close MP	110	150
Close LK > Close HP[1]	130	250

[1]–This combo is very difficult and virtually requires the plinking technique.

NORMAL LINKS

Link	Damage	Stun
Far LP > Far LP	40	100
Far LP > cr LK	40	100
Close LP > Far LP	50	100
Close LP > cr LK	50	100
Far LP > cr LP	50	100
cr LP > cr LK	50	100
Close LK > cr LK	50	100
cr LP > LP	60	100
cr LP > cr LP	60	100
Close LP > Close LP	60	100
Close LP > cr LP	60	100
Close LK > Close LP	60	100
Close LK > cr LP	60	100
Close LK > Close LK	60	100
Close LK > Close HK[1]	100	150

[1]–This link misses most crouching characters.

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Falcon Kick > cr LK > cr LP > cr LP > LP > MP	192	305
Falcon Kick > LK > LK > HP > HP Galactic Tornado	266	420

NORMAL COMBOS

Combo	Damage	Stun
Falcon Kick > LK > LK > cr LP > EX Galactic Tornado	223	285
Falcon Kick > LK > LK > cr MK > EX Galactic Tornado	251	320
Anti-air Jumping HK > EX Snake Strike[1]	300	360
Falcon Kick > LK > HK > Space Opera Symphony	434	230
Anti-air Jumping HK > Space Opera Symphony[1]	463	150

[1]–You cannot add a normal jumping attack to the start of this combo.

FADC COMBOS

Combo	Damage	Stun
EX Messiah Kick > High Attack > FADC > HP Snake Strike[1]	192	222
EX Messiah Kick > High Attack > FADC > HP Galactic Tornado[1]	200	230
EX Messiah Kick > High Attack > FADC > Space Opera Symphony[1]	485	190

[1]–If the opponent is in the corner you must back dash cancel the Focus Attack.

CORNER ONLY COMBOS

Combo	Damage	Stun
Falcon Kick > LK > LK > HP > HP Galactic Tornado > LP Galactic Tornado	286	445
cr LP > EX Galactic Tornado > Space Opera Symphony	485	150
LK > HP > HP Galactic Tornado > Space Opera Symphony	504	370
Far HK > F+HP > MP Snake Strike > Space Opera Symphony	564	396

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Space Opera Symphony	485 200	200
Ultra Combo II	Focus Attack > Big Bang Typhoon	483 200	199
Super Combo	HK > HP Spectacle Romance	440 200	382
One Stock	HP > EX Galactic Tornado	230	300
Nothing	Falcon Kick > HP > HP Galactic Tornado	266	420

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SPECIAL MOVES

Messiah Kick

Messiah Kick *High Attack* *Mid Attack* *Low Attack*

The Messiah Kick is one of the game's best special moves. The strength of the Kick button determines the horizontal and vertical range of the initial attack. After the initial attack, each Kick button results in a different attack. LK armor breaks and launches the opponent into the air. It is generally used to FADC into the Space Opera Symphony Ultra Combo. MK is a low sweep that results in an untechable knockdown. HK is an overhead kick that serves as a novice mix-up with the MK ender. The EX Messiah Kick covers the most horizontal range, but stays relatively low to the ground. It hits multiple times at close range, and inflicts more damage, but less stun than the normal variations. More importantly, it is invincible at the beginning of the attack. If you're in trouble, the EX version goes through just about anything, which is one of the reasons why many consider the Messiah Kick to be so good.

Galactic Tornado

The Galactic Tornado is mainly a combo ender for Rufus. The strength of the Punch Button determines the horizontal distance, damage, and stun of the attack, with the LP version traveling the shortest distance and inflicting the least amount of damage and stun. The MP and HP versions can be controlled by pressing Forward or Back to move Rufus in either direction. The EX variation has a slight vacuum effect that draws the opponent toward Rufus. It also inflicts more damage than the HP version, but the same stun as the LP variant. All versions except for the LP variation can absorb a single hit during the first spin and the palm strike that ends the attack. With proper timing, you can use this to go through projectile attacks or single-hit normals.

Snake Strike

The Snake Strike is primarily an anti-air attack. The strength of the Punch button determines the vertical and horizontal range of the attack, with the LP version traveling the shortest distance. The EX version travels the farthest horizontal and vertical distance, inflicts more damage and stun than the normal variations, and is invincible at the beginning of the attack. It's the best version to use for anti-air purposes because it hits more times. While the damage on the EX version has been toned down since the original *Street Fighter IV*, it still inflicts a significant amount of damage.

SUPER COMBO

Spectacle Romance

The Spectacle Romance Super Combo is fairly decent, but Rufus has exceptional EX special moves, so it's doubtful you will have a full Super Combo Gauge to use it. The strength of the Punch button determines the speed and horizontal distance of the attack, with the LP version traveling the shortest distance, but moving faster than the other variations. You can use it after a Focus Attack or combo into it, but only use it if it will end a match.

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ULTRA COMBOS

Space Opera Symphony

The Space Opera Symphony is the recommended Ultra Combo for Rufus, and arguably one of the best Ultra Combos in the game. There are a multitude of ways to combo into it, whether you're in the open or you have the opponent cornered. It also inflicts more damage than the new Big Bang Typhoon Ultra Combo. Any time you connect with the Space Opera Symphony, the entire combo connects. You never have to worry about missing attacks and inflicting less damage than normal. Under most circumstances you will combo into this from a target combo (LK > HK), or after an EX Messiah Kick with the High Attack ender. FADC the ender, then go right into the Space Opera Symphony. In the corner you can connect this off of a Galactic Tornado or Snake Strike combo.

Big Bang Typhoon

The Big Bang Typhoon is an Ultra Combo to use against projectile-heavy characters. It is invincible at the start of the animation, which allows it to pass through projectiles. It also has a decent amount of horizontal movement, which makes it even better for punishing projectile attacks. Ryu is a difficult match-up for Rufus, but with this new Ultra Combo, a Ryu player can't abuse projectile attacks in an effort to trick Rufus into jumping. It can also be used as an anti-air attack, and you can combo into it after a far HK.

GAUGE MANAGEMENT

If you're playing as Rufus, you're using his EX special moves as much as possible. The EX Messiah Kick is arguably the best special move in the entire game. The EX Snake Strike is a very good anti-air attack and inflicts significant damage even after it was toned down in *Super Street Fighter IV*. You should also save the Super Combo Gauge to FADC the Messiah Kick to lead into the Space Opera Symphony Ultra Combo. There's virtually no reason to use a Super Combo as Rufus.

GENERAL STRATEGIES

1. **Abuse the instant Falcon Kick normally, as a cross-up, and as a missed attack to trick the opponent.**
2. **Anti-air with jumping HK to get big damage from the follow-up EX Snake Strike or Ultra Combo I.**
3. **Use LK > LK > HP to tick throw after the second LK, or combo into a Galactic Tornado if it hits.**

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IN-DEPTH STRATEGIES

INSTANT FALCON KICK

One of Rufus's best attacks is the Falcon Kick (DF+MK in the air). However, when it is used from the apex of a jump, it is very easy to punish. To make full use of all the Falcon Kick has to offer, execute it as soon as you jump. When executed correctly, the Falcon Kick hits the opponent around their foot or ankle. This is referred to as a triangle jump and gives the Falcon Kick a much faster execution speed. With proper triangle jump execution, the Falcon Kick executes instantly, giving the opponent far less time to react.

Rufus is an extremely aggressive character who excels in rush down tactics, applying a great deal of offensive pressure to opponents. His offense revolves around frequent use of the Falcon Kick (DF+MK in the air), as well as his EX special moves. When the Space Opera Symphony Ultra Combo becomes available, Rufus can punish almost any mistake with a target combo (LK > HK) followed by the Space Opera Symphony.

The Falcon Kick allows Rufus to safely jump toward most opponents. Once you have mastered the instant Falcon Kick, you can use it in a variety of ways. Depending on the height and trajectory of the attack, it can hit low or cross-up the opponent. You can even miss the attack completely and force a mix-up. It all depends on when you execute the attack in the air, and which direction Rufus is jumping when the Falcon Kick is executed.

Use a normal height Falcon Kick, followed by a mix-up between a throw and an instant Falcon Kick. If the instant Falcon Kick connects, go straight into a combo with LK or crouching LK. Once you're at close range, use an instant Falcon Kick to begin your offense. If the Falcon Kick connects, follow with a combo, but Rufus' true offensive pressure begins after a blocked Falcon Kick. The Falcon Kick is safe when blocked, and can be followed by a throw, block string, or most of Rufus' recommended normals. You can also confuse the opponent with Rufus' Vulture Kick overhead (F+MK) in place of the Falcon Kick to begin your offense.

After a blocked Falcon Kick, or any time you're close to the opponent, go for a tick throw using LK > LK > HP > Galactic Tornado. If the second LK connects, continue with the rest of the combo. If it's blocked, stop the combo and go for a throw or an instant Falcon Kick instead.

If the opponent begins to anticipate the Falcon Kick, start mixing things up by varying the height and trajectory. The Falcon Kick can be used at any point while Rufus is airborne. You can also attempt to anticipate the opponent jumping toward Rufus and knock them out of the air with Rufus's jumping HK. It can be followed by his Space Opera Symphony Ultra Combo, or the EX Snake Strike if the Revenge Gauge is too low.

Rufus isn't nearly as feared when he's at a distance, so get in close as quickly as you can. If you find yourself stuck at a distance, crouching HP has an extremely long reach, and Rufus's Glory Kick (DF+MK), Falcon Kick, and EX Messiah Kick work well to close in on an opponent.

The Fragrance Palm (F+HP) works well against low attacks and knocks opponents toward the corner, setting them up for corner traps and combos into the Space Opera Symphony Ultra Combo. If you trap an opponent in the corner, use the Falcon Kick followed by one of Rufus's corner-only combos for maximum damage.

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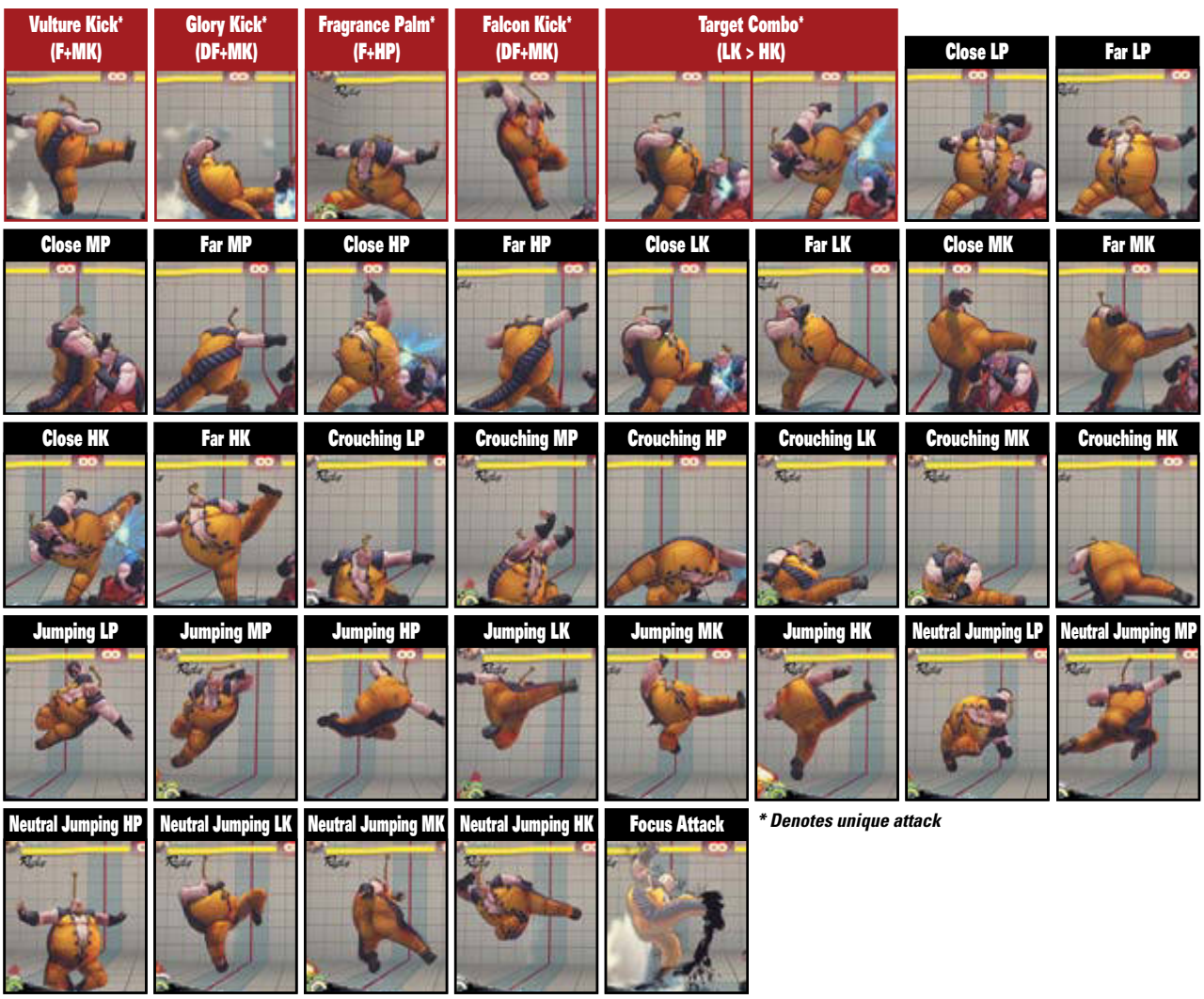
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Ryu

BIO

Ryu lives only for the fight and seeks opponents stronger than himself. He fights using the art of Ansatsuken as taught to him by his master, Gouken.

VITAL STATS

Date of Birth: July 21
Nationality: Japanese
Height: 5'9"
Weight: 150 lb.
Measurements: 44/32/33
Blood Type: O
Martial Arts Style: Based on Ansatsuken
Likes: Martial arts, Japanese bean jam
Dislikes: Spiders
Hobbies/Skills: Able to sleep anywhere, hitchhiking

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MOVE LIST

Shoulder Throw
→ or Neutral + Light + Light
Throw; must be close to opponent

Somersault Throw
← + Light + Light
Throw; must be close to opponent

Collarbone Breaker
→ + Medium
Overhead

Solar Plexus Strike
→ + High

Hadoken
+
EX version; projectile

Shoryuken
+
EX version

Tatsumaki Senpukyaku
+
Armor Break; EX version

Airborne Tatsumaki Senpukyaku
+
In the air; EX version

Shinku Hadoken
+
Super Combo; projectile

Metsu Hadoken
+
Ultra Combo; projectile

Metsu Shoryuken
+
Armor Break; Ultra Combo II

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down, Technical, Zoning

Vitality: 1,000

Stun: 1,000

Preferred Ultra Combo: Metsu Hadoken

Anti-airs: cr HP, HK, Shoryuken

Air-to-airs: Jumping MP, Neutral Jumping MK

Normals: LP, cr LP, cr LK, cr MP, cr MK, cr HK, cr HP, Solar Plexus Strike, Collarbone Breaker, HK, MP, HP

Cross-Up: Jumping LK, Jumping MK, HK Airborne Tatsumaki Senpukyaku

Overhead: Collarbone Breaker

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr MP > cr LK	80	150
cr LP > cr MK	90	150
cr LP > cr HK	120	150
cr MP > cr MP	120	200
cr MP > cr MK	120	200
cr LP > cr HP	120	250
cr LP > Close HP	130	250
Solar Plexus Strike > cr LK	140	150
Solar Plexus Strike > cr LP	150	150
Solar Plexus Strike > Close LP	150	150
cr MP > cr HK	150	200
cr MP > cr HP	150	300
Solar Plexus Strike > cr MP	180	200
Solar Plexus Strike > Close MP	190	200
Solar Plexus Strike > Close MK	190	200
Solar Plexus Strike > cr HP	210	300
Solar Plexus Strike > HP Shoryuken[1]	230	300

[1]–This combo only works on a standing opponent.

NORMAL LINKS

Link	Damage	Stun
cr LP > cr MP	90	150
cr MP > cr LP	90	150
cr MP > Close MK	130	200
Close HP > HP Shoryuken	270	300

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr LP > cr HK	147	210
cr MP > cr MP > cr HK	192	280
cr MP > cr MK > EX Hadoken	200	280
cr LK > cr LP > cr HP > HP Shoryuken	227	400
cr MP > cr HP > HK Tatsumaki Senpukyaku	246	460
Solar Plexus Strike > cr HP > HP Shoryuken	330	460

NORMAL COMBOS

Combo	Damage	Stun
cr HK > HP Hadoken	120	200
cr HP > HP Shoryuken	240	400
cr HP > EX Tatsumaki Senpukyaku	250	400
HK Airborne Tatsumaki Senpukyaku > HP > Shinku Hadoken[1]	390	100

[1]–The HK Airborne Tatsumaki Senpukyaku must hit as a cross-up.

FADC COMBOS

Combo	Damage	Stun
cr MK > HP Hadoken > FADC > cr HK	192	280
cr MK > HP Shoryuken > FADC > EX Tatsumaki Senpukyaku	232	346
cr MP > Close MK > HP Hadoken > FADC > cr HP > HP Shoryuken	331	540
Close HP > HP Shoryuken > FADC > Metsu Hadoken	463	350

CORNER ONLY COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr MK > EX Hadoken > Metsu Hadoken	342	250
cr MK > EX Tatsumaki Senpukyaku > EX Hadoken > EX Tatsumaki Senpukyaku	363	464
cr MK > HP Hadoken > FADC > Metsu Hadoken	473	200
Solar Plexus Strike > cr HP > EX Tatsumaki Senpukyaku > Metsu Hadoken	561	460

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Metsu Hadoken	369	0
Ultra Combo II	Metsu Shoryuken	503	0
Super Combo	Solar Plexus Strike > cr HP > HP Shoryuken > Shinku Hadoken	560	420
One Stock	cr HP > EX Tatsumaki Senpukyaku	250	400
Nothing	Solar Plexus Strike > cr HP > HP Shoryuken	330	460

SPECIAL MOVES

Hadoken

Ryu's Hadoken is one of the best projectile attacks. The strength of the Punch button determines the speed of the projectile, with the LP version traveling at the slowest speed. The EX version consists of two hits, travels faster than the HP version, and knocks the opponent down. Use the Hadoken to zone the opponent and keep them away from Ryu. Mix up the speed of the projectile to keep the opponent guessing and make it harder for them to get close. Use the EX version to end combos, but do not use it at close range outside of a combo because it is not safe if the opponent blocks.

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Shoryuken

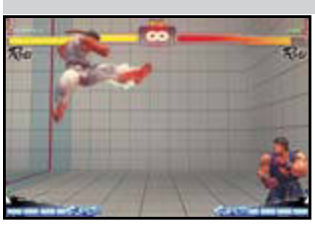
Ryu's trademark anti-air attack has been changed slightly since the original *Street Fighter IV*. All versions except for the LP variant now consist of two hits instead of one. The strength of the Punch button determines the damage, and horizontal and vertical distance of the attack, with the LP version traveling the shortest distance and inflicting the least amount of damage. The EX version is invincible all the way until Ryu reaches the apex of his jump, and works extremely well when Ryu is getting off the ground. The MP version is the best to use for anti-air purposes, and the HP version is the best to end combos with. A Shoryuken generally beats out an opponent's normals, so if you anticipate a normal is coming, you can use a Shoryuken to interrupt it. If you connect with the LP Shoryuken while the opponent is still high in the air, you can follow it with an EX Hadoken, HP Shinku Hadoken, or Metsu Hadoken before they hit the ground.

Tatsumaki Senpukyaku

The Tatsumaki Senpukyaku, or Hurricane Kick, is primarily used in combos and to evade projectile attacks. The strength of the Kick button determines the damage and horizontal distance of the attack, with the LK version inflicting the least amount of damage and traveling the shortest distance. The EX version remains stationary, inflicts more damage than the normal variations, and consists of five hits instead of one. Use the Hurricane Kick to end combos to push the opponent closer to the corner. Once an opponent is cornered, if you connect with an EX Hurricane Kick, you can follow with a combo, such as either of Ryu's Ultra Combos. If you land a Metsu Hadoken, use the HK Hurricane Kick to quickly close the space between Ryu and the opponent. After you knock down the opponent, use the LK Hurricane Kick to cross-up. All variations of the Hurricane Kick go over most projectile attacks.

Airborne Tatsumaki Senpukyaku

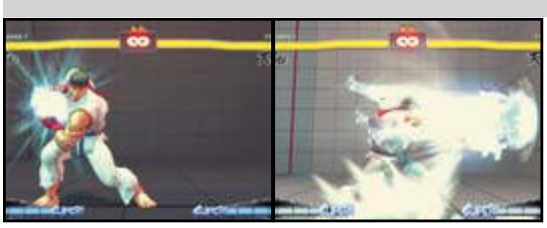
+ in the air



The aerial version of the Hurricane Kick is used to get Ryu out of a sticky situation, such as a corner trap. The strength of the Kick button determines the damage and horizontal distance of the attack if it's executed while Ryu is jumping up. If you use the attack as Ryu is on his way down, all normal variations travel the same distance. The LK version inflicts the least amount of damage and travels the shortest distance. The EX version inflicts the most damage and stun, but remains stationary in the air. Use the Airborne Tatsumaki Senpukyaku to get out of a corner, to delay Ryu in the air if you mistime a jump over a projectile, or to cross-up the opponent. The HK version is best to use as a cross-up, but all three normal versions work.

SUPER COMBO

Shinku Hadoken



Ryu's Shinku Hadoken Super Combo is extremely fast. The strength of the Punch button determines the speed of the attack, with the LP version traveling the slowest. You can use it in combos after virtually any of Ryu's comboable attacks. However, you'll mainly use it after a LP Shoryuken trade or a cross-up HK Airborne Tatsumaki Senpukyaku. If you trade during an anti-air LP Shoryuken, you can connect the HP Shinku Hadoken before the opponent hits the ground. Likewise, if you cross-up an opponent with a HK Airborne Tatsumaki Senpukyaku, immediately execute the HP Super Combo to connect for big damage.

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ULTRA COMBOS

Metsu Hadoken

In the original *Street Fighter IV*, the Metsu Hadoken was one of the best Ultra Combos. However, there has been a slight change now so it can't be used quite as effectively, but it's still Ryu's recommended Ultra Combo. In the original *Street Fighter IV*, Ryu could connect the Metsu Hadoken after any anti-air trade Shoryuken. In *Super Street Fighter IV*, this only works if the opponent is in the corner. Otherwise, you have to FADC the Shoryuken to connect the Ultra Combo after it. The good news is that the Shoryuken can be a normal one or an anti-air Shoryuken. You can also combo into the Metsu Hadoken from an EX Hadoken in the corner.

Metsu Shoryuken

The Metsu Shoryuken is not as useful as the Metsu Hadoken, even after the new changes made to Ryu's original Ultra Combo. Unfortunately, it's difficult to combo into, and even when you can combo into it, most of the time you will not get the full damage of the Ultra Combo. You can connect the Metsu Shoryuken after a late jumping HK, or in the corner with an FADC combo such as cr MK > HP Hadoken > FADC > Metsu Shoryuken (with strict timing). It can also be used as an anti-air with proper timing, but unless you're trying to be flashy, it's best to stick with the Metsu Hadoken.

GAUGE MANAGEMENT

How Ryu's Super Combo Gauge is managed is more personal preference than anything else. The Shinku Hadoken Super Combo is very good, and allows Ryu to punish attacks that would normally be safe (Blanka's Rolling Attack). However, if you're using the Metsu Hadoken Ultra Combo, you should save at least two stocks of the Super Combo Gauge so you can FADC a Shoryuken to connect the Ultra Combo. The EX Shoryuken is also a good anti-air because it has a long invincibility period, and the EX Hadoken is two-hits and can help win a projectile battle. The EX Tatsumaki Senpukyaku leads into a combo if the opponent is cornered, and can be followed by either of Ryu's Ultra Combos.

GENERAL STRATEGIES

1. **Zone the opponent with projectiles and maximum range normals.**
2. **End combos with the HK Tatsumaki Senpukyaku to push opponents into the corner.**
3. **Pressure a cornered opponent with block strings, tick throws, and projectiles.**

IN-DEPTH STRATEGIES

Ryu hasn't changed much over the years. A large part of his strategy is to zone the opponent using the Hadoken and his normals. At mid-range, stay just outside of the opponent's poking range and use Ryu's crouching MK while buffering the Hadoken as a 2-in-1. If the crouching MK hits, the Hadoken will combo, but if it misses the Hadoken will not execute. The goal is to counter-poke with the crouching MK to hit the opponent's poke and combo into the Hadoken.

You can also back up a little farther and use the Hadoken at varying speeds to keep the opponent at bay. If the opponent attempts to jump over the projectile, use a MP Shoryuken to knock them out of the air. If you trade, follow with an EX Hadoken or HP Shinku Hadoken Super Combo if it's available. If the opponent is in the corner, follow with the Metsu Hadoken Ultra Combo.

End combos with the Tatsumaki Senpukyaku to knock opponents toward the corner. Once the opponent is cornered, pressure from just outside of Ryu's crouching MK range. At this distance, it is extremely difficult for an opponent to deal with projectiles used back-to-back in rapid succession. Vary the speeds of the projectiles and move in slightly to poke with crouching MK, or get even closer to go into a full block string or poke with Ryu's other recommended normals.

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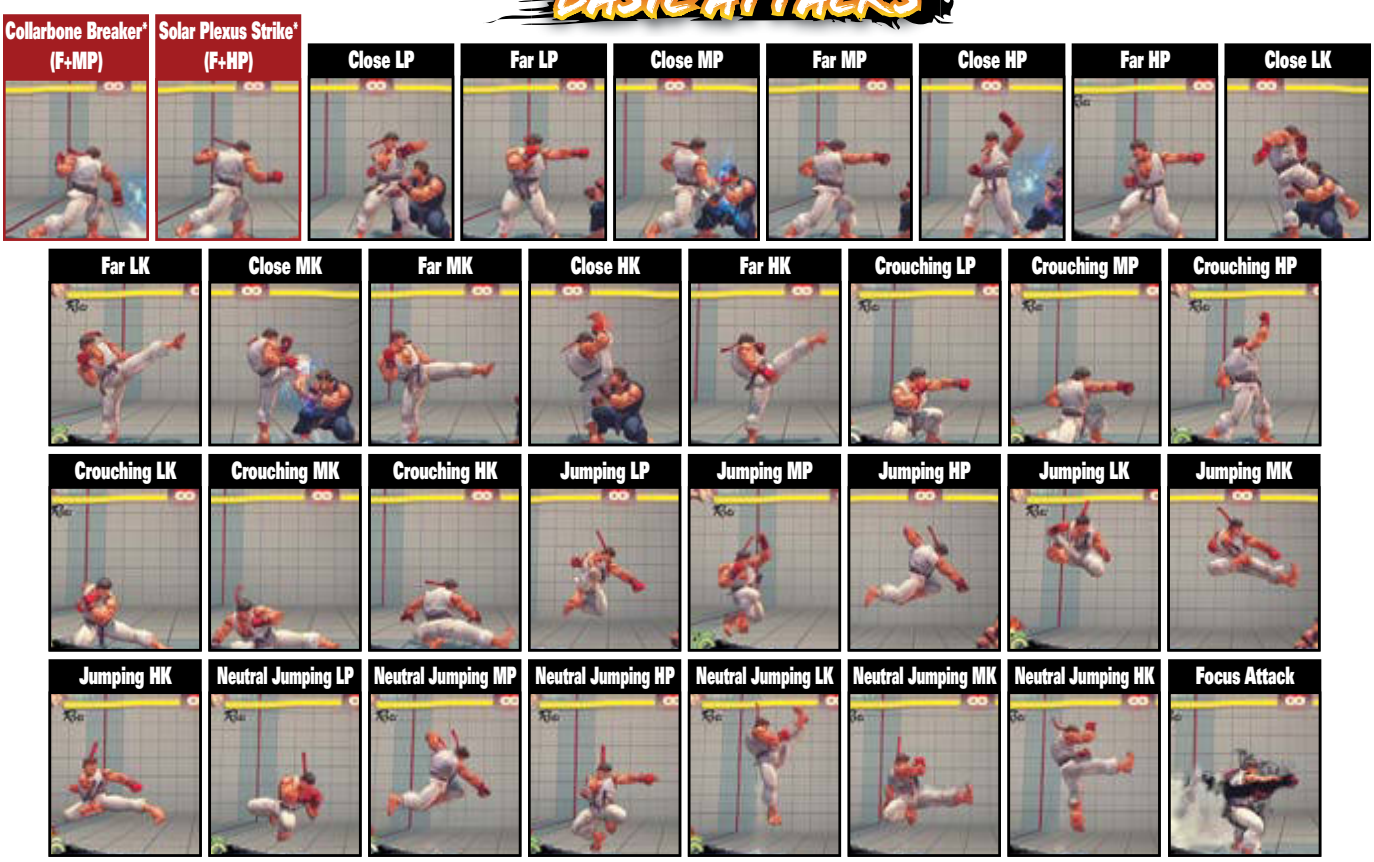
Even a basic mix-up of low pokes and the Collarbone Breaker overhead (F+MP) works well when an opponent is cornered. Pressure the opponent as much as possible in an attempt to trade with an anti-air Shoryuken into the Metsu Hadoken, or combo into the EX Tatsumaki Senpukyaku, which can be followed by either Ultra Combo in the corner.

Ryu's strategic game plan may seem fairly basic, but it requires great knowledge of the character to properly apply pressure. If you use the wrong speed Hadoken, or let the opponent get close when you're not ready, it can be very difficult to change the pace of the match back into Ryu's favor. It's far more than simply zoning with projectiles and anti-air attacks. Skilled opponents will get around such basic tactics with ease. You must use Ryu's recommended normals and keep the opponent on the defensive.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Sagat

BIO

Sagat is the undisputed king of the art of Muay Thai. Following his defeat at the hands of Ryu in which his chest was scarred by a Shoryuken, he temporarily disappeared from the fighting scene.

VITAL STATS

Date Of Birth: July 2
Nationality: Thai
Height: 7'4"
Weight: 172 lb.
Measurements: 51/34/37
Blood Type: B
Martial Arts Style: Muay Thai
Likes: Strong opponents
Dislikes: Shoryukens, helpless people
Hobbies/Skills: Diving (20 minutes or more underwater)

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MOVE LIST

Tiger Rage
→ or Neutral + Light + Light
Throw; must be close to opponent

Tiger Carry
← + Light + Light
Throw; must be close to opponent

Heavy Tiger Elbow
→ + Heavy
Overhead

Low Step Kick
→ + Light

High Step Kick
→ + Heavy

Fake Kick
Heavy > Heavy

High Tiger Shot
↑ +
EX version; projectile

Low Tiger Shot
↑ +
EX version; projectile

Tiger Uppercut
Z +
EX version

Tiger Knee Crush
Z +
Armor Break; EX version

Angry Charge
↑ ↑ +
Consumes one stock; enhances next Tiger Uppercut

Tiger Genocide
↑ ↑ +
Super Combo

Tiger Destruction
↑ ↑ +
Ultra Combo I

Tiger Cannon
↑ ↑ +
Ultra Combo II; projectile

ESSENTIALS

Character Type(s): Fundamental, Projectile, Technical, Turtle, Zoning

Vitality: 1,050

Stun: 1,000

Preferred Ultra Combo: Tiger Destruction

Anti-airs: MP, HK, HP Tiger Uppercut

Air-to-airs: Jumping MP, Neutral Jumping HP, Neutral Jumping LK, Jumping HP

Normals: MP, HK, MK, Low Step Kick, cr MK, cr HP

Cross-Up: Jumping LK

Overhead: Heavy Tiger Elbow

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > Close HK	150	250

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LP	60	100
cr LK > cr LP	60	100
cr LK > cr LK	60	100
cr LK > LK	70	100
F+LK > cr LP	80	100
cr MP > cr LP	100	150
cr LK > cr MP	100	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
F+LK > cr LP > HP Tiger Uppercut	160	260
cr LK > Close HK > EX High Tiger Shot	206	230
cr MP > EX Tiger Uppercut > Tiger Destruction	552	330

NORMAL COMBOS

Combo	Damage	Stun
cr LK > cr LK > cr MP > HK Low Tiger Shot	158	250
Close MP > HP Tiger Uppercut	185	300
cr MP > cr LP > EX Low Tiger Shot	196	230
cr MK > EX Low Tiger Shot > HK Tiger Genocide	405	200

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FADC COMBOS

Combo	Damage	Stun
cr MK > HK Low Tiger Shot > Level Two Focus Attack > Forward Dash > Close MP > HK Tiger Knee	319	465
HP Tiger Uppercut > FADC > F+HK > Tiger Destruction	482	400
Close MP > HP Tiger Uppercut > FADC > F+HK > Tiger Destruction	506	460

CORNER ONLY COMBOS

Combo	Damage	Stun
cr MK > EX Low Tiger Shot > Tiger Genocide	345	200
cr MK > EX Low Tiger Shot > Tiger Cannon	355	200
Angry Charge > MK Tiger Knee Crush > HP Tiger Uppercut > FADC > Tiger Destruction	380	300

BEST COMBO OPTIONS

BEST COMBO CHART

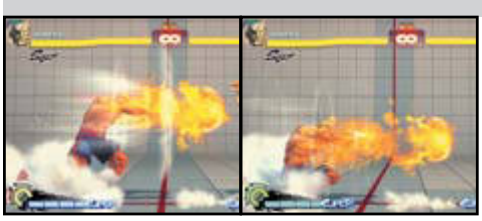
Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Tiger Destruction	507	200
Ultra Combo II	Focus Attack > Tiger Cannon	422	200
Super Combo	Close MP > HK Tiger Knee > HK Tiger Genocide[1]	475	200
One Stock	Close MP > EX Tiger Uppercut	285	330
Nothing	Close MP > HK Tiger Knee	245	300

[1]–The HK Tiger Knee should only hit one time.

SPECIAL MOVES

Tiger Shot

+ or



High Tiger Shot (Punch) *Low Tiger Shot (Kick)*

Sagat has two very similar projectile attacks. The High Tiger Shot misses crouching opponents, while the Low Tiger Shot must be blocked low. The strength of the Punch or Kick button determines the speed of the projectile, with the LP and LK versions traveling the slowest. The EX versions consist of two hits instead of one, and travel at the same speed as the HP and HK variations respectively. Use both Tiger Shots to zone the opponent and trick them into jumping into a Tiger Uppercut or one of Sagat's other anti-air attacks. The Low Tiger Shot also works well in combos, especially the EX Low Tiger Shot when an opponent is cornered.

Tiger Uppercut

+

The Tiger Uppercut is one of Sagat's main anti-air attacks. The damage has been decreased from the original *Street Fighter IV*, but with the addition of the Angry Charge to boost the damage of the next Tiger Uppercut, it's not a very noticeable change. The strength of the Punch button determines the length of invincibility and the horizontal and vertical distance of the attack, with the LP version traveling the shortest distance and having the least invincibility at the start of the animation. The EX version inflicts the most damage and stun, and has the longest range. The invincibility of the EX Tiger Uppercut lasts until just before Sagat reaches the apex of his jump. Use the Tiger Uppercut as an anti-air attack, and to end combos or FADC into Sagat's Ultra Combos.

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Tiger Knee Crush

Sagat's Tiger Knee Crush is a two-hit attack that makes up a good portion of Sagat's pressure game. The strength of the Kick button determines the damage and horizontal range of the attack, with the LK version inflicting the least amount of damage and traveling the shortest distance. It is used to quickly close in on the opponent. This is especially effective if the kara cancel Tiger Knee Crush is used. To use the Tiger Knee Crush effectively, you must make sure only the second hit of the attack connects if it's blocked. If the opponent blocks both hits, the attack is not safe. However, if you use it from a slight distance, only the second hit connects and the attack becomes safe if the opponent blocks. The Tiger Knee Crush also has armor breaking attributes, which makes it a good attack to use against Focus Attacks and attacks with hyper armor. The EX version consists of three hits instead of two.

PRIMA PRO TIP **Sagat's Tiger Knee Crush covers a great deal of range, but its range is increased when used in conjunction with a kara cancel. To execute a kara canceled Tiger Knee Crush, use Sagat's Low Step Kick (F+LK) and follow it with the Tiger Knee Crush before the kick executes. The full command is F+MK, DP+Kick, but you must execute the two attacks so close together that it should feel almost like you're inputting both commands at the same time. This results in Sagat executing the dash at the beginning of the Low Step Kick, canceled abruptly into the Tiger Knee Crush. The timing is strict, but once mastered this is one of Sagat's best tactics. You can also use this Low Step Kick to cancel in conjunction with Sagat's Tiger Shots or Tiger Uppercut.**

Angry Charge

The damage of Sagat's Tiger Uppercut was decreased between *Street Fighter IV* and *Super Street Fighter IV*. However, to compensate for this, Sagat now has the Angry Charge. For the cost of one stock of Super Combo Gauge, Sagat can increase the damage and change the juggle properties of his next Tiger Uppercut. For example, in addition to increasing the damage of the next Tiger Uppercut, Sagat can use a Tiger Uppercut after a Tiger Knee Crush to catch a falling opponent in the corner (Angry Charge > MK Tiger Knee Crush > Tiger Uppercut). You can even cancel normals into an Angry Charge, then continue the combo. The timing is very strict to do this though. When the Angry Charge is used, the screen pauses briefly. The effect of the Angry Charge lasts until you use a Tiger Uppercut. It's possible to use the Angry Charge mid-combo to increase the damage of the combo. The Angry Charge is also invincible for a very short time at the start of the animation.

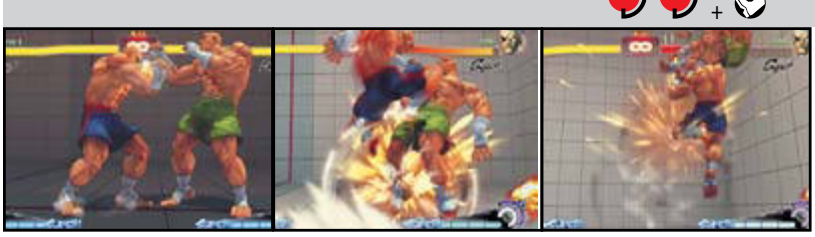
ANGRY CHARGE DAMAGE CHART

Tiger Uppercut	Normal Damage	Angry Charge Damage
LP	100	140
MP	100	160
HP	100	180
EX	200	240

NOTE **The Angry Charge does not increase the stun value of Sagat's Tiger Uppercut, but it lowers the stun value of the EX Tiger Uppercut from 300 down to 230.**

SUPER COMBO

Tiger Genocide



Sagat's Tiger Genocide Super Combo can be used at the end of most of Sagat's combos. However, Sagat needs to save his Super Combo Gauge so he can FADC a Tiger Uppercut to combo into the Tiger Destruction Ultra Combo. In addition, almost anytime you can use the Super Combo, Sagat's Tiger Destruction Ultra Combo is a better choice. The only time this is not the case is if you're canceling a normal or special move directly into the Tiger Genocide. If an Ultra Combo is not available, or the match is almost at an end, you can use the Tiger Genocide to punish missed attacks or at the end of a combo when it's guaranteed to connect. In any other situation, save your Super Combo Gauge for EX Tiger Shots, EX Tiger Uppercuts, and EX Focus Cancels because they serve Sagat much better than his Super Combo does.

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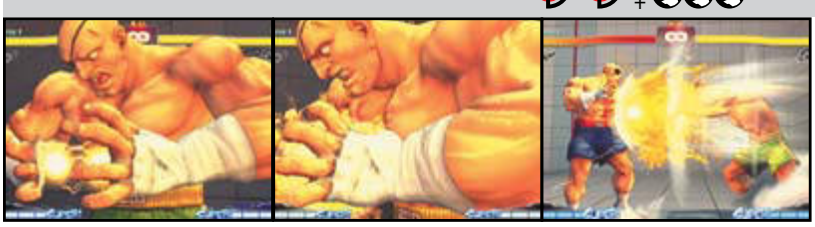
ULTRA COMBOS

Tiger Destruction

The Tiger Destruction is Sagat's recommended Ultra Combo. It can be used after an HP Tiger Uppercut when it trades with an aerial opponent, or after an FADC. For the most part, almost anytime an opponent has been knocked into the air, you can connect with the Tiger Destruction with proper timing. In most cases you can add Sagat's High Step Kick (F+HK) before activating the Ultra Combo for even more damage. The only time this becomes an issue is when an opponent is near the corner, because it's very difficult to determine the proper distance needed to connect the entire Ultra Combo. In this instance the last portion of the Ultra Combo generally misses, greatly limiting the damage inflicted.

Tiger Cannon



Sagat's new Ultra Combo can be used just about anytime the Tiger Destruction Ultra Combo can be used. It even works in the corner after an EX Low Tiger Shot and inflicts more damage than the Tiger Destruction. However, the Tiger Destruction is still the recommended Ultra Combo because even though the Tiger Cannon is fairly versatile, it still can't be used quite as much as the Tiger Destruction.

GAUGE MANAGEMENT

Managing Sagat's Super Combo Gauge is relatively easy. Never use his Super Combo unless it will end the match. Sagat needs his Super Combo Gauge for EX Tiger Shots to get the opponent away from him so he can zone with more Tiger Shots. He also needs at least two stocks to FADC a Tiger Uppercut to connect the Tiger Destruction Ultra Combo, or simply to make a blocked Tiger Uppercut safe. With the addition of the Angry Charge, one or two stocks should go toward increasing the damage of Tiger Uppercuts throughout a match.

GENERAL STRATEGIES

1. **Keep the opponent away from Sagat.**
2. **Zone with varied Tiger Shots to pin the opponent down.**
3. **Anti-air if the opponent jumps over the Tiger Shots.**
4. **Use normals, Low Tiger Shots, and properly spaced Tiger Knee Crushes to get an opponent away if they close in.**

IN-DEPTH STRATEGIES

In *Street Fighter IV* Sagat was the undisputed best character. However, in *Super Street Fighter IV* some changes have been made to reduce Sagat's damage and make him slightly less versatile. He is still one of the top characters, but he's not quite as dominant as he was previously.

Zone opponents by alternating between various speeds and heights of the Tiger Shot. If the opponent jumps, use one of Sagat's many anti-air attacks to keep them locked down. If you trade hits during an anti-air Tiger Uppercut, you can usually hit the opponent with the Tiger Destruction Ultra Combo or Tiger Knee Crush as soon as Sagat lands. In a projectile battle against another projectile character, Sagat generally has the advantage because the High Tiger Shot is faster than most other projectile attacks.

At mid-range, the Tiger Knee Crush is Sagat's best attack. Learn the distance so you know exactly when you can use it to connect only the second hit. This ensures that Sagat is safe if the Tiger Knee Crush is blocked.

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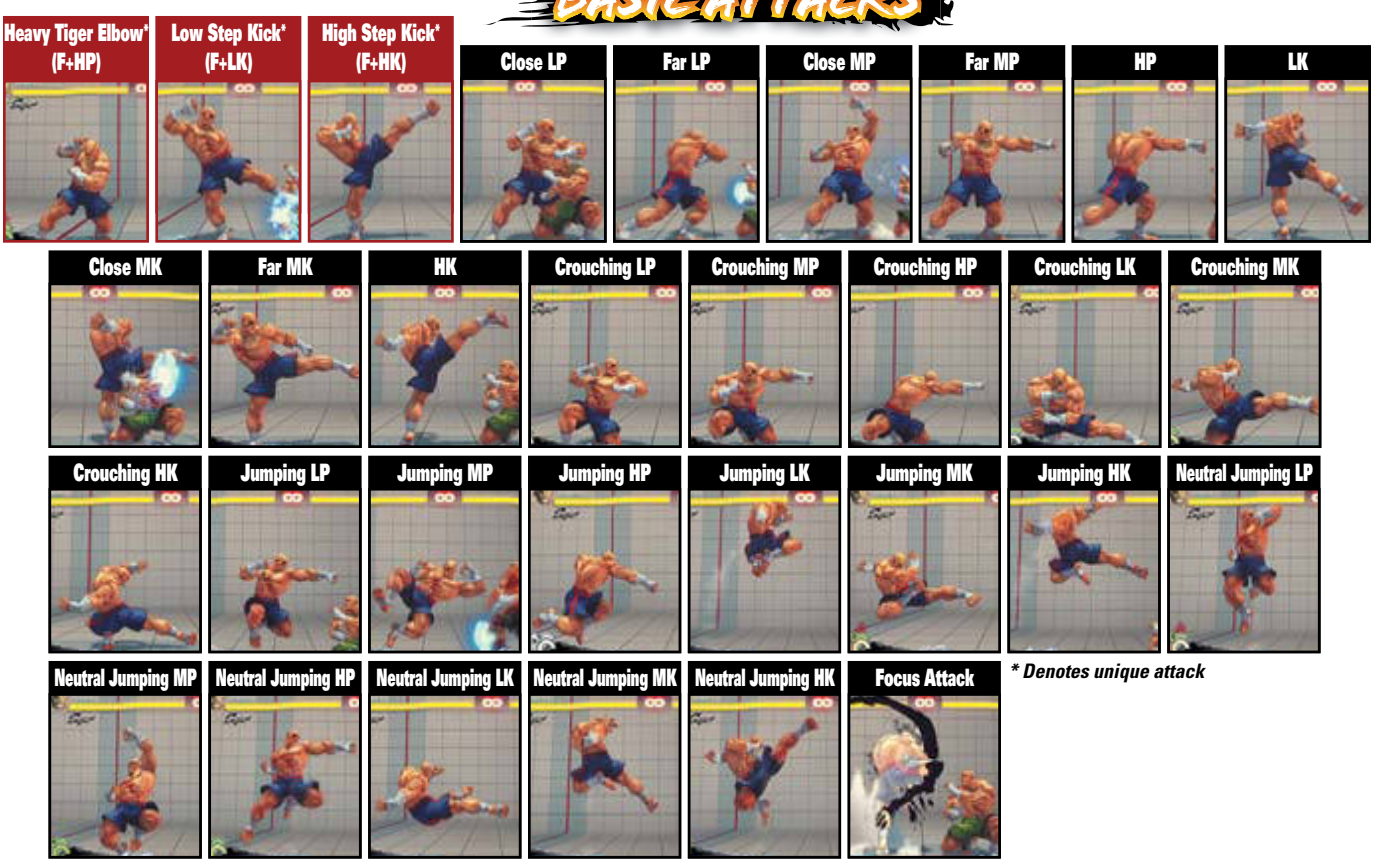
With the proper spacing, you can continue to attack after a blocked Tiger Knee Crush, but you'll have to anticipate the opponent's next move. If you think they're going to attack, you can back dash and punish with an EX Low Tiger Shot or one of Sagat's recommended normals. If you think they'll continue to block, use a block string into a tick throw.

If you're a full screen length away or wish to quickly close in on your opponent, kara cancel the Low Step Kick (F+LK) into the Tiger Knee Crush for an attack that covers nearly an entire screen length. The timing is a little difficult, but it's well worth the practice to perfect this technique. It can also be used to kara cancel a Tiger Uppercut to give it ridiculous range.

Sagat's crouching MK has good range and leads into combos. In fact, it's arguably his best poking attack and can lead into a Low Tiger Shot, Tiger Uppercut, or Tiger Genocide. From close range, crouching LK and crouching MK are two of Sagat's best combo starters and lead into some very damaging combos.

Anytime your opponent takes to the air, knock them down with HK, a Tiger Uppercut, or the High Step Kick. Any of these options can lead to a Tiger Knee Crush or an Ultra Combo. It's also possible to FADC a HP Tiger Uppercut into a Tiger Destruction for very good damage. An EX Tiger Uppercut can also be followed by a Tiger Destruction without the need to FADC, but the timing is very strict.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Sakura

BIO

Having witnessed one of Ryu's fights by pure chance, Sakura endeavored to imitate his style and began street fighting herself. Like a true youngster, she seems to get a genuine thrill out of fighting despite the danger, often developing her own new moves.

VITAL STATS

Date of Birth: March 15

Nationality: Japanese

Height: 5'2"

Weight: 119 lb.

Measurements: 31/24/33

Blood Type: A

Martial Arts Style: Imitation of Ryu's Style

Likes: Gym class, white rice

Dislikes: Math class, playing video games with her younger brother

Hobbies/Skills: Decent at cooking (though her dishes do not look appetizing)

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MOVE LIST

Sailor Shot
→ or Neutral + Light + Light
Throw; must be close to opponent

Choba Throw
← + Light + Light
Throw; must be close to opponent

Flower Kick
→ + Medium
Overhead

Hadoken
↓↘ + Punch
EX version; projectile; charge by holding Punch

Shouoken
→↓↘ + Punch
EX version

Shunpukyaku
↑ + Kick
Armor Break; EX version

Airborne Shunpukyaku
↑ + Kick
In the air; EX version

Sakura Otoshi
→↓↘ + Kick > Punch
EX version; can execute the Punch up to three consecutive times

Haru Ichiban
↑↑ + Kick
Super Combo

Haru Ranman
↑↑ + Kick Kick Kick
Armor Break; Ultra Combo

Shinku Hadoken
↑↓↘ + Punch Punch Punch
Ultra Combo II; projectile

Shinku Tengyo Hadoken
↑↓↘ + Kick Kick Kick
Ultra Combo II; projectile

ESSENTIALS

Character Type(s): Fundamental, Poking, Projectile, Rush Down, Technical
Vitality: 950
Stun: 1,000
Preferred Ultra Combo: Shinku Hadoken
Anti-airs: cr HP, cr MP
Air-to-airs: Neutral Jumping MK, Jumping MP
Normals: HK, cr MK, cr MP, LK
Cross-Up: Jumping MK, Jumping LK
Overhead: Flower Kick

NOTE **The Shunpukyaku is such a big part of Sakura's game that it has a separate links and combos section.**

LINKS

DIFFICULT LINKS

Link	Damage	Stun
MP > LK	95	150
cr MP > LK	95	130
LP > cr HK	115	200

NORMAL LINKS

Link	Damage	Stun
cr LP > MK	80	150
cr LP > cr MK	80	150
LP > MK	85	150
LP > cr MK	85	150
cr LP > MP	85	150
cr LP > cr MP	85	130
LP > cr MP	90	130
cr LP > cr HP	110	170
LP > cr HP	115	170
cr LP > Close HK	140	250
LP > Close HK	145	250

LK SHUNPUKYAKU LINKS

Link	Damage	Stun
LK Shunpukyaku > cr LP	80	150
LK Shunpukyaku > cr LK	80	150
LK Shunpukyaku > LP	85	150
LK Shunpukyaku > LK	85	150
LK Shunpukyaku > Close MK	120	200
LK Shunpukyaku > cr HP	150	220

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr MK > HP Shouoken	199	320
cr LP > cr HP > LK Shunpukyaku > LK > HP Shouoken	272	405
Close MK > LK Shunpukyaku > Close MK > LK Shunpukyaku > cr HP > HP Shouoken[1]	344	522

[1]–If you start this combo with a jumping attack on a crouching opponent in the corner, you can add another close MK > LK Shunpukyaku before the cr HP > HP Shouken at the end of the combo.

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NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > LP > cr MK > HP Shouoken[1]	195	330
HP > LP Shouoken > MP Shouoken	207	248
cr MK > HP Shouoken	215	300
cr LP > cr LP > cr HP > HP Shouoken	223	336
HP > HP Shouoken	245	320

[1]–Some characters must be standing for this combo to work properly.

EX SHUNPUKYAKU COMBOS

Combo	Damage	Stun
cr LK > cr LP > cr HP > EX Shunpukyaku > HK Sakura Otoshi	258	376
cr LP > cr HP > LK Shunpukyaku > LK > EX Shunpukyaku > HK Sakura Otoshi	317	462
Close MK > LK Shunpukyaku > cr HP > EX Shunpukyaku > HK Sakura Otoshi	338	490

NOTE **If the opponent is crouching, you must use a crouching HP before an EX Shunpukyaku or else the EX Shunpukyaku will miss. Even with the crouching HP, in many cases some hits of the EX Shunpukyaku will miss, which results in varying damage and stun for these combos.**

FADC COMBOS

Combo	Damage	Stun
cr LP > cr HP > HP Hadoken > FADC > cr HP > HP Shouoken	314	434
HP > HP Shouoken > FADC > LP > cr HP > EX Shunpukyaku > HK Sakura Otoshi[1, 2]	373	453
HP > HP Shouoken > FADC > LP > cr HP > HP Shouoken > FADC > LP > cr HP > HP Shouoken[1, 2]	399	457

[1]–FADC the first hit of any HP Shouoken.

[2]–This is a difficult combo.

CORNER ONLY COMBOS

Combo	Damage	Stun
Aerial Shunpukyaku > Shinku Hadoken	314	50
cr LP > cr LP > cr MK > LP Shouoken > Shinku Hadoken	327	250

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	cr HP > EX Shunpukyaku > Haru Ranman[1]	503	230
Ultra Combo II	cr HP > EX Shunpukyaku > Shinku Hadoken[2]	419	230
Super Combo	cr HP > HP Shouoken > Haru Ichiban[3]	480	230
One Stock	cr HP > EX Shunpukyaku > HK Sakura Otoshi	296	395
Nothing	Close MK > LK Shunpukyaku > cr HP > HP Shouoken	344	522

[1]–Dash forward after the EX Shunpukyaku to connect all hits of the Haru Ranman.

[2]–You can use either variation of the Shinku Hadoken.

[3]–The damage of this combo varies depending on when you cancel the HP Shouoken into the Haru Ichiban.

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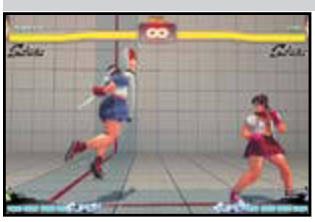
SPECIAL MOVES

Hadoken

The Hadoken is Sakura's projectile attack, but it is not quite as useful as many other projectile attacks. There's no difference in the strength of the Punch button, but if you hold the Punch button, Sakura charges the attack. There are three levels of charge based on how long you hold Punch. If you do not hold Punch at all, or hold it for a very short time, you get the base version of the projectile, which is small and does not travel across the entire screen. Hold the Punch button a little longer to get the level two version, which is slightly bigger than the level one version, and inflicts more damage, but travels a shorter distance. The maximum charge results in the level three version, which is the largest of the three variations, and inflicts the most damage, but travels the shortest distance. Use the level two version to catch jumping opponents. The larger size of the Hadoken makes it harder to avoid and an opponent may land on it. You can also follow behind the level two version to safely close in on an opponent. The level one versions are good for block strings and in combos, but not good for zoning because they move too slowly.

Shouoken



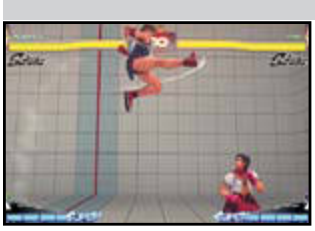
The Shouoken is Sakura's version of the Shoryuken. The strength of the Punch button determines the horizontal distance, number of hits, damage, and stun. The LP version consists of two hits, travels the shortest distance, and inflicts the least amount of damage and stun. The MP version is four hits, the HP version is six hits, and the EX version is eight hits, inflicting the most damage and stun, and traveling the farthest. The EX version is also invincible at the beginning of the attack, which makes it good to use when Sakura is getting up. Try to have at least three stocks in the Super Combo Gauge so you can FADC it if the opponent blocks. You can also use the EX version to go through an opponent's normals at fairly close range, but again, it's best to use this if you have at least three stocks so you can make it safer if the opponent blocks. Also be sure to cancel the Focus Attack with a back dash instead of a forward dash. Even in this case, some characters can still punish Sakura, so be careful when you use it. Do not use the EX version in combos, because the HP version is better suited and doesn't use any of the Super Combo Gauge. The EX version inflicts decent chip damage, but a skilled opponent can interrupt the attack between the first and second series of hits when there's a brief pause in the attack.

Shunpukyaku

Sakura's Shunpukyaku, or Hurricane Kick, is where her offensive power begins and ends. The strength of the Kick button determines the distance, number of hits, and damage and stun of the attack, with the LK version traveling the shortest distance, consisting of a single hit, and inflicting the least amount of damage and stun. The MK version is two hits, the HK version is three hits, and the EX version is four hits. Under most circumstances, use the LK or EX versions of the attack. The EX version launches the opponent into the air, leaving them in a full juggle state. If the last hit of the EX variation is blocked, Sakura is at advantage, so you can continue to attack the opponent. Use the LK version in combos, and as a good poke against most characters. It is fairly difficult to punish if most characters block the attack. The HK and EX version can be used to go over projectile attacks with proper timing, and all variations can be used to get close to the opponent if you're having a hard time closing in.

Airborne Shunpukyaku

in the air



The aerial version of the Shunpukyaku is not quite as useful as the ground-based version, but it still comes in handy. There's no difference between the strength of the Kick button used, but the EX version inflicts more damage and lasts longer than the normal versions. However, the EX version is also harder to hit, so you should not be using it very much. Sakura's jumping range isn't very good, so you can use the aerial Shunpukyaku to get closer to an opponent. If it's blocked, Sakura is at an advantage, so you can follow up with an attack. You can also cross-up with the aerial Shunpukyaku, but it is difficult to get the proper distance and height to make this happen. Knock an opponent down, then use the Airborne Shunpukyaku at the apex of a neutral jump to avoid most wake-up reversal attacks and provide an ambiguous cross-up as Sakura is landing. You can also use it defensively to get out of a corner if you execute the attack as soon as Sakura jumps.

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Sakura Otoshi

The Sakura Otoshi has two main uses: to close in on an opponent quickly, and to end combos. The strength of the Kick button determines the height of the initial jump, with the LK version traveling the shortest distance. The EX version homes in on an opponent and can be used to close in quickly from across the screen. This works well against projectile-heavy opponents, because you can use the EX Sakura Otoshi as soon as they use a projectile and punish them from full screen. The third hit of the punches that follow the Sakura Otoshi results in an untechable knockdown. Use it after you connect an EX Shunpukyaku to end a combo, but do not use all three punches if you're close to the corner. If you do, Sakura ends up in the corner instead of the opponent. The attack is safe if the opponent blocks.

SUPER COMBO

Haru Ichiban

Sakura's Super Combo is one of the few Super Combos that hits low. The strength of the Kick button determines the horizontal range of the attack, with the LK version covering the shortest distance. If you have a full Super Combo Gauge, use crouching MK into an HP Shouoken, then cancel the Shouoken into the Haru Ichiban. Otherwise save your Super Combo Gauge for Sakura's extremely useful EX special moves.

ULTRA COMBOS

Haru Ranman

The Haru Ranman is essentially an Ultra Combo version of the Haru Ichiban. The first two hits are low, just like Sakura's Super Combo, and the first hit is invincible. Use it after connecting with an EX Shunpukyaku. You can execute the Haru Ranman immediately after the last hit of the EX Shunpukyaku, but the first hit will miss. Dash forward slightly, then execute the Ultra Combo to make sure all of the hits connect. Use it for punishment purposes, or after a short combo such as: cr HP > EX Shunpukyaku to avoid having the damage scaled too much. Unfortunately, after Sakura connects with the Haru Ranman, she does not gain any advantage and actually loses momentum because it takes her so long to recover after the attack.

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Shinku Hadoken

Shinku Hadoken *Shinku Tengyo Hadoken*

The Shinku Hadoken and Shinku Tengyo Hadoken are Sakura's recommended Ultra Combos. The normal Shinku Hadoken shoots a horizontal projectile, while the Tengyo version shoots a projectile upward at a steep angle. It can be used in the same situations as the Haru Ranman Ultra Combo, but it's easier to work with. For example, after the EX Shunpukyaku you do not have to worry about dashing to get the Ultra to connect in full. Simply execute the command as soon as the EX Shunpukyaku ends and either version will connect with ease. It also inflicts more damage when used in combos, making it all around better than the Haru Ranman. In the corner you can use a LP Shouoken and follow with either Shinku Hadoken to combo into it without using any Super Combo Gauge. If you happen to connect with an aerial Shunpukyaku on a cornered opponent, you can follow with the horizontal Shinku Hadoken as well.

GAUGE MANAGEMENT

Sakura builds her Super Combo Gauge very quickly once she's at close range. However, she'll need to use it primarily for the EX Shunpukyaku and occasionally for the EX Shouoken and an FADC of the EX Shouoken. Sakura's offensive game revolves around the EX Shunpukyaku so you'll be using it as soon as an opportunity is available. If you're playing defensively, the EX Shouoken is useful to get inside, but you'll need three stocks of the Super Combo Gauge to make sure you can FADC if it's blocked. Don't use the Haru Ichiban Super Combo unless you can win a match with it.

GENERAL STRATEGIES

1. **Get to right outside of Sakura's cr MK range.**
2. **Land a counter-hit cr MK into an HP Shouoken.**
3. **Mix-up with an ambiguous cross-up to land an EX Shunpukyaku.**

IN-DEPTH STRATEGIES

Sakura essentially uses a vortex strategy similar to that of Akuma and Ibuki. Your one and only goal should be to land an EX Shunpukyaku. Everything you do should lead up to that point, because that's when Sakura's mix-up game begins. Without her mix-up game, she doesn't have much to work with, so you must rely on it heavily to confuse the opponent and keep them wondering which direction to block.

Work your way in until you reach a range that puts Sakura's crouching MK just outside of range. At this point you want to counter-poke with crouching MK in an attempt to get a counter-hit. Every time you use crouching MK you should buffer in an HP Shouoken. Do this by inputting the command for the crouching MK > HP Shouoken 2-in-1 combo. If the crouching MK connects, the HP Shouoken will execute, but if the crouching MK misses, nothing will happen. Using this technique, you'll automatically get the combo if the crouching MK hits, and you won't have to worry about trying to connect on reaction.

When you connect with the HP Shouoken, walk forward slightly, then use a jumping HP, jumping HK, jumping LK, or jumping MK for an ambiguous cross-up. You can also mix in an empty jump into a crouching LK or crouching LP combo. If any of the attacks connect, combo into crouching HP > EX Shunpukyaku. At close range you can also use Sakura's Sailor Shot forward throw into the same cross-up mix-up used after an HP Shouoken.

Once the EX Shunpukyaku hits you can begin to confuse the opponent with resets. The basic premise is to hit the opponent one time in the air after the EX Shunpukyaku, then confuse them by walking under them before they land. When done correctly, the opponent will not know which side Sakura is on, and will have to guess which direction to block.

After an EX Shunpukyaku, use jumping LK, LP, or walk up slightly, then use a late jumping HP. All of these attacks allow Sakura to land before the opponent and walk under them. If you wish to get to the opponent's opposite side, walk forward until the opponent lands. If you want to stay on the same side, walk forward, then hold Back just before the opponent lands. Stay right under the opponent for as long as possible to make the mix-up as ambiguous you can. As soon as the opponent lands, use crouching LK, crouching LP, or crouching HP into an EX or LK Shunpukyaku to begin another combo and start the process anew. The main combo you should be trying to connect is cr LK > cr LP > cr HP > EX Shunpukyaku, but other variations work just as well.

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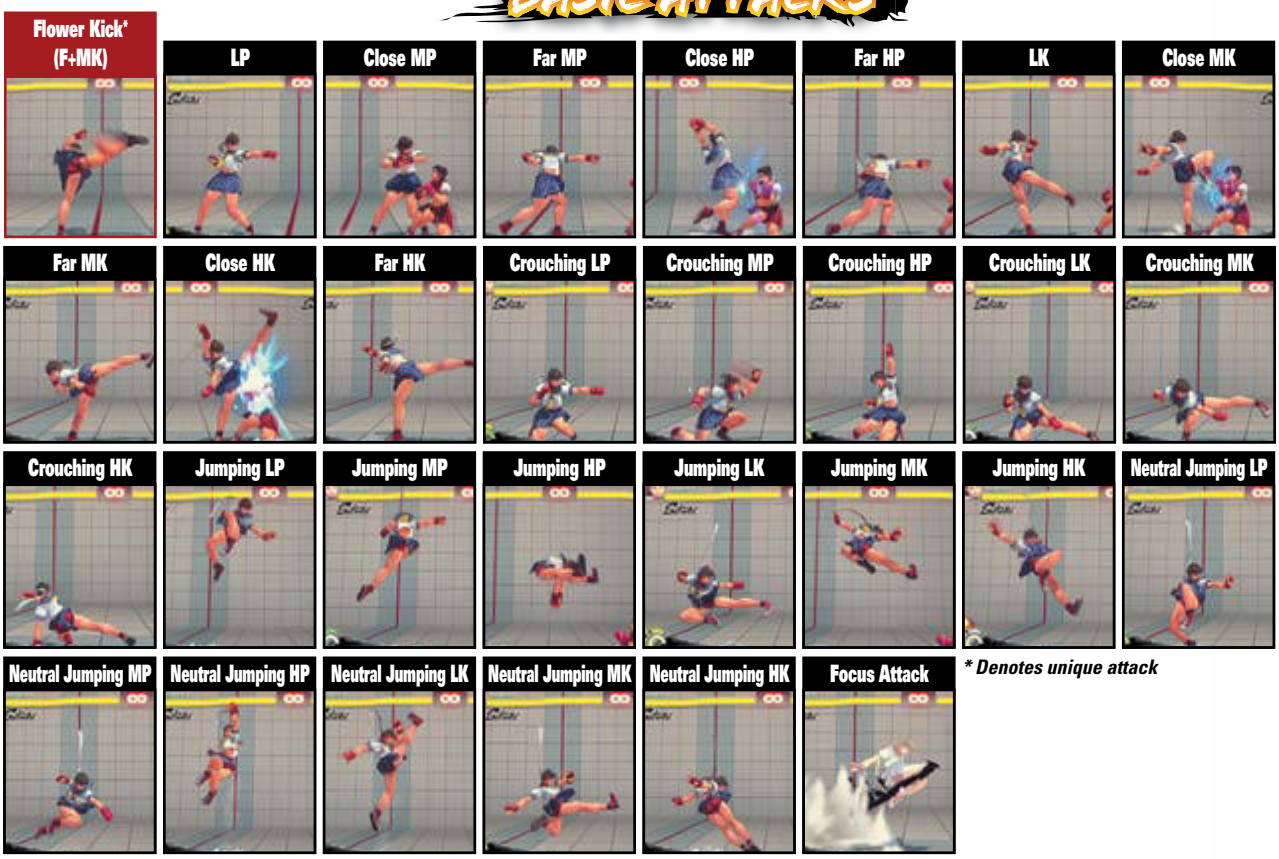
If the opponent is cornered, Sakura becomes deadly. After an EX Shunpukyaku, use HK, or HP for an extremely ambiguous mix-up. You can also use a late jumping HK to flip the opponent over and create a double cross-up to further confuse them. This works better on the male characters because they're larger, so it's easier to time the late jumping HK. After an HP Shouoken in the corner, you can use a LK Shunpukyaku to cross-up an opponent while they're on the ground. This also works in open space if you use a crouching HK followed by a LP Shouoken while the opponent is on the ground. You can even use the EX Shunpukyaku and follow it with a crouching HK to land an untechable knockdown and then use the LP Shouoken.

Rounding out Sakura's game is her crouching LP. This is one of her best normals because it's very fast and beats out a lot of attacks. If you see any holes in the opponent's block strings, use a crouching LP to interrupt and change the momentum of the match. It also leads into Sakura's EX Shunpukyaku combos, which is the basis of her offensive strategy.

BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Seth

BIO

The final boss of the game and the one responsible for holding the tournament, Seth is actually one of many genetically engineered replacement bodies created for use by M. Bison.

VITAL STATS

Date of Birth: Unknown
Nationality: Unknown
Height: 6'6"
Weight: 187 lb.
Measurements: 51/33/35
Blood Type: Unknown
Martial Arts Style: Ultimate Style Comprised of Knowledge of Fallen Foes
Likes: Scheming
Dislikes: Pathetic humans
Hobbies/Skills: Renovation

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MOVE LIST

Genocide Shot
or Neutral + Light + Light
Throw; must be close to opponent

Death Throw
+ Light + Light
Throw; must be close to opponent

Yosokyaku
+ Medium
In the air; can be executed up to three consecutive times

Tenmakujinkyaku
+ Heavy
In the air; executed at apex of forward jump

Wall Jump
In the air; near wall

Sonic Boom
+
EX version; projectile

Shoryuken
+
EX version; can be executed up to three consecutive times

Hyakuretsukyaku
+
Armor Break; EX version

Tanden Engine
+
EX Version; EX Armor Breaks and uses two stocks of the Super Combo Gauge

Spinning Piledriver
360 +
Throw, EX version

Yoga Teleport
or + or
Teleport

Tanden Storm
+
Super Combo

Tanden Stream
+
Ultra Combo I; Armor Break

Tanden Typhoon
+
Ultra Combo II; Armor Break

ESSENTIALS

Character Type(s): Grappler, Projectile, Rush Down, Technical, Turtle, Zoning

Vitality: 750

Stun: 750

Preferred Ultra Combo: Tanden Typhoon

Anti-airs: Shoryuken, Tanden Stream, Tanden Typhoon, Tanden Storm, EX Hyakuretsukyaku

Air-to-airs: Jumping HP, Jumping MP, Jumping HK

Normals: cr LP, cr LK, cr MP, cr MK, HP, cr HP, HK, cr HK

Cross-Up: Jumping HK, Tenmakujinkyaku

Overhead: Tenmakujinkyaku

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close LK > cr LK	55	100
Far LK > cr LP	60	100
Close LK > Far LP	65	100
cr LP > cr MP	70	150
Close LP > cr MK	80	150
Far LP > cr MK	80	150
Far LK > Far LK	80	100
cr LP > Far MP	80	150
Close LK > cr MP	85	150
Close LP > Far MP	90	150
Far LP > Far MP	90	150
Close LK > Far MP	95	150
Close LP > Close MK	100	150
Close LP > Close MP	105	150
cr LK > Close HP	110	250
Close HK > cr LP	130	250
Close HK > cr LK	130	250
Close HK > Far LP	140	250
Close HK > Far LK	150	250
Close HK > cr MP	160	300

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LP	40	100
cr LP > cr LK	40	100
Close LP > cr LP	50	100
Close LP > cr LK	50	100
cr LP > LP	50	100
Far LP > cr LK	50	100
cr LP > Far LP	50	100
cr LP > Close LK	55	100
Close LK > cr LP	55	100
Close LP > Close LP	60	100
Close LP > Far LP	60	100
Far LP > Far LP	60	100
cr LP > Far LK	60	100
Close LP > Close LK	65	100
Close LK > Close LP	65	100
Close LP > Far LK	70	100
Far LP > Far LK	70	100
Close LK > Close LK	70	100
Close LK > Far LK	75	100
Close LP > cr MP	80	150
cr LP > Close HP	110	250
Close LP > HP	120	250
Close LK > Close HP	125	250

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
cr LP > cr LP > cr MP > MK Hyakuretsukyaku	160	320
cr LK > cr LK > LK > LP > cr MK > MK Hyakuretsukyaku[1]	174	335
cr LK > LK > cr MP > MK Hyakuretsukyaku	175	320
cr HP > EX Tanden Engine > cr HP > EX Tanden Engine > cr HP > LP Shoryuken > Tanden Typhoon	482	630

[1]–This combo only works on a standing opponent.

NORMAL COMBOS

Combo	Damage	Stun
cr LK > cr LP > cr LP > LK Hyakuretsukyaku[1]	136	280
cr MK > MK Hyakuretsukyaku	160	300
HP > HK Hyakuretsukyaku	210	400
Air-to-air Jumping MP > Tanden Typhoon[2]	358	50

[1]–You can add up to three Yosokyaku stomps and a Tenmakujinkyaku dive kick to the end of this combo if the opponent is in the corner.

[2]–You cannot add another jumping attack to the start of this combo.

FADC COMBOS

Combo	Damage	Stun
HP > HP Sonic Boom > FADC > HP > HK Hyakuretsukyaku	309	550
cr HP > LP Sonic Boom > FADC > Tanden Typhoon[1]	345	250

[1]–Both hits of the crouching HP should connect.

CORNER ONLY COMBOS

Combo	Damage	Stun
HK > cr MP > MK Hyakuretsukyaku > Yosokyaku > Tenmakujinkyaku[1]	355	590
cr HP > HK Hyakuretsukyaku > Tanden Typhoon[2, 3]	456	400
HK > cr MP > MK Hyakuretsukyaku > Tanden Typhoon	476	460
HP > HP Sonic Boom > FADC > HP > HK Hyakuretsukyaku > Tanden Typhoon	483	550

[1]–Use three Yosokyaku to get the maximum damage and stun of this combo.

[2]–Both hits of the crouching HP should connect.

[3]–Do not 2-in-1 from the crouching HP to the HK Hyakuretsukyaku. Wait for the crouching HP to end, then execute the HK Hyakuretsukyaku.

BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Tanden Stream	396	200
Ultra Combo II	cr HP > LP Shoryuken > Tanden Typhoon[1]	416	300
Super Combo	HP > HP Sonic Boom > HP Tanden Storm	438	250
One Stock	HP > EX Shoryuken[2]	278	348
Nothing	cr HP > LP Shoryuken > Yosokyaku > Tenmakujinkyaku[3, 4]	282	455

[1]–This combo is very difficult because you must execute the Tanden Typhoon as soon as possible.

[2]–Execute the Shoryuken three times to get the maximum damage and stun of this combo.

[3]–Use three Yosokyaku to get the maximum damage and stun of this combo.

[4]–Both hits of the crouching HP should connect.

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SPECIAL MOVES

Sonic Boom

Seth's projectile attack was taken from Guile. The strength of the Punch button determines the speed of the projectile, with the LP version moving at the slowest speed. The EX version consists of two Sonic Booms and travels faster than the normal versions. Use the Sonic Boom from across the screen to zone the opponent and force them to play defensively or jump into one of Seth's anti-air attacks.

Shoryuken

One of Seth's main anti-air attacks is the Shoryuken. All variations of Seth's Shoryuken can be performed up to three times consecutively to add more hits to the attack, inflicting more damage and stun. The strength of the Punch button determines the damage, and horizontal and vertical distance of the attack, with the LP version inflicting the least damage, and traveling the shortest distance. The EX version travels higher and farther than the normal variations, inflicts the most damage and stun, and has invincibility at the beginning of the animation. After connecting with an EX Shoryuken, you can follow with an EX Tanden Engine, but you must execute the last hit of the Shoryuken as high as possible, which requires a slight delay between the second and third Shoryuken commands.

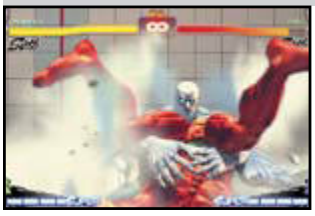
Hyakuretsukyaku

The Hyakuretsukyaku, or Lightning Legs, is a modified version of Chun-Li's Hyakuretsukyaku. The strength of the Kick button determines the horizontal distance and execution speed of the attack, with the LK version executing the fastest, but traveling the shortest distance. The EX version is invincible at the start of the animation and has the same execution speed and range as the HK variation. Use the EX version for anti-air purposes, and to travel through projectiles and other attacks with proper timing. However, the main purpose of the Hyakuretsukyaku is to end combos.

Tanden Engine

The Tanden Engine is a vacuum-like attack that pulls the opponent toward Seth, allowing him to start a combo. The strength of the Punch button determines the range and execution speed of the attack, with the LP version having the shortest reach, but executing faster than the other normal versions. The EX Tanden Engine costs two stocks of the Super Combo Gauge instead of one, and does not work if the opponent is in the corner. However, it can pull in an aerial opponent (the normal versions do not). If the Tanden Engine is blocked, it still draws the opponent toward Seth. Depending on the distance between Seth and the opponent, and the strength of the Tanden Engine used, Seth may have advantage at the conclusion of the attack, which provides a mix-up between a Spinning Piledriver and a combo or block string. The EX Tanden Engine can be used after Seth's crouching HP to reset the combo for big damage. It's also a good tool to use as the opponent is getting up, because they cannot jump away if the EX Tanden Engine is timed correctly.

Spinning Piledriver



Seth's command throw is taken directly from Zangief. The strength of the Punch button determines the damage and range of the attack, with the LP version inflicting the least damage, but reaching farther than the others. The EX version inflicts the most damage, and has almost the same range as the LP version. The EX version is also invincible at the very start of the animation. Seth's Spinning Piledriver (SPD) inflicts less damage than Zangief's, but it can be used in many of the same ways. Mix-up SPDs after empty jumps, or in the middle of block strings. It also works well after a blocked Tenmakujinkyaku dive kick.

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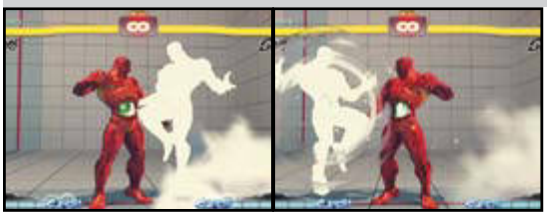
Yoga Teleport



Seth's teleport is almost identical to Dhalsim's. It gets Seth out of sticky situations, and provides a very good mix-up at the same time. Seth has the lowest Vitality in the game, which means that the farther away he is from the opponent the better. The Yoga Teleport allows him to stay as far away from the opponent as possible, and avoid bad situations like corner traps. If the opponent is closing in on Seth, use the Yoga Teleport to get away and reset your offense. FADC a LP Sonic Boom, then use the DP+PunchX3 version to force the opponent to decide which direction to block. Skilled opponents will know to block the direction of Seth, but novice players will get confused. Even against a skilled opponent, you can start a block string, or go right into a Spinning Piledriver. Unlike Dhalsim, Seth cannot execute the Yoga Teleport in the air.

TELEPORT COMMAND CHART

Notation	Teleport
DP+PunchX3	Directly behind opponent.
RDP+PunchX3	Half screen back.
DP+KickX3	Directly in front of opponent.
RDP+KickX3	Full screen back.

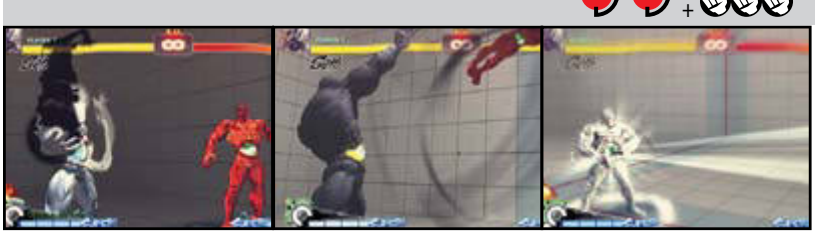
SUPER COMBO

Tanden Storm

Seth's Super Combo can be used after a Sonic Boom at the end of combos, or to end rounds via chip damage. The strength of the Punch button determines the execution speed and range of the Super Combo, with the LP version executing faster than the other variations, but having the shortest range. All variations have a very short period of invincibility at the beginning of the animation. If you're attempting to KO an opponent with chip damage, use the HP version from across the screen.

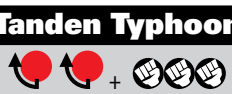
ULTRA COMBOS

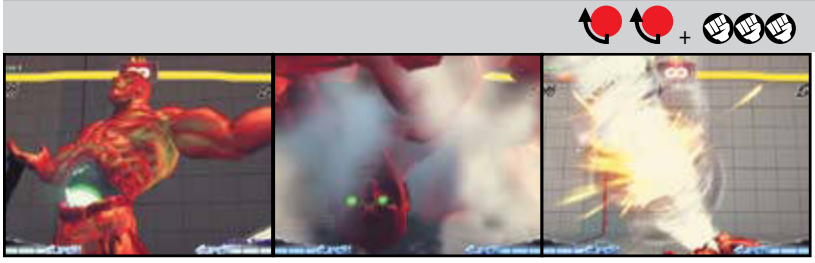
Tanden Stream



While the Tanden Stream is not Seth's recommended Ultra Combo, it's still very good. Once Seth's Revenge Gauge is high enough, an opponent cannot jump. If the opponent jumps toward Seth, execute the Tanden Stream and it will catch the opponent under almost any circumstances. The only reliable way to escape this is if the opponent has an aerial attack that allows them to hover in the air (Akuma's EX Airborne Tatsumaki Zankukyaku). Seth is also invincible at the start of the animation.

Tanden Typhoon





Seth's new Ultra Combo, the Tanden Typhoon is his recommended Ultra Combo. It is better than the Tanden Stream primarily because it's fairly easy to combo into it. The Tanden Stream is used for defensive purposes, while the Tanden Typhoon is used offensively. The Tanden Typhoon works at the end of any combo that can end with the Yosokyaku stomps and Tenmakujinkyaku dive kick. Basically, any time you connect with the Hyakuretsukyaku in the corner, you can follow with the Tanden Typhoon instead of the Yosokyaku stomps and Tenmakujinkyaku dive kick. You can also use it after a crouching HP > LP Shoryuken in open space. The Tanden Typhoon can even be used as an anti-air attack because it executes very quickly.

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GAUGE MANAGEMENT

Seth has an effective Super Combo, but his EX special moves are also very good. Always try to keep at least two stocks so you can FADC a Shoryuken to make it safe if the opponent blocks. The EX Shoryuken is also very good due to the invincibility at the start of the attack. The EX Hyakuretsukyaku goes through projectile attacks and can be used for anti-air purposes from a distance, and the EX Sonic Boom is very fast. Use Seth's EX special moves when needed, but if you find that you have a full Super Combo Gauge, you can combo into the Tanden Storm, or use the MP version as an anti-air if an opponent jumps over a Sonic Boom.

GENERAL STRATEGIES

1. **Run away using jump back HP.**
2. **Zone with Sonic Booms and Seth's anti-air options.**
3. **Use blocked Tenmakujinkyaku dive kicks to set up Spinning Piledrivers and combos.**

IN-DEPTH STRATEGIES

Seth has many different strategies because he uses replications of other characters' special moves. He combines strategies from Abel, Akuma, Dhalsim, and Zangief, which makes him a formidable opponent. However, to compensate for this large array of useful special moves, he has the lowest Vitality and stun in the game at 750 for each. This means you must be extremely careful when playing as Seth because he is easily dizzied and can be KO'd with one or two powerful combos.

Use Dhalsim's normals (HP and jump back HP) to create some space between Seth and the opponent. Once you're at a safe distance, use a LP Sonic Boom to initiate Seth's offense. It has minimal recovery time, allowing Seth to use a Yoga Teleport to move directly behind or in front of the opponent. With proper timing the Sonic Boom connects just after Seth teleports, keeping him relatively safe. However, to avoid telegraphing the Yoga Teleport, use Seth's HP as a mix-up. It extends nearly the full length of the screen, which keeps Seth away from the opponent while still attacking. You can also zone with the Sonic Boom by varying the speed of the attack. If an opponent attempts to jump over it, use one of Seth's many anti-air options to keep them grounded.

At close range, use Seth's block strings to tick throw into a Spinning Piledriver (SPD). Use cr LK > close LK > cr LP > cr MP > LP Sonic Boom as your primary block string and combo. It's possible for the opponent to jump over the Sonic Boom, but this also creates an anti-air opportunity. You want to get in the habit of going for an SPD often during a block string, or after an empty jump. Condition the opponent to expect the SPD, then switch it up with block strings and combos, or an EX Tanden Engine if you anticipate the opponent will jump back.

Other block strings that work well are HK > Shoryuken > FADC into a mix-up (throw, SPD, or another combo), or cr LP > LP against larger characters (T. Hawk, Zangief). If the cr LP and LP are blocked, take a quick step back, then try to connect a crouching MK. More often than not, the opponent will try to attack after Seth steps back, which results in the crouching MK interrupting the opponent's attack. You can then follow with a combo after the crouching MK.

When jumping in on an opponent, the Tenmakujinkyaku dive kick works just like Akuma's and gives Seth frame advantage when blocked. Use this to set up combos or throws, especially the Spinning Piledriver. The Tenmakujinkyaku into the SPD works very well thanks to the frame advantage from the Tenmakujinkyaku, and it can be mixed up with a crouching LK or crouching LP to go into a combo or block string. You can also follow with Seth's Yosokyaku air stomps performed as close to the ground as possible to get an instant overhead attack. The instant overhead Yosokyaku also works well as an opponent is getting up from the ground. If you hit the opponent low enough, you'll have time to use a cross-up jumping HK after the stomps.

Rounding out Seth's offense is his ability to reset an opponent with the Yosokyaku stomps and Tenmakujinkyaku dive kick. In open space, use the cr HP > LP Shoryuken > Yosokyaku > Tenmakujinkyaku combo, or any combo that ends with LP Shoryuken > Yosokyaku > Tenmakujinkyaku. In the corner, use cr MP > MK Hyakuretsukyaku > Yosokyaku > Tenmakujinkyaku or any combo that ends with Hyakuretsukyaku > Yosokyaku > Tenmakujinkyaku. At the end of these combos, remain neutral to cross-up the opponent, or press Back to stay in front of them. As soon as the opponent lands, mix-up between a crouching LK and SPD for the most part. If you anticipate the opponent will try to attack with a reversal, either block or use a Yoga Teleport to get away.

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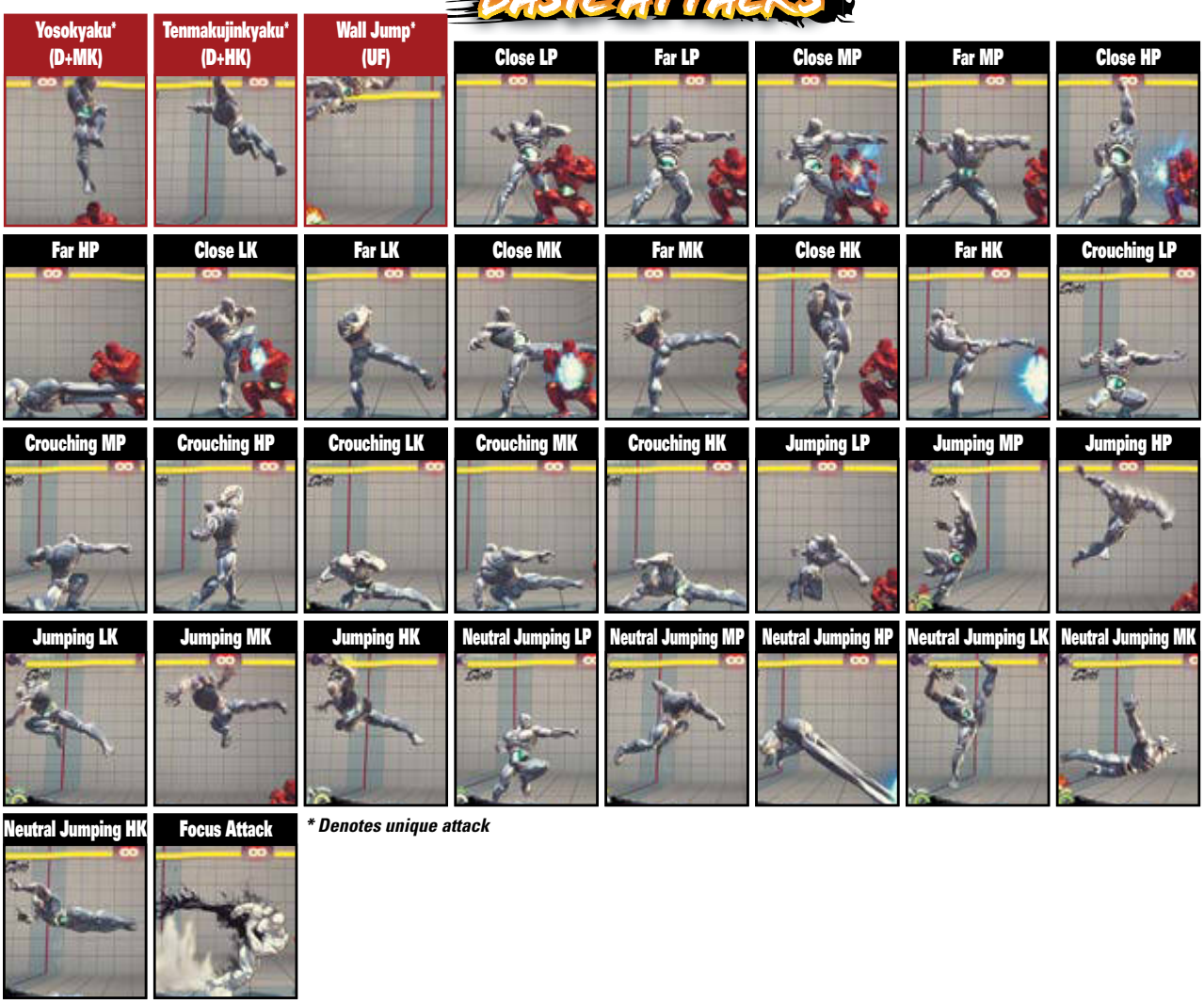
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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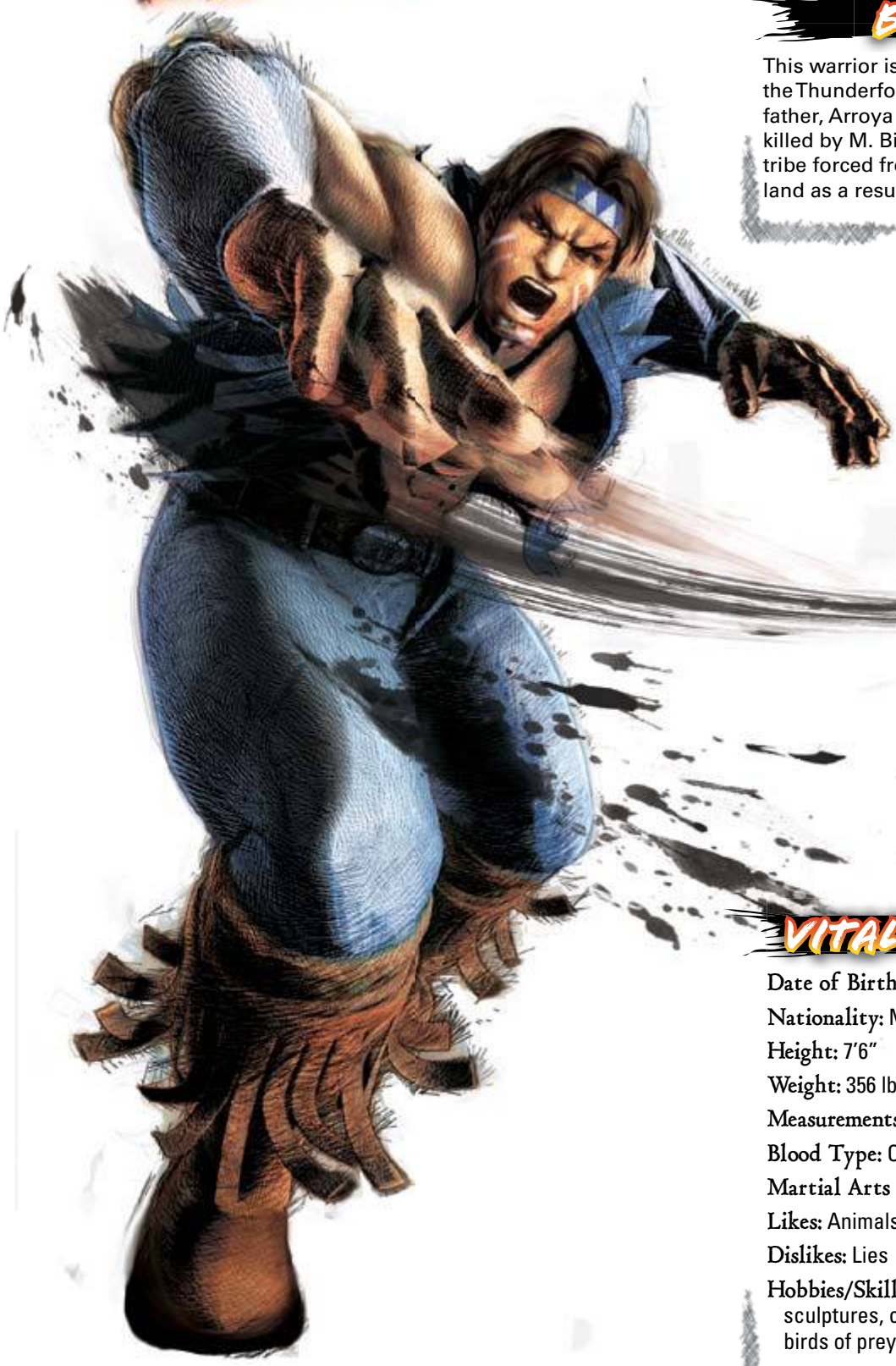
T.Hawk



BIO

This warrior is a member of the Thunderfoot tribe. His father, Arroya Hawk, was killed by M. Bison and his tribe forced from their tribal land as a result.

VITAL STATS

Date of Birth: July 21
Nationality: Mexican
Height: 7'6"
Weight: 356 lb.
Measurements: 44/38/44
Blood Type: O
Martial Arts Style:
Likes: Animals, Hair ornaments
Dislikes: Lies
Hobbies/Skills: Making wood sculptures, conversing with birds of prey

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MOVE LIST

Neck Hanging Tree
or Neutral + Light + Light
Throw; must be close to opponent

Mexican Throw
+ Light + Light
Throw; must be close to opponent

Heavy Body Press
+ Heavy
During angled jump

Heavy Shoulder
+ Medium
During angled jump

Thrust Peak
+ Light

Mexican Typhoon
360° +
EX version

Tomahawk Buster
+
EX version

Condor Dive
Armor Break; EX version; in the air; can only use EX version after EX Tomahawk Buster

Condor Spire
+
EX version; the EX version armor breaks

Double Typhoon
720° +
Super Combo

Raging Typhoon
720° +
Ultra Combo I

Raging Slash
+
Ultra Combo II

ESSENTIALS

Character Type(s): Grappler, Poking, Rush Down
Vitality: 1,150
Stun: 1,100
Preferred Ultra Combo: Raging Typhoon
Anti-airs: Tomahawk Buster, Condor Spire, HK
Air-to-airs: Condor Dive, Jumping HP, Jumping HK, Jumping MK
Normals: LP, cr LP, MP, cr MP, HP, cr HP, cr LK, cr MK, HK, cr HK
Cross-Up: Condor Dive, Heavy Body Press
Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
LP > cr MP	120	150
MP > cr MK	160	200
HP > cr LP	160	250
HP > LP	170	250
MP > MP	180	200
HP > cr MK	200	300
HP > cr MP	210	300
HP > MP	220	300

NORMAL LINKS

Link	Damage	Stun
cr LP > cr LP	60	100
LP > LP	80	100
LP > cr LK	80	100
LP > cr MK	110	150
LP > MP	130	150

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
Close MP > Close MP > EX Condor Spire > EX Tomahawk Buster > EX Condor Dive	395	455

NORMAL COMBOS

Combo	Damage	Stun
LP > LP > MP	152	180
cr LK > HP Tomahawk Buster	200	250
MK > EX Condor Spire	220	250
MP > HP Tomahawk Buster	250	300
MK > EX Condor Spire > EX Tomahawk Buster > EX Condor Dive	330	405

CORNER ONLY COMBOS

Combo	Damage	Stun
Anti-air LP Tomahawk Buster > EX Tomahawk Buster[1]	180	350

[1]–The anti-air LP Tomahawk Buster must hit the opponent around the apex of their jump.

NOTE T. Hawk does not have any practical FADC combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Raging Typhoon	527	200
Super Combo	Focus Attack > Double Typhoon	514	200
One Stock	Focus Attack > EX Mexican Typhoon	330	320
Nothing	MP > HP Tomahawk Buster	250	300

SPECIAL MOVES

Mexican Typhoon

360° + ✊

The Mexican Typhoon is T. Hawk's command throw. The strength of the Punch button determines the damage, range, and proximity of the opponent. The LP version inflicts the least amount of damage, has the most range, and leaves the opponent close to T. Hawk at the attack's completion. The EX version inflicts the same damage and has the same range as the HP variant, but leaves the opponent at the range of the MP version, which is a little farther away than the LP variation. It is invincible to physical attacks at the start of the animation, but a normal throw will interrupt the EX Mexican Typhoon. As a command throw, use the Mexican Typhoon in the middle of block strings and as a mix-up after an empty jump. It also works well to punish an opponent's unsafe attack at close range.

Tomahawk Buster

↘ + ✊

The Tomahawk Buster is T. Hawk's Shoryuken equivalent. The strength of the Punch button determines the damage, and horizontal and vertical distance of the attack, with the LP version inflicting the least amount of damage and traveling the shortest distance. The EX Tomahawk Buster consists of two hits, inflicts the same damage as the LP version, travels the same distance as the HP version, and can transition into an EX Condor Dive, which is the only way to execute the EX version of the Condor Dive. Unfortunately, you can't use the Tomahawk Buster to end longer combos, which limits it to an anti-air attack for the most part. You can connect after a jumping attack into MP or crouching LK, but if the combo gets any longer the Tomahawk Buster will miss.

Condor Dive

✊✊✊ in the air

The Condor Dive is a good air-to-air attack that can also quickly move T. Hawk closer to the opponent. It's relatively fast, which makes it difficult for the opponent to anti-air, but it's not safe if the opponent blocks. The lower T. Hawk connects on the opposing character's body, the safer T. Hawk is, but projectile characters can punish the Condor Dive in almost every situation. If you can use the Condor Dive from the proper height to land right in front of the opponent so the attack misses instead of being blocked, it is difficult for most players to react in time to punish T. Hawk. A missed Condor Dive into an EX Mexican Typhoon is a good combination if the opponent is not expecting either attack. If the opponent attempts to react to the missed Condor Dive, in most cases the EX Mexican Typhoon will interrupt any physical attack the opponent uses. You can only use the EX Condor Dive after an EX Tomahawk Buster, but this is only recommended if it will finish off the opponent, or you're in dire need of additional damage. The Condor Dive can also be used as a cross-up, but the timing, height, and distance are very specific.

Condor Spire

↙ + ✊

The Condor Spire is a horizontal version of the Condor Dive. The strength of the Punch button determines the horizontal distance of the attack, with the LP version traveling the shortest distance. The EX Condor Spire goes through projectiles, inflicts more damage and stun than the normal variations and launches the opponent into the air. You can follow the EX Condor Spire with an EX Tomahawk Buster, and if you have enough Super Combo Gauge you can follow the EX Tomahawk Buster with an EX Condor Dive for a triple EX combo. All versions of the Condor Spire are safe if the opponent blocks, and the EX version is armor breaking. Use the Condor Spire to close distance quickly, and in combos. All variations of the Condor Spire are safe if executed from maximum range, and the EX version is safe from any range, so long as it doesn't miss the opponent entirely. Learn the range of each Condor Spire and use it to chip away at the opponent.

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SUPER COMBO

Double Typhoon

T. Hawk's Double Typhoon is one of the game's most damaging Super Combos. It's also an instant throw, which means that the opponent must evade the Super Combo before the freeze animation. Once the freeze animation takes place, the opponent can no longer evade the Double Typhoon. If you connect with the Mexican Typhoon frequently, it's definitely worth it to save the Super Combo Gauge for the Double Typhoon. Use the Double Typhoon after an empty jump or tick into it from a crouching LK block string.

ULTRA COMBOS

Raging Typhoon

The Raging Typhoon is basically a more powerful version of the Mexican Typhoon and Double Typhoon. It's an instant throw Ultra Combo, which means that the opponent must evade the Raging Typhoon before the freeze animation. Once the screen freezes it's too late to escape the Ultra Combo. Use it in the same situations as the Mexican Typhoon and Double Typhoon, after an empty jump, as punishment for an unsafe attack, or as a tick throw from a block string.

Raging Slash

While the Raging Slash is not T. Hawk's recommended Ultra Combo, if you're good at saving T. Hawk's Super Combo Gauge, you can opt to use the Double Typhoon and Raging Slash as dual Ultra Combos in a sense. The damage of the Double Typhoon is fairly close to the damage of the Raging Typhoon, and by using the Super Combo Gauge, you can have it as a deadly weapon at the beginning of a round. Then you can use the Raging Slash as an anti-air Ultra Combo, should the opponent jump toward T. Hawk. With the opponent afraid to jump, you can land more Mexican Typhoons and Double Typhoons.

GAUGE MANAGEMENT

T, Hawk has very little use for an FADC, and the only EX special move worth noting is the EX Mexican Typhoon because it's invincible to physical attacks. Beyond that, you can use the EX Condor Spire > EX Tomahawk Buster > EX Condor Dive combo, but for the amount of Super Combo Gauge it uses, in many cases it's better to save up for the Double Typhoon Super Combo because it's an instant throw and inflicts a significant amount of damage.

GENERAL STRATEGIES

1. **Walk forward, or use the Condor Dive and Condor Spire to close in on the opponent.**
2. **Mix-up between the Mexican Typhoon and block strings.**
3. **Connect with a knockdown, then use the Heavy Body Press for cross-up mix-ups.**

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IN-DEPTH STRATEGIES

Thunder Hawk makes his return and Zangief players will be happy with the results. T. Hawk and Zangief have very similar play styles, although Zangief is a little more offensive, and most will probably find that Zangief is superior. T. Hawk is a straight grappler who must get close to the opponent to inflict damage. However, once T. Hawk is inside, the opponent has to guess right to avoid taking big damage from the Typhoon Trinity of the Mexican Typhoon, Double Typhoon, and Raging Typhoon.

The first important thing to note about T. Hawk is that he has 1,150 Vitality, which is the highest Vitality in the game (Zangief's Vitality has been decreased since the original *Street Fighter IV*). While you can use the Condor Dive and Condor Spire to close in on an opponent, don't be afraid to put T. Hawk's large Vitality to use. Walk forward and challenge the opponent to keep you out.

Once you're just outside the range of T. Hawk's recommended normals, get down to business. Use his normals to counter-poke from mid-range, or move in to close range and use block strings to transition into tick throws. An smart player will be ready for T. Hawk's tick throws because it's a big part of his game plan, just like Zangief. However, the range on T. Hawk's Mexican Typhoon is fairly long, especially the LP version. The EX Mexican Typhoon goes through physical attacks, so use it if you predict the opponent is about to use a normal.

If the opponent tries to jump away from the Mexican Typhoon, use T. Hawk's normals to keep the opponent on the ground. T. Hawk's close and far HK, as well as his crouching HP can catch an opponent jumping back. You can also use the Condor Spire and Tomahawk Dive to catch the opponent before they get too far away.

If you've selected the Raging Typhoon Ultra Combo, or have a full Super Combo Gauge, the opponent absolutely must be afraid of T. Hawk at close range. If you've opted to use the Raging Slash Ultra Combo, save your Super Combo Gauge for the Double Typhoon so you have a deadly combination of an incredibly damaging Super Combo throw, and an exceptional anti-air Ultra Combo.

Learn the maximum range of the Condor Spire and use it frequently. The EX version is excellent against projectile-heavy characters, because it goes through projectile attacks. All variations are safe from maximum range, and if you connect an anti-air Condor Spire, you can follow with an EX Tomahawk Buster for additional damage. Use the Condor Spire almost like you would Zangief's Banishing Flat, to close in on an opponent. The only difference is that the Condor Spire is safe if the opponent blocks, while the Banishing Flat is not.

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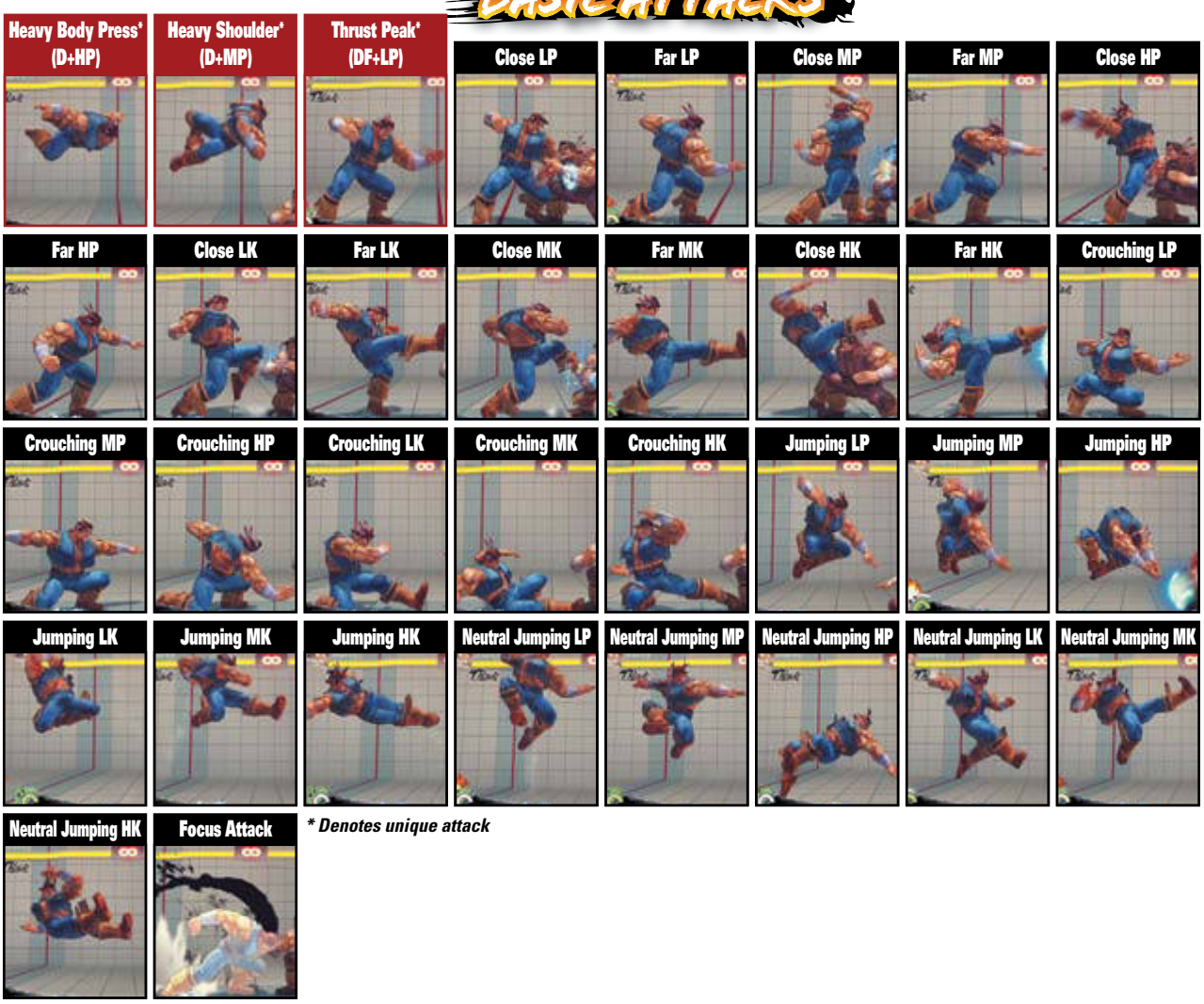
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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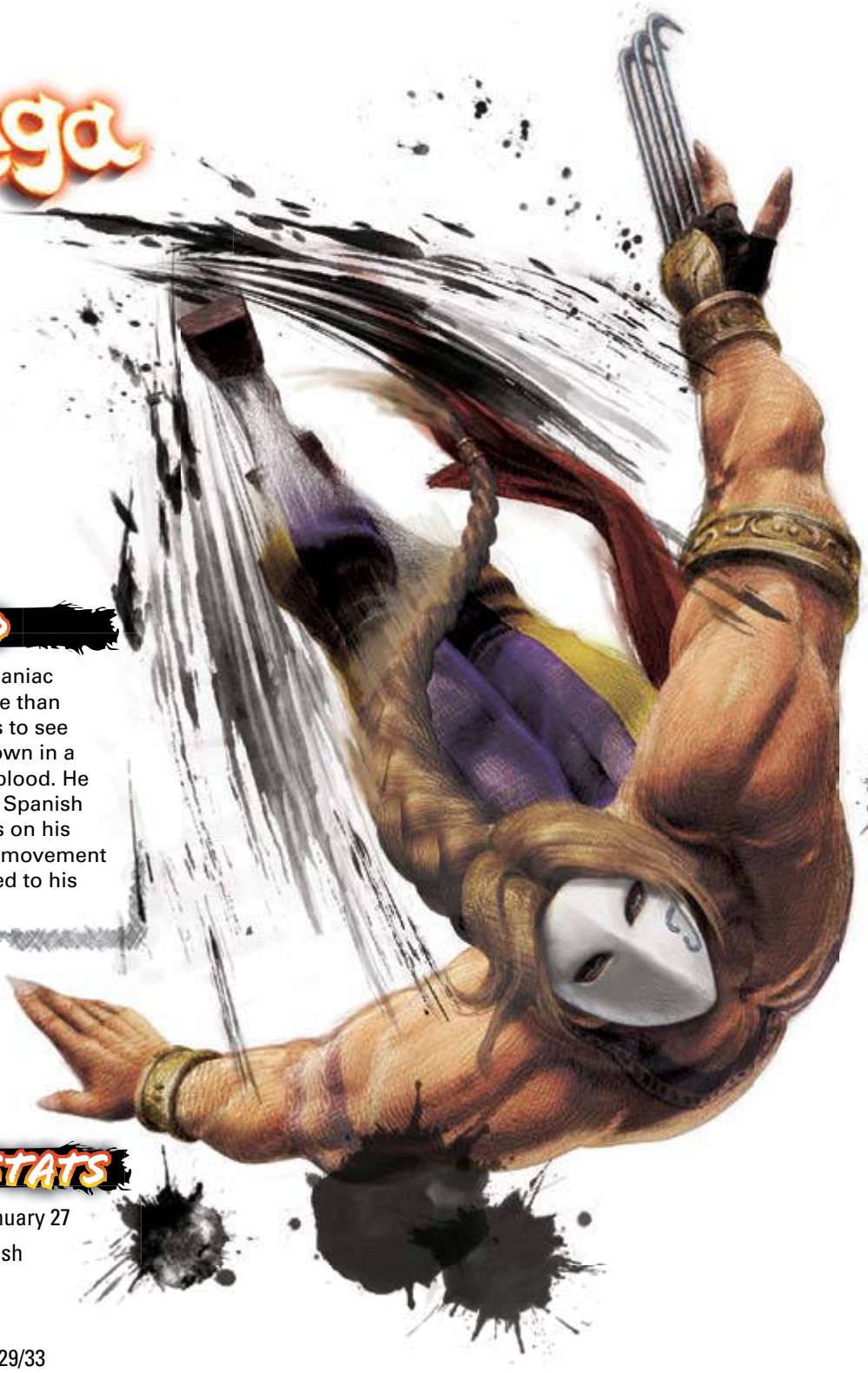
Vega



BIO

This narcissistic maniac loves nothing more than beauty and wishes to see all ugly people drown in a pool of their own blood. He is a practitioner of Spanish Ninjutsu and relies on his swift and graceful movement and the claw affixed to his hand to fight.

VITAL STATS

Date of Birth: January 27
Nationality: Spanish
Height: 6'1"
Weight: 159 lb.
Measurements: 48/29/33
Blood Type: O
Martial Arts Style: Spanish Ninjutsu
Likes: Beautiful things, himself
Dislikes: Ugly things, losers' blood spatter
Hobbies/Skills: Narcissism, sticking to walls

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MOVE LIST

Rainbow Suplex
or Neutral + Light + Light
Throw; must be close to opponent

Crescent Line
+ Light + Light
Throw; must be close to opponent

Stardust Drop
Light + Light
Throw; in the air; must be close to opponent

Piece of Mercury
+ Medium

Cosmic Heel
+ Heavy

Back Slash

Short Back Slash

Wall Jump
In the air; near wall

Rolling Crystal Flash
CHARGE +
EX version

Scarlet Terror
CHARGE +
Armor Break; EX version

Sky High Claw
CHARGE +
EX version; EX has Armor Break ability

Flying Barcelona Attack
CHARGE + >
EX version; press Punch after the wall jump

Izuna Drop
or +
After Flying Barcelona Attack wall jump

Remove Claw
+
EX version

Remove Mask
+
EX version of Remove Claw

Flying Barcelona Special
+ >
Super Combo; press Punch after the wall jump

Rolling Izuna Drop
or +
Super Combo; after Flying Barcelona Special wall jump

Bloody High Claw
+
Armor Break; Ultra Combo I

Splendid Claw
+
Armor Break; Ultra Combo II

PRIMA PRO TIP **When Vega's mask is removed, either from the Remove Mask EX special move, or forcibly removed by the opponent, the damage of his attacks increases by 10 percent, but his defense is also lowered by 10 percent. In addition, Vega's claw gives him more reach and priority, and increases the damage of his punch normals.**

ESSENTIALS

Character Type(s): Charge, Poking, Turtle, Zoning
Vitality: 1,000
Stun: 900
Preferred Ultra Combo: Bloody High Claw
Anti-airs: Scarlet Terror (HK or EX), HK, Splendid Claw, Bloody High Claw, EX Flying Barcelona Attack
Air-to-airs: Stardust Drop, Jumping HP, Jumping HK, Izuna Drop
Normals: Cosmic Heel, HK, cr MP, cr LK
Cross-Up: Flying Barcelona Attack (Punch followup)
Overhead: Piece of Mercury

LINKS

DIFFICULT LINKS

Link	Damage	Stun
Close HP > cr MP	170	200
Close HP > cr HP	210	300
Far LK > Far LP	70	100
Far LK > Far LK	80	100
Far LK > Far HK	150	250
Far LK > cr LP	70	100
Far LK > cr MP	110	150
Far LK > cr HP	150	250
cr LP > Close LP	60	100
cr LP > Close LK	60	100
cr LP > Close HK	140	250

DIFFICULT LINKS

Link	Damage	Stun
cr LP > Far LP	60	100
cr LP > Far HK	140	250
cr LP > cr LP	60	100
cr LP > cr MP	100	150
cr LP > cr LK	50	100
cr MK > Far LK	110	150
cr MK > Far HK	180	300
cr MK > cr LP	100	150
cr MK > cr MP	140	200
cr MK > cr HP	180	300

NOTE **Vega does not have any normal links. All of his links are classified as difficult.**

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COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
HP > cr MP > EX Flying Barcelona Attack > Izuna Drop	315	345
cr LP > cr LP > cr LP > cr MP	133	210
cr MK > LK > cr MP	166	230
cr MK > cr LP > EX Flying Barcelona Attack > Izuna Drop	245	295
cr LP > cr MP > LP Rolling Crystal Flash	188	246
cr MK > Far LK > Far LK > cr MP	191	260

NORMAL COMBOS

Combo	Damage	Stun
cr LK > EX Flying Barcelona Attack > Izuna Drop	190	220
cr MP > EX Flying Barcelona Attack > Izuna Drop	240	270
cr MP > LP Rolling Crystal Flash	180	220
cr LK > HK Scarlet Terror	190	250
DF+HK > HK Scarlet Terror	240	300
DF+HK > EX Flying Barcelona Attack > Izuna Drop	250	270

NOTE **Vega does not have any practical corner-only or FADC combos, but he can FADC the last hit of the Rolling Crystal Flash and follow with mix-ups.**

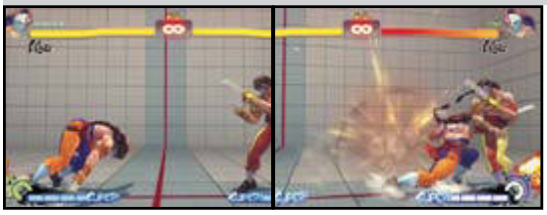
BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Bloody High Claw	480	0
Ultra Combo II	Focus Attack > Splendid Claw	455	200
Super Combo	Flying Barcelona Special > Rolling Izuna Drop	400	0
One Stock	DF+HK > EX Scarlet Terror	260 350	400
Nothing	DF+HK > HK Scarlet Terror	240	300

SPECIAL MOVES

Rolling Crystal Flash



Vega's Rolling Crystal Flash is primarily used to end combos or to go into mix-ups after you FADC the last hit. The strength of the Punch button determines the damage, stun, horizontal distance, number of hits, and execution speed of the attack, with the LP version executing faster than the other variations, hitting two times, inflicting the least amount of damage and stun, and traveling the shortest distance. The EX version has virtually the same attributes as the HP version, and inflicts more chip damage when blocked.

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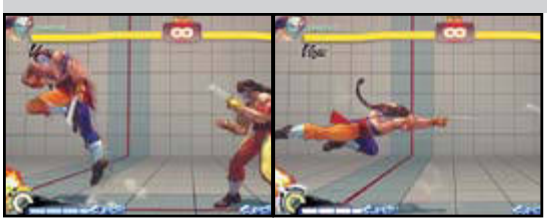
Scarlet Terror

CHARGE ← + →

The Scarlet Terror is a back flip that is mainly used as an anti-air attack or while Vega is getting up to evade an opponent's wake-up strategies. The strength of the Kick button determines the number of hits, damage, stun, and distance of the attack, with the LK Scarlet Terror traveling the shortest distance, hitting one time, and inflicting the least damage and stun. The MK version executes with the same speed as the LK version, but hits twice and inflicts more damage and stun. The HK variant consists of two hits like the MK version, and executes slightly faster. All three versions work well as anti-air attacks, but the EX version is the best. It executes with the same speed as the HK version, and inflicts more damage and stun. Use the EX version to avoid an opponent's wake-up game as Vega is getting up.

Sky High Claw

CHARGE ↓ ↑ +



Vega's Sky High Claw is primarily used to catch an opponent who's trying to run away. The strength of the Punch button determines the height of the attack, with the LP version flying the highest. The EX version goes through projectiles, executes very fast, consists of two hits, and can be used as a cross-up. If an opponent is jumping away to avoid a tick throw or create space, use the Sky High Claw to catch them as they jump away. The EX version works best in this scenario, but they can all be used if you do not have enough Super Combo Gauge.

Flying Barcelona Attack

CHARGE ↓ ↑ + >

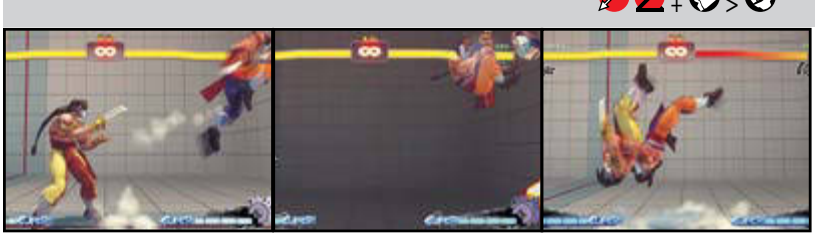
Flying Barcelona Attack *Claw Attack* *Izuna Drop*

Vega has had the Flying Barcelona Attack since he was first introduced to the series. The strength of the Kick button determines the damage of the claw attack follow-up, with the LK version inflicting the least amount of damage. After the initial jump of the Flying Barcelona Attack, Vega has multiple options. After the wall jump, hold toward the wall to stay away from the opponent to escape their pressure or just reset your offense. Press Punch after the wall jump to execute the claw attack that can be used to cross-up an opponent. Wait until Vega is close to the opponent and press Punch to execute the Izuna Drop throw. The Izuna Drop inflicts more damage than the claw attack and results in an untechable knockdown. The EX version of the Flying Barcelona Attack hits while Vega makes his way to the wall, which puts the opponent in a juggle state so you can land the Izuna Drop with ease.

SUPER COMBO

Flying Barcelona Special

↙ ↗ + >



Vega's Flying Barcelona Special Super Combo is identical to the normal Flying Barcelona Attack, except that when Vega reaches the wall there's a screen freeze to indicate that a Super Combo is coming. If you can land the Rolling Izuna Drop that follows, Vega does multiple throws to significantly damage the opponent. This Super Combo is difficult to land, and usually Vega's Super Combo Gauge is better used for EX special moves. However, if you scare the opponent into blocking, or time the Flying Barcelona Special to connect as the opponent is recovering from another attack, it's worth the extra effort for the damage it inflicts.

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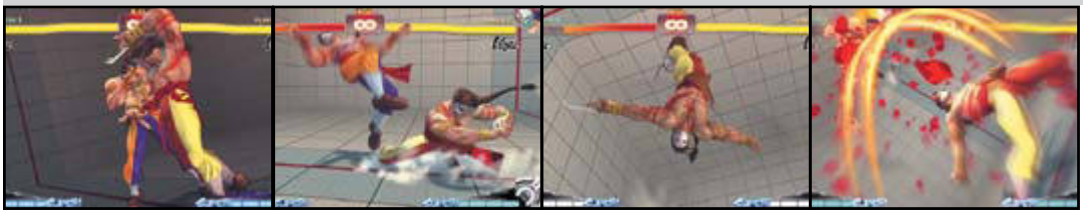
ULTRA COMBOS

Bloody High Claw

The Bloody High Claw has been improved from *Street Fighter IV* to *Super Street Fighter IV*. In the original, it was very difficult to land, just like the Flying Barcelona Special Super Combo. Now, Vega hits the opponent as he makes his way to the wall, just like the EX Flying Barcelona Attack. This puts the opponent in a juggle state, which guarantees the Ultra Combo will connect. With this new change, the Bloody High Claw can now punish an opponent's mistake from moderately close range. It can also be used as an anti-air attack with proper timing. Be careful when using this because it hits fairly high on the opposing character's body, which can make it miss in certain situations.

Splendid Claw



Vega's Bloody High Claw may be the recommended Ultra Combo, but the Splendid Claw is still quite useful. It's very fast and must be blocked low. Use it as an anti-air attack, or to punish an opponent's mistake from across the screen. This is especially effective if an opponent thinks they can build their Super Combo Gauge safely, because the Splendid Claw can catch some opponents in this instance. You can also use it after a Cosmic Heel if you hit an aerial opponent. Execute the Splendid Claw as soon as Vega lands to catch the opponent before they reach the ground.

GAUGE MANAGEMENT

Most of the Super Combo Gauge goes toward Vega's EX Flying Barcelona Attack. It's one of Vega's best moves and should be used often. You can also FADC the last hit of the Rolling Crystal Flash. Vega's Super Combo inflicts significant damage, but it is difficult to land and not worth the trade off of losing the EX Flying Barcelona Attack.

GENERAL STRATEGIES

1. **Stick and move. Use recommended normals to poke the opponent, then run away.**
2. **Use the EX Flying Barcelona Attack as a long-range poke and to punish missed attacks.**
3. **Hit the Cosmic Heel and follow with the EX Flying Barcelona Attack. If it's blocked, use Vega's kara throw.**

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IN-DEPTH STRATEGIES

Vega is very much a hit-and-run character. He does very poorly against aggressive characters, but can attack from a distance to stay safe. In *Street Fighter IV* he was considered one of the worst characters, but improvements in *Super Street Fighter IV* give him more of a fighting chance.

Use Vega's speed and range to slowly chip away at the opposing character. Don't remain stationary for too long; always be on the move. The Back Slash and Short Back Slash are useful to evade attacks and keep your distance. Use the safe Rolling Crystal Flash, Vega's recommended normals, the EX Flying Barcelona Attack, and the occasional EX Sky High Claw as the bulk of your strategy.

It cannot be stressed enough that Vega does not perform well in close quarters. It's even more difficult for Vega to get away from an aggressive opponent, so avoid these situations before they occur. Stay around mid-range so you can connect Vega's primary normals: MK, crouching MK, HK, HP, crouching MP, and Cosmic Heel. Crouching MP is safe if the opponent blocks, executes fairly quickly, and has a longer reach than most other normals. Use it frequently from its maximum range to beat out the opponent's attacks. If you connect with it, cancel into the EX Flying Barcelona Attack to get away. This also works with a crouching LK in place of the crouching MK.

Vega's Cosmic Heel (DF+HK) is another good attack. It doesn't have the natural long range of his other pokes, but the animation moves Vega forward. This makes it useful to quickly close in on an opponent. If it connects, an opponent is knocked into the air. Use an EX Flying Barcelona Attack or the Splendid Claw Ultra Combo as a follow-up. The Cosmic Heel also has good recovery, so you can completely miss the attack and generally connect with a kara throw immediately after. Mix up the Cosmic Heel with Vega's other pokes to keep your opponent guessing.

While Vega should be played from a distance, if you find yourself at close range, use block strings into Vega's kara throw. Many characters can use a kara throw, but Ken and Vega rely on it more than most other characters. To execute Vega's kara throw, start his normal HK and follow it immediately with a throw of your choice (generally the Rainbow Suplex throw). The full command in this case would be HK, LP+LK, but you must input the two commands so close together that it feels almost like you're hitting both commands at the same time. This results in Vega twitching forward as he performs the throw, giving him a considerably more throw range.

Practice the kara throw until you can execute it almost 100 percent of the time. Once you have it down, use the kara throw in the middle of a block string to surprise an opponent. Practice stopping in the middle of a block string and transitioning right into the kara throw. You do not want the opponent to see the throw coming, so the transition needs to be fast and seamless.

When zoning with Vega's ranged poking attacks, if an opponent attempts to jump at you, use Vega's Stardust Drop air throw to knock them out of the air. It's generally more reliable than Vega's other anti-air Scarlet Terror and some of his normals. It is important to make the opponent think that jumping toward Vega is a bad idea. This will help to keep them away and give Vega more breathing room.

Rounding out Vega's offense is his ability to FADC the Rolling Crystal Flash on the last hit. It's possible to FADC any of the hits, but the last hit is the best one to FADC. Follow the FADC with a crouching MK or crouching LK into an EX Flying Barcelona Attack to get away from the opponent, or use a kara throw.

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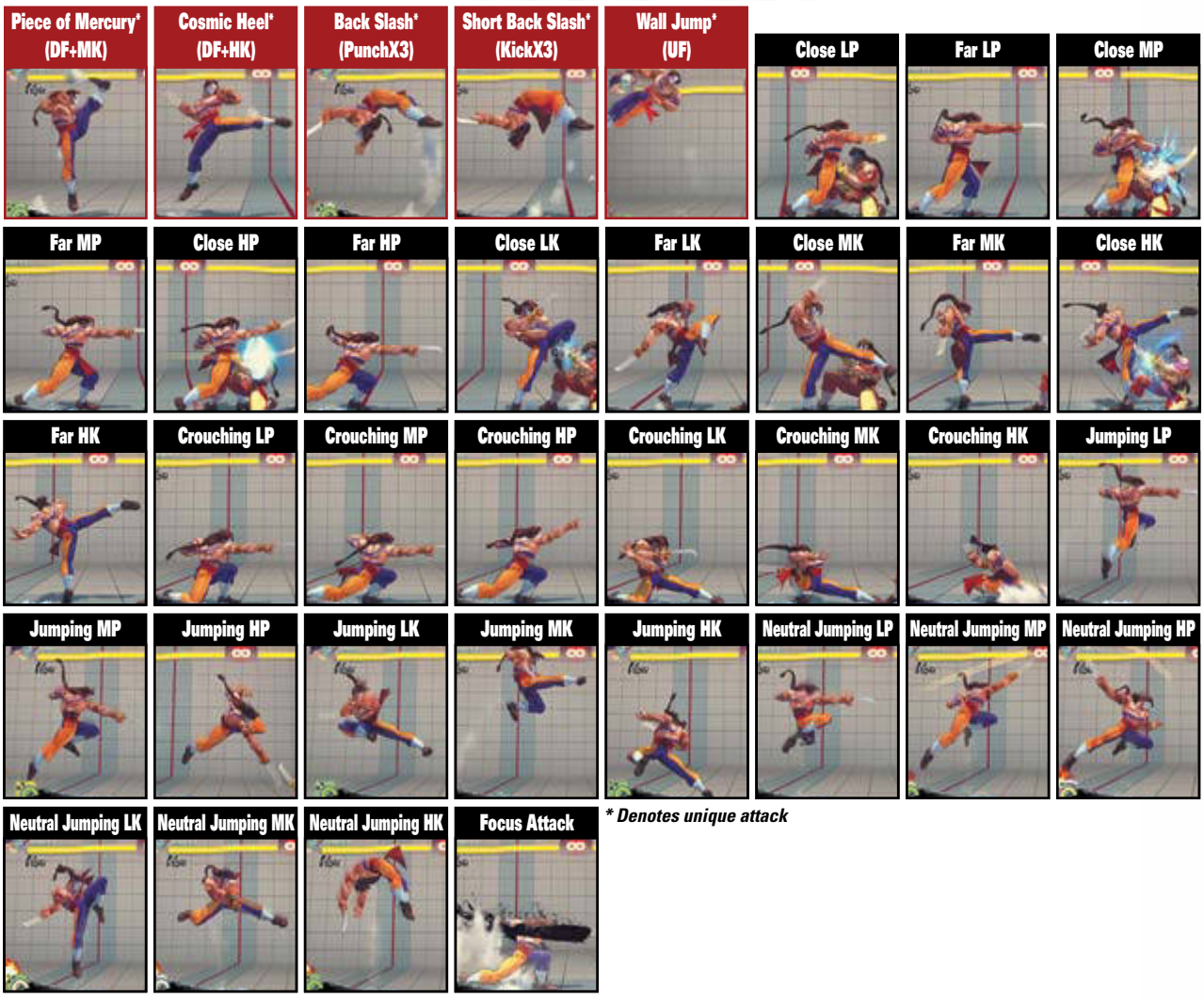
BASIC ATTACKS



** Denotes unique attack*

OUTFITS

MAIN OUTFIT

ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2

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Zangief

BIO

This Russian wrestler is popularity known as the "Red Cyclone." Inside his massive chest beats the heart of a true patriot.

VITAL STATS

Date of Birth: June 1

Nationality: Russian

Height: 7'0"

Weight: 253 lb.

Measurements: 64/50/59

Blood Type: A

Martial Arts Style: Combination of Russian Wrestling and American-style Pro Wrestling

Likes: Wrestling, Cossack dancing

Dislikes: Hadokens and other projectile attacks, beautiful young women

Hobbies/Skills: Downing entire bottles of vodka in one gulp, withstanding cold temperatures

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Bodyslam
or Neutral + Light + Light
Throw; must be close to opponent

Brain Buster
+ Light + Light
Throw; must be close to opponent

Flying Body Attack
+ Heavy
In the air; during angled jump

Double Knee Drop
+ Light
In the air; during angled jump

Headbutt
+ Medium or + Heavy
In the air; during vertical jump

Long Kick
+ Heavy

Spinning Piledriver
360° +
EX version; throw

Banishing Flat
+
EX version

Double Lariat

Quick Double Lariat

Flying Power Bomb
360° +
EX version; Hyper Armor; throw

Atomic Suplex
360° +
EX version; Hyper Armor; throw; must be close to opponent

Final Atomic Buster
720° +
Super Combo; throw

Ultimate Atomic Buster
720° +
Ultra Combo I; throw

Siberian Blizzard
720° +
Ultra Combo II; in the air

ESSENTIALS

Character Type(s): Fundamental, Grappler, Technical, Turtle
Vitality: 1,100
Stun: 1,100
Preferred Ultra Combo: Ultimate Atomic Buster
Anti-airs: Double Lariat, HK
Air-to-airs: Headbutt, Jumping MP
Normals: cr LP, LP, MP, HK, cr MK, cr LK
Cross-Up: Headbutt, Double Knee Drop
Overhead: None

LINKS

DIFFICULT LINKS

Link	Damage	Stun
cr LK > cr LK	80	100

NORMAL LINKS

Link	Damage	Stun
LP > LK	60	100
LK > LK	60	100
LP > MP	100	150
MP > LK	100	150
cr LP > Close MK	110	150
MP > MP	140	200

COMBOS

DIFFICULT COMBOS

Combo	Damage	Stun
MP > LK > EX Banishing Flat	204	230
cr LK > cr LK > cr LK > cr LK > EX Banishing Flat	218	235

NORMAL COMBOS

Combo	Damage	Stun
cr LP > cr LP > LP > cr LK > EX Banishing Flat	170	235
MK > EX Banishing Flat	220	200

FADC COMBOS

Combo	Damage	Stun
Double Lariat > FADC > EX Banishing Flat	170	200

NOTE Zangief does not have any practical corner-only combos.

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BEST COMBO OPTIONS

BEST COMBO CHART

Available Attack	Combo/Attack	Damage	Stun
Ultra Combo I	Focus Attack > Ultimate Atomic Buster	536	200
Super Combo	Focus Attack > Final Atomic Buster	530	200
One Stock	HP Headbutt > Close MK > EX Banishing Flat	314	780
Nothing	Focus Attack > HK Atomic Suplex	346	360

SPECIAL MOVES

Spinning Piledriver

360° + ✊

Zangief's trademark command throw is still the main focus of his play style. The strength of the Punch button determines the damage, stun, and range of the attack, with the LP version inflicting the least amount of damage and stun, but having the longest reach. The EX version is invincible to physical attacks for a short period at the beginning of the throw, and has the same reach as the MP version. Use block strings to tick throw into the Spinning Piledriver, or use it to punish unsafe attacks.

PRIMA PRO TIP **Full circle notations (360, 720) can be done in either direction and can be shortened to simply HCF, UF or HCB, UB. There's a brief delay before a character jumps, which means you can use these notations to execute a Spinning Piledriver without jumping or buffering the notation.**

Banishing Flat

Z + ✊

Zangief's Banishing Flat, or Glove, or Glow Fist as it's more commonly known, is primarily used to cover ground quickly or after an anti-air trade Double Lariat. The strength of the Punch button determines the damage, stun, and horizontal distance of the attack, with the LP version traveling the shortest distance and inflicting the least damage and stun. The EX version is invincible to physical attacks at the start of the animation, consists of two hits, inflicts the same damage as the MP version and the same stun as the LP variant, and knocks the opponent down. All variations of the Banishing Flat absorb single-hit projectile attacks. Use it to quickly close in on an opponent, placing Zangief close enough to connect with a Spinning Piledriver. The normal versions of the Banishing Flat are not safe if the opponent blocks, but the EX version is safe against most characters.

Double Lariat

✊✊✊

The Double Lariat and Quick Double Lariat (the shorter, kick version of the Double Lariat) go through most projectile attacks and can be used as anti-air attacks. In the original *Street Fighter IV*, Zangief could abuse the Double Lariat as long as it didn't miss completely. If the opponent blocked, Zangief was safe. However, there's been a slight change to the Double Lariat in *Super Street Fighter IV*. If Zangief is close to the opponent, the first hit of the Double Lariat can be blocked, but the remaining hits will miss a crouching opponent. This means that if an opponent blocks the first hit, there's plenty of time to punish Zangief as he continues to spin. This limits the Double Lariat to anti-air purposes and to evade projectile attacks. When using it as an anti-air attack, initiate the Double Lariat from a crouching position. This gives Zangief a small window of invincibility and makes it more effective as an anti-air attack. The Quick Double Lariat is good for building Zangief's Super Combo Gauge. It has a short execution, duration, and recovery, and goes through most projectile attacks like the Double Lariat.

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Flying Power Bomb / Atomic Suplex

Flying Power Bomb *Atomic Suplex*

The primary use of the Atomic Suplex is to replace the Spinning Piledriver at close range. It leaves Zangief closer to the opponent, giving him better wake-up options. The strength of the Kick button determines the range of the Flying Power Bomb, and has no effect on the Atomic Suplex. The LK version of the Flying Power Bomb has the shortest range, with the HK version traveling just shy of full screen. The EX versions of both attacks inflict more damage than the normal versions, and add Hyper Armor to absorb a single hit. The EX Flying Power Bomb also inflicts more stun than the normal versions.

SUPER COMBO

Final Atomic Buster

Zangief's Final Atomic Buster is one of the most damaging Super Combos in the game. It's an instant throw Super Combo, which means that an opponent must evade the throw before the freeze animation. Once the screen freezes, the opponent can no longer escape the attack. It has the same extended range of the LP Spinning Piledriver, and should be used in the same way. Use it after an empty jump, tick throw into it, or punish an opponent's unsafe attack. Zangief's EX special moves are fairly useful, but if you have a full Super Combo Gauge, this throw can be quite damaging.

ULTRA COMBOS

Ultimate Atomic Buster

The Ultimate Atomic Buster is a more powerful version of the Spinning Piledriver and Final Atomic Buster. It is Zangief's recommended Ultra Combo for good reason. It's an instant throw Ultra Combo, which means that an opponent cannot evade it once the screen freezes. The opponent has to evade the Ultra Combo before it is executed or there's no way out. It has the same range as the LP Spinning Piledriver, and it's invincible at the start of the animation. Use it the same way you would use a Spinning Piledriver or Final Atomic Buster: after an empty jump or missed Banishing Flat, to punish an opponent, or tick throw into it.

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Siberian Blizzard

720° + ⊙⊙⊙ in the air

The Siberian Blizzard is not Zangief's recommended Ultra Combo primarily because it's difficult to connect. It can only be executed in the air, and only hits an aerial opponent. This means that in most cases you have to predict that an opponent is about to jump, then jump to meet them in the air, then activate the Ultra Combo. It is invincible at the start of the animation, but it's not active for very long, so you have to time the attack fairly well. If you're fighting a character who spends a lot of time in the air (Vega), this is moderately useful, but the Ultimate Atomic Buster has far more uses.

GAUGE MANAGEMENT

If you're using the Ultimate Atomic Buster Ultra Combo, there's no reason to save the Super Combo Gauge for Zangief's Final Atomic Buster. Instead, use it for the EX Banishing Flat and the EX Spinning Piledriver. Both are far more helpful to Zangief's offense than yet another instant throw.

GENERAL STRATEGIES

1. **Use Zangief's normals to get the opponent to block.**
2. **After a Spinning Piledriver, use LP Banishing Flat to get close again.**
3. **After a knockdown, mix-up with Flying Body Attack, Double Knee Drop, and an empty jump.**
4. **Use Quick Double Lariat to build Zangief's Super Combo Gauge from a distance.**

IN-DEPTH STRATEGIES

Zangief was a powerful character in *Street Fighter IV*, with the largest Vitality Gauge and the highest stun value. Now, he no longer has the highest Vitality. That honor belongs to T. Hawk. He's also been toned down a bit, with his Double Lariat becoming considerably more vulnerable and far less abusable. However, he's still a force to be reckoned with, and extremely deadly at close range.

The Spinning Piledriver (SPD) is one of Zangief's best and most used attacks. It's his main punishment tool when an opponent misses an attack or Zangief blocks an unsafe attack. Most skilled opponents will be looking to evade a SPD as soon as Zangief gets close. Use Zangief's normals, block strings, and jumping cross-up attacks to condition the opponent to block, then tick throw and empty jump into the SPD. Zangief's normals are essential to connecting SPDs against skilled opponents, so get in the habit of using them from close to mid-range to keep an opponent on the defensive.

The SPD has very good range, but you can extend the range farther with a kara canceled SPD. Use Zangief's HK and kara cancel into the SPD. It doesn't give the SPD the same range as Ken or Vega's kara cancel, but if you execute an SPD immediately after the HK notation, the SPD will gain addition range thanks to the initial animation of the canceled HK. You must input the SPD notation at virtually the same time as you press HK. The two inputs should be so close together that it seems like you're executing both commands simultaneously. This technique allows Zangief to punish missed attacks from nearly half a screen away.

The Banishing Flat is also a very good attack that executes fast and can cover a large amount of ground extremely quickly. The recovery time of the Banishing Flat is also very short, which allows Zangief to follow it with an SPD that's difficult to avoid. However, a skilled opponent will be looking for a SPD following a missed Banishing Flat, so mix it up with Zangief's normals to keep the opponent guessing. After a Banishing Flat, the opponent will have to immediately attack with a quick poke, or jump into the air to avoid the following SPD. This opens up multiple possibilities, including an EX Flying Power Bomb or EX SPD. In addition, after a successful SPD, use the Banishing Flat to quickly get in close while the opponent is on the ground. This is a good setup for a cross-up Flying Body Attack (D+HP in the air) or Double Knee Drop (D+LK in the air).

The glowing fist at the end of the Banishing Flat can absorb one-hit projectile attacks, although the timing is fairly strict. Under most circumstances, use the Quick Double Lariat to evade projectile attacks, but if you need to build Zangief's Revenge Gauge, absorb projectile attacks with a Focus Attack canceled into a back dash. The Quick Double Lariat is also good to build Zangief's Super Combo Gauge from across the screen. In addition to avoiding projectile attacks, the Double Lariat is Zangief's primary anti-air attack. If it trades with an aerial opponent, use an EX Banishing Flat immediately after to catch the opponent before they hit the ground.

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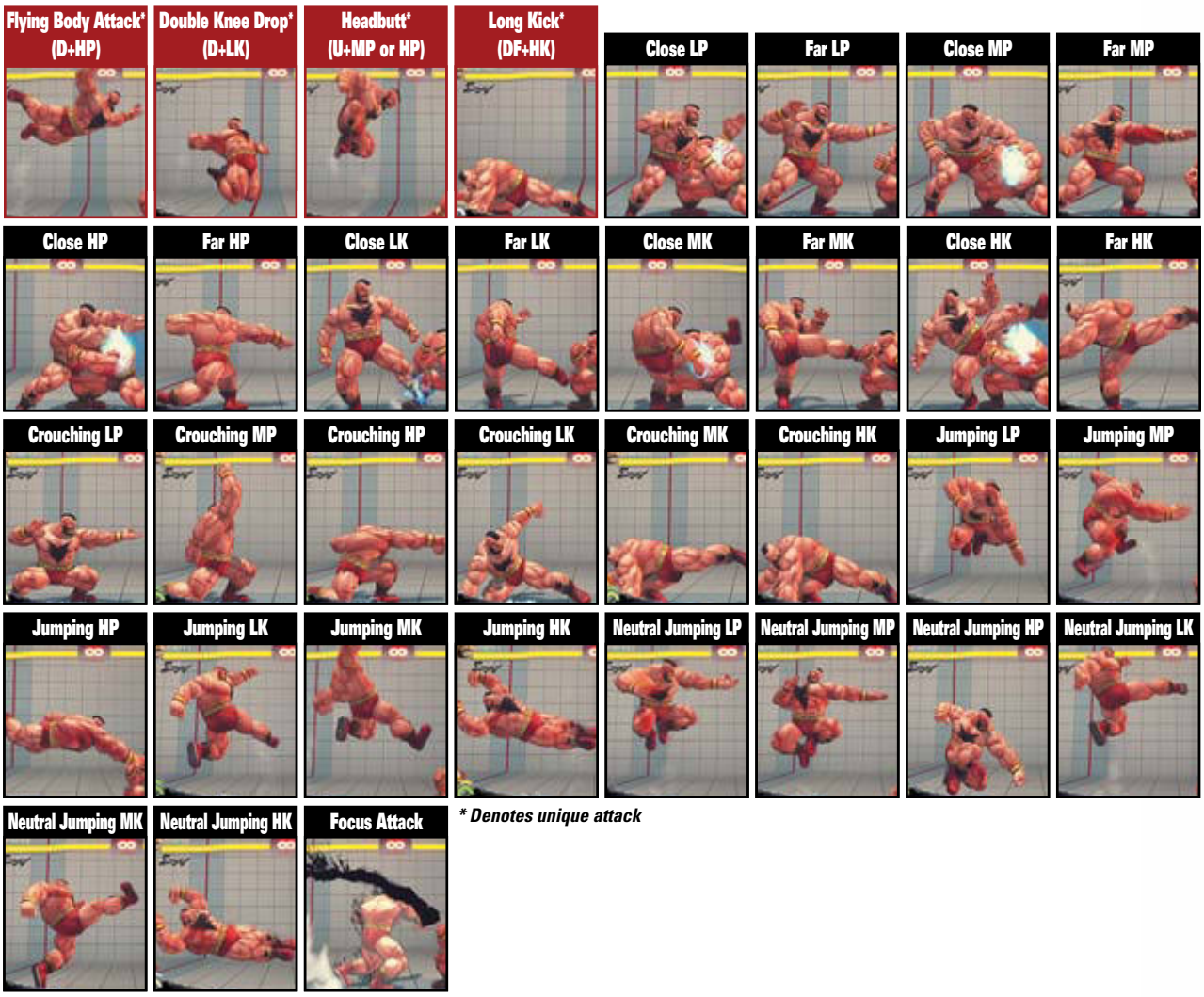
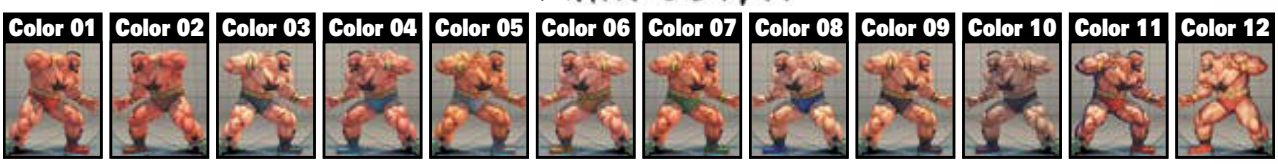
BASIC ATTACKS



** Denotes unique attack*

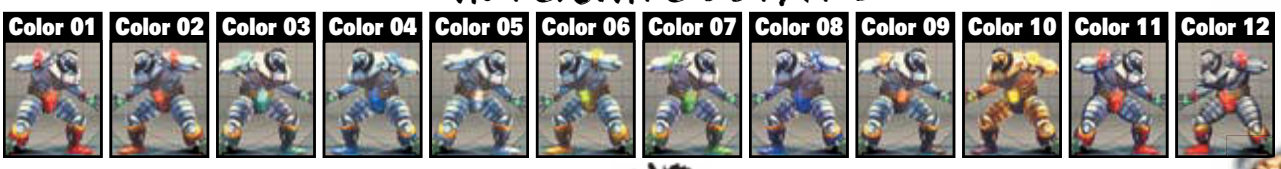
OUTFITS

MAIN OUTFIT



ALTERNATE OUTFIT 1

ALTERNATE OUTFIT 2



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CHARACTER CHANGES FROM STREET FIGHTER IV TO SUPER STREET FIGHTER IV

CHARACTER CHANGES

Character	Change(s)
Abel	EX Falling Sky has more invincibility; Tornado Throw and Soulless Ultra Combo inflict less damage.
Akuma	LP > HK loop has been removed.
Balrog	Input for Dash Upper is more lenient.
Blanka	Rolling Attack distance has been adjusted; recovery time on Surprise Forward has been reduced.
C. Viper	HP Thunder Knuckle has slightly more frames of invincibility.
Chun-Li	DF+LK is easier to hit and can lead to a combo if used as anti-air.
Cammy	Cannon Spike inflicts less damage; Spiral Arrow has less recovery.
Dan	Taunt hits opponent.
Dhalsim	EX Yoga Fire goes full screen; damage increased all around; throw and Drills improved.
E.Honda	Sumo Headbutt goes over Low Tiger Shot; LP and EX Sumo Headbutt have more frames of invincibility.
El Fuerte	Slight damage reduction on multiple attacks.
Fei Long	Tenshin slightly improved.
Gen	Mantis jump adjusted; MK > Hyakurenko removed.
Gouken	Slight damage and stun adjustments.
Guile	Flash Explosion damage increased; new sunglasses taunt.
Ken	F+HK improved; LP Shoryuken easier to combo; HP Shoryuken has more invincibility.
M. Bison	Reduced damage on some normals and LK Double Knee Press; increased damage for HP/EX Psycho Crusher.
Rufus	Ex Snake Strike damage reduced.
Ryu	Shoryuken no longer trades into Metsu Hadoken; invincibility reduced for LP/HP Shoryuken; MP/HP Shoryuken hits twice.
Rose	HP Soul Reflect combos into Soul Throw.
Seth	Tanden Stream no longer connects after an opponent jumps over a Sonic Boom; more recovery on Yoga Teleport; jumping HP executes faster.
Sagat	Tiger Uppercut inflicts less damage; Angry Charge special move added.
Sakura	Jumping MK is a cross-up.
Vega	Claw stays on longer; Bloody High Claw hits during the initial jump; HP > cr MP > EX Flying Barcelona Attack works on all characters.
Zangief	Second hit of Double Lariat misses a blocking, crouched opponent.

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FRAME DATA

All of the characters new to *Super Street Fighter IV* have a detailed listing of frame data:

Execution: The number of frames it takes from the moment the attack command is input to the earliest possible moment it connects with an opponent.

Active: The number of frames an attack can hit an opponent after it has been executed.

Recovery: The number of frames it takes for the character to recover from an attack before another command can be input.

Block Advantage: When an attack is blocked, this is the amount of frame advantage gained.

Hit Advantage: When an attack connects, this is the amount of frame advantage gained.

NOTE **Parentheses in the Active column indicate any non-hitting frames of an attack. For example, during a Super Combo the preset animation for the attack may include a dash or some other animation that does not hit the opponent. Parenthesis in the Stun and Damage columns indicate two possible values depending on when the attack connects.**

NOTE **A level two Focus Attack consists of two execution numbers. The first is the amount of frames required to reach a level two Focus Attack while holding MP and MK, and the second is the execution frames after releasing the two buttons.**

The frame data listed in this chapter was painstakingly gathered by the author and a team of Street Fighter experts. Using 60fps high definition video, the team captured each of the characters' numerous attacks a minimum of three times each. The recordings were then played back frame by frame to calculate the data and then double and triple checked for precision. We have made every effort possible to ensure the accuracy of this data. We are also maintaining a website with all of this data, as well as any updates or changes that need to be made. You may access this site at www.SFFramedata.com.

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ADON

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	3	6	2	5
MP (Far)	7	4	13	-3	0
HP (Far)	8	3	14	1	5
LK (Far)	5	3	8	0	3
MK (Far)	8	4	13	-3	0
HK (Far)	9	6	17	-3	1
LP (Close)	4	3	5	3	6
MP (Close)	5	5	15	-6	-1
HP (Close)	8	4	15	-1	4
LK (Close)	5	3	7	1	4
MK (Close)	6	6	9	-1	2
HK (Close)	7	3	21	-6	-2
LP (Crouching)	3	3	6	2	5
MP (Crouching)	5	2	11	1	4
HP (Crouching)	11	3	16	-1	4
LK (Crouching)	4	2	7	2	5
MK (Crouching)	6	2	14	-2	1
HK (Crouching)	9	2	21	-5	------
LP (Neutral Jump)	4	10	------	------	------
MP (Neutral Jump)	6	7	------	------	------
HP (Neutral Jump)	7	3	------	------	------
LK (Neutral Jump)	4	16	------	------	------
MK (Neutral Jump)	5	8	------	------	------
HK (Neutral Jump)	5	6	------	------	------
LP (Jump)	4	9	------	------	------
MP (Jump)	6	7	------	------	------
HP (Jump)	8	5	------	------	------
LK (Jump)	4	12	------	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
MK (Jump)	7	4	------	------	------
HK (Jump)	10	3	------	------	------
Jaguar Crunch (F+MP)	23	4	13	-2	4
LK Jaguar Kick	20	6	21	-3	-2
MK Jaguar Kick	21	7	20	-2	-1
HK Jaguar Kick	22	8	20	-2	-1
EX Jaguar Kick	20	5	21	-2	------
LK Airborne Jaguar Kick	14	7	------	------	------
MK Airborne Jaguar Kick	15	5	------	------	------
HK Airborne Jaguar Kick	16	3	------	------	------
EX Airborne Jaguar Kick	11	7	------	------	------
LK Rising Jaguar	4	2(6)4	30	-13	------
MK Rising Jaguar	5	2(6)5	35	-27	------
HK Rising Jaguar	5	2(6)9	35	-31	------
EX Rising Jaguar	5	4(8)8	34	-33	------
LK Jaguar Tooth	12	4	20	------	------
MK Jaguar Tooth	13	5	17	------	------
HK Jaguar Tooth	14	7	18	------	------
EX Jaguar Tooth	7	7	20	------	------
Jaguar Carry	3	2	20	------	------
Jaguar Slam	3	2	20	------	------
Focus Attack Level 1	21	2	39	-25	-25
Focus Attack Level 2	18+11	2	39	-19	------
Focus Attack Level 3	61	2	44	------	------
Jaguar Varied Assault	1+8	3(9)2(11)2(11)2(18)3(29)3	40	-64	------
Jaguar Revolver	1+12	7(18)4(18)4	34	-17	------
Jaguar Avalanche	1+10	4(6)5(23)2	63	-82	------

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CODY

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	2	6	3	6
MP (Far)	7	3	11	0	3
HP (Far)	8	4	17	-3	1
LK (Far)	5	4	8	-1	2
MK (Far)	8	5	9	0	3
HK (Far)	10	5	15	-2	2
LP (Close)	4	3	5	3	6
MP (Close)	6	3	8	4	7
HP (Close)	8	4	13	1	6
LK (Close)	4	4	6	1	4
MK (Close)	6	4	14	-4	1
HK (Close)	8	6	17	-5	-1
LP (Crouching)	4	4	5	2	6
MP (Crouching)	5	3	10	1	4
HP (Crouching)	7	3	16	-1	4
LK (Crouching)	4	4	8	-1	2
MK (Crouching)	7	7	13	-6	-3
HK (Crouching)	7	3	24	-9	------
LP (Neutral Jump)	4	8	------	------	------
MP (Neutral Jump)	6	4	------	------	------
HP (Neutral Jump)	8	8	------	------	------
LK (Neutral Jump)	5	8	------	------	------
MK (Neutral Jump)	7	7	------	------	------
HK (Neutral Jump)	8	3	------	------	------
LP (Jump)	4	8	------	------	------
MP (Jump)	9	3	------	------	------
HP (Jump)	11	6	------	------	------
LK (Jump)	5	8	------	------	------
MK (Jump)	7	7	------	------	------
HK (Jump)	9	11	------	------	------
Knife Pickup	27	------	------	------	------
Knife Throw	26	------	20	7	------
Fake Knife Throw	32	------	------	------	------
Knife Standing LP	4	3	6	2	5
Knife Standing MP	6	4	10	0	3
Knife Standing HP	8	3	17	-2	2

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
Knife Crouching LP	3	4	7	0	3
Knife Crouching MP	7	2	14	-2	1
Knife Crouching HP	9	4	12	2	7
Knife Jumping LP	4	4	------	------	------
Knife Jumping MP	7	3	------	------	------
Knife Jumping HP	8	6	------	------	------
Fake Bad Stone	32	------	------	------	------
Bad Spray	25	12	29	-20	------
Stomach Blow (F+MP)	8	3	12	1	6
Crack Kick (F+HK)	14	3	12	1	------
Jaw Crusher (B+MP)	6	4	13	-1	5
Hammer Hook (F+HP)	18	4	21	-6	-1
LP Bad Stone	29	------	16	4	8
MP Bad Stone	29	------	18	2	6
HP Bad Stone	29	------	20	0	4
EX Bad Stone	24	------	17	8	15
LP Criminal Upper	13	2(1)14	22	-5	------
MP Criminal Upper	13	2(1)20	23	-8	------
HP Criminal Upper	13	2(1)18	28	-10	------
EX Criminal Upper	7	2(1)12	30	-11	------
LK Ruffian Kick	15	8	20	-7	------
MK Ruffian Kick	11	4	25	-8	------
HK Ruffian Kick	7	13	27	-19	------
EX Ruffian Kick	11	7	25	-11	------
Zonk Knuckle	17	3	26	-8	------
EX Zonk Knuckle	16	3	26	-7	------
Prisoner Throw	3	2	20	------	------
Focus Attack Level 1	21	2	35	-21	-21
Focus Attack Level 2	18+11	2	35	-15	------
Focus Attack Level 3	64	2	35	------	------
Bad Stomp	3	2	20	------	------
LK Dead End Irony	1+11	9(14)3(12)3(19)6(17)6(22)3(14)7	30	-16	------
MK Dead End Irony	1+7	9(14)3(12)3(19)7(16)6(22)3(14)7	30	-16	------
HK Dead End Irony	1+7	6(24)4(11)4(18)6(17)6(22)3(14)8	29	-16	------
Final Destruction	1+13	2(1)12	50	-31	------
Last Dread Dust	1+7	14(24)2(12)2(14)2(12)2(22)2	47	-28	------

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DEEJAY

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	3	7	1	4
MP (Far)	7	3	13	-2	1
HP (Far)	8	4	23	-9	-5
LK (Far)	5	2	7	2	5
MK (Far)	6	5	16	-6	-3
HK (Far)	12	3	23	-8	-4
LP (Close)	3	2	7	2	5
MP (Close)	4	4	11	-1	2
HP (Close)	5	2(4)4	22	-8	-4
LK (Close)	5	2	6	3	6
MK (Close)	5	2	9	3	6
HK (Close)	6	3(2)4	18	-9	0
LP (Crouching)	4	2	6	3	6
MP (Crouching)	6	2	12	0	3
HP (Crouching)	7	6	19	-7	-3
LK (Crouching)	5	3	11	-3	0
MK (Crouching)	5	4	15	-5	------
HK (Crouching)	14	6	20	-8	------
LP (Neutral Jump)	5	19	------	------	------
MP (Neutral Jump)	7	8	------	------	------
HP (Neutral Jump)	7	3	------	------	------
LK (Neutral Jump)	5	11	------	------	------
MK (Neutral Jump)	9	8	------	------	------
HK (Neutral Jump)	9	4	------	------	------
LP (Jump)	5	19	------	------	------
MP (Jump)	7	6	------	------	------
HP (Jump)	5	6	------	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LK (Jump)	3	12	------	------	------
MK (Jump)	6	4	------	------	------
HK (Jump)	7	4	------	------	------
Knee Shot (Air D+LK)	4	------	------	------	------
Air Slasher	12	------	28	-1	3
EX Air Slasher	13	------	26	1	5
LK Double Rolling Sobat	14	2	21	-6	------
MK Double Rolling Sobat	14	2(14)2	23	-7	0
HK Double Rolling Sobat	14	2(14)2	24	-9	-1
EX Double Rolling Sobat	15	2(7)4	25	-8	------
LK Jackknife Maximum	6	2	29	-10	------
MK Jackknife Maximum	6	2(7)2	30	-20	------
HK Jackknife Maximum	6	2(7)2(10)2	31	-33	------
EX Jackknife Maximum	4	1(4)1(5)1(8)1(3)1(5)1	26	-28	------
Machinegun Upper	12	------	30	-11	------
EX Machinegun Upper	12	------	24	-5	------
Swing Over Launch	3	2	20	------	------
Flip Throw	3	2	20	------	------
Focus Attack Level 1	22	2	36	-22	-22
Focus Attack Level 2	17+12	2	36	-16	------
Focus Attack Level 3	64	3	36	------	------
LK Sobat Carnival	1+6	2(17)2(18)2(2)2(10)2(4)2(32)2	31	-12	------
MK Sobat Carnival	1+10	2(16)3(17)2(3)1(10)2(4)3(31)3	30	-12	------
HK Sobat Carnival	1+12	2(17)2(18)2(2)2(10)2(4)2(32)2	31	-12	------
Sobat Festival	1+11	2(18)2(25)2(5)2(23)2(21)2	58	-29	------
Climax Beat	1+7	2(2)2(2)2(2)2(2)2(2)2(2)2(2)2	48	-33	------

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DUDLEY

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	2	6	3	6
MP (Far)	4	2	9	3	6
HP (Far)	6	6	16	-4	0
LK (Far)	5	2	10	-1	2
MK (Far)	6	5	10	-1	2
HK (Far)	4	3	18	-3	2
LP (Crouching)	3	2	7	2	5
MP (Crouching)	5	2	11	1	4
HP (Crouching)	8	4	15	-1	4
LK (Crouching)	4	4	6	1	4
MK (Crouching)	10	3	17	-6	------
HK (Crouching)	14	4	22	-8	------
LP (Neutral Jump)	4	3	------	------	------
MP (Neutral Jump)	5	5	------	------	------
HP (Neutral Jump)	8	3	------	------	------
LK (Neutral Jump)	4	10	------	------	------
MK (Neutral Jump)	5	8	------	------	------
HK (Neutral Jump)	11	5	------	------	------
LP (Jump)	4	5	------	------	------
MP (Jump)	5	3	------	------	------
HP (Jump)	6	4	------	------	------
LK (Jump)	4	16	------	------	------
MK (Jump)	5	12	------	------	------
HK (Jump)	9	10	------	------	------
Slipping Jab (F+LP)	5	2	10	-1	2
Stomach Blow (F+MP)	9	4	10	0	3
Kidney Blow (F+MK)	8	2	9	3	5
Step Straight (F+HP)	13	7	13	-2	2
Dart Shot (F+HK)	15	4	15	-1	4
F+LP > MP	------	------	9	-2	1
cr.LK > MK	------	------	13	-2	1
F+HK > MK	------	------	13	-3	0
LP > MP	------	------	11	1	4
LP > MP > MK	------	------	13	-2	1
MP > MK	------	------	13	-2	1
MP > MK > HP	------	------	17	-2	3
cr.LK > cr.MP	------	------	16	-4	1
cr.LK > cr.MP > cr.HP	------	------	16	-2	3

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
MK > HK	------	------	16	1	3
MK > HK > HP	------	------	16	-2	3
LK > MK	------	------	13	-2	4
LK > MK > MP	------	------	12	1	3
LK > MK > MP > HP	------	------	16	-1	4
Victory Rose	24	------	55	9	6
LP Jet Upper	6	7	25	-16	------
MP Jet Upper	6	14	28	-26	------
HP Jet Upper	4	20	30	-32	------
EX Jet Upper	4	20	32	-29	------
LP Machinegun Blow	9	2(5)2(10)4	21	-2	2
MP Machinegun Blow	16	2(5)2(5)2(10)4	21	-4	1
HP Machinegun Blow	18	2(5)2(5)2(5)2(5)2(6)4	22	-5	0
EX Machinegun Blow	17	2(4)2(5)2(5)2(5)2(6)4(7)4	20	-8	------
LP Cross Counter	3	68	21	------	------
MP Cross Counter	3	49	21	------	------
HP Cross Counter	3	29	21	------	------
EX Cross Counter	3	29	21	------	------
LK Short Swing Blow	18	3	20	-2	2
MK Short Swing Blow	21	3	22	-4	0
HK Short Swing Blow	24	3	22	-4	0
EX Short Swing Blow	24	2(6)3(12)2	32	-5	------
LK Duck	20	------	------	------	------
MK Duck	21	------	------	------	------
HK Duck	25	------	------	------	------
Ducking Straight	5	3	23	-5	2
Ducking Upper	3	3	25	-6	2
Thunderbolt	38	5	41	-22	------
EX Thunderbolt	34	9	41	-21	------
Kidney Crusher	3	2	20	------	------
Dynamite Throw	3	2	20	------	------
Focus Attack Level 1	21	2	35	-21	-21
Focus Attack Level 2	18+11	2	35	-15	------
Focus Attack Level 3	65	2	35	------	------
Rocket Upper	1+2	8(22)12(39)21	38	-32	------
Rolling Thunder	1+8	3(8)3(10)3(8)3(10)3(13)4	35	-17	------
Corkscrew Cross	1+8	24	48	-27	------

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GUY

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	4	2	6	3	6
MP (Far)	5	2	16	-4	-1
HP (Far)	7	2	13	3	7
LK (Far)	6	2	9	0	3
MK (Far)	9	2	14	-2	1
HK (Far)	8	3	16	-1	3
MP (Close)	5	2	18	1	5
HP (Close)	5	2	19	-3	2
LK (Close)	5	3	11	-3	0
MK (Close)	7	2	11	1	4
HK (Close)	7	3	13	2	8
LP (Crouching)	4	2	6	3	6
MP (Crouching)	6	2	10	2	5
HP (Crouching)	9	2	13	3	8
LK (Crouching)	4	2	7	2	5
MK (Crouching)	6	2(2)2	12	-4, 0	-1, ------
HK (Crouching)	7	10	16	-10	------
LP (Neutral Jump)	5	7	------	------	------
MP (Neutral Jump)	5	4	------	------	------
HP (Neutral Jump)	6	4	------	------	------
LK (Neutral Jump)	5	8	------	------	------
MK (Neutral Jump)	6	3	------	------	------
HK (Neutral Jump)	5	2(6)4	------	------	------
LP (Jump)	5	7	------	------	------
MP (Jump)	5	3	------	------	------
HP (Jump)	6	4	------	------	------
LK (Jump)	5	8	------	------	------
MK (Jump)	6	6	------	------	------
HK (Jump)	8	3	------	------	------
Elbow Drop (Air D+MP)	8	------	------	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
Ninja Sickle (DF+HK)	11	2(3)2	25	-14, -9	------
Neck Breaker (F+MP)	15	2	18	-4	-2
LP > MP	------	------	24	-8	-3
LP > MP > HP	------	------	19	-9	3
LP > MP > HP > HK	------	------	25	-11	------
MP > HP	------	------	24	-5	-2
LP Hozanto	19	3	21	-2	------
MP Hozanto	23	3	22	-4	------
HP Hozanto	30	3	22	-6	------
EX Hozanto	10	3	24	-6	------
LK Bushin Senpukyaku	10	2(6)1(6)1	30	-18	------
MK Bushin Senpukyaku	9	2(6)2(6)2	35	-16	------
HK Bushin Senpukyaku	6	3(6)1(7)1(6)1	35	------	------
EX Bushin Senpukyaku	4	1(6)1(6)1(5)2	35	-36	------
Bushin Izuna Otoshi	1	1	------	------	------
Run	1	------	------	------	------
Sudden Stop	17	------	------	------	------
Shadow Kick	9	6	22	-10	------
Neck Flip	22	5	20	-6	2
Katen Izuna Otoshi	3	2	------	------	------
Grab Throw	3	2	20	------	------
Shoulder Throw	3	2	20	------	------
Focus Attack Level 1	21	2	35	-21	-21
Focus Attack Level 2	18+11	2	35	-15	------
Focus Attack Level 3	65	2	35	------	------
LP Bushin Hasoken	1+6	2	28	-15	------
MP Bushin Hasoken	1+7	2	28	-15	------
HP Bushin Hasoken	1+7	2	28	-15	------
Bushin Goraisenpujin	1+12	2(11)2(16)2(17)1	40	-20	------
Bushin Muso Renge	1+1	2	38	------	------

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HAKAN

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	4	3	6	1	5
MP (Far)	5	3	10	1	4
HP (Far)	8	5	17	-1	3
LK (Far)	4	3	6	2	5
MK (Far)	6	3	12	-1	2
HK (Far)	12	4	17	-3	0
LP (Crouching)	4	3	8	0	3
MP (Crouching)	6	3	12	-1	2
HP (Crouching)	14	2	21	-5	-1
LK (Crouching)	4	3	9	0	3
MK (Crouching)	7	3	17	-6	-3
HK (Crouching)	7	3	26	-11	------
LP (Neutral Jump)	4	3	------	------	------
MP (Neutral Jump)	6	2	------	------	------
HP (Neutral Jump)	9	6	------	------	------
LK (Neutral Jump)	5	7	------	------	------
MK (Neutral Jump)	7	5	------	------	------
HK (Neutral Jump)	11	5	------	------	------
LP (Jump)	5	6	------	------	------
MP (Jump)	8	6	------	------	------
HP (Jump)	10	11	------	------	------
LK (Jump)	6	11	------	------	------
MK (Jump)	9	8	------	------	------
HK (Jump)	12	7	------	------	------
Guard Position (D+PPP)	10	------	17	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
Hakan Smash (F+LP)	4	3	13	-2	1
Hakan Tackle (F+MP)	10	7	14	-5	-2
Hakan Spear (F+HP)	12	6	16	-4	0
Step Low (F+LK)	4	4	10	0	3
Front Kick (F+MK)	7	4	13	-3	0
Step Knee (F+HK)	10	3	20	-5	-1
LK Oil Shower	53	------	------	------	------
MK Oil Shower	74	------	------	------	------
HK Oil Shower	88	------	------	------	------
EX Oil Shower	88	------	------	------	------
Oil Slide	14	21	17	-17	------
Oil Rocket	3	2	56	------	------
LK Oil Dive	14-98	4	66	------	------
MK Oil Dive	20-98	4	66	------	------
HK Oil Dive	22-98	4	66	------	------
EX Oil Dive	22-98	4	66	------	------
Hakan Throw	3	2	20	------	------
Hakan Reverse	3	2	20	------	------
Hakan Stomp	2	2	------	------	------
Focus Attack Level 1	21	2	35	-21	-21
Focus Attack Level 2	18+11	2	35	-15	------
Focus Attack Level 3	65	2	35	------	------
Flying Oil Spin	1+18-95	3	68	------	------
Oil Coaster	1+0	3	51	------	------
Oil Combination Hold	1+1	30	42	------	------

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IBUKI

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	2	5	4	8
MP (Far)	5	4	6	2	6
HP (Far)	12	4	16	-2	2
LK (Far)	5	4	9	-2	1
MK (Far)	6	4	14	-4	1
HK (Far)	10	3	17	-2	2
LP (Close)	3	2	10	0	3
HP (Close)	7	4	18	-6	-2
HK (Close)	6	4	23	-5	------
LP (Crouching)	4	3	6	3	6
MP (Crouching)	8	7	7	0	3
HP (Crouching)	9	3	18	-3	2
LK (Crouching)	4	2	8	1	4
MK (Crouching)	6	5	9	0	3
HK (Crouching)	6	2	25	-9	------
LP (Neutral Jump)	6	7	------	------	------
MP (Neutral Jump)	6	7	------	------	------
HP (Neutral Jump)	9	5	------	------	------
LK (Neutral Jump)	6	12	------	------	------
MK (Neutral Jump)	6	7	------	------	------
HK (Neutral Jump)	7	3	------	------	------
LP (Jump)	6	6	------	------	------
MP (Jump)	7	8	------	------	------
HP (Jump)	11	5	------	------	------
LK (Jump)	4	8	------	------	------
MK (Jump)	8	7	------	------	------
HK (Jump)	8	5	------	------	------
Agemen (B+MP)	6	3	10	0	4
Backhand Punch	15	2	20	-4	0
Spin Kick (F+LK)	4	4	9	-1	2
Reverse Spin Kick (B+MK)	10	2	17	0	4
Hammer Kick (F+MK)	26	2	10	3	5
Sazan (DF+MK)	7	11	11	-11	-5
Bansho Kick (F+HK)	13	2	21	-5	-1
LP > MP	------	------	11	-1	3
LP > MP > HP	------	------	10	1	4
LP > far MP	------	------	9	2	5
LP > far MP > F+LK	------	------	9	-1	2
LP > MP > D+HK	------	------	25	-9	------
LP > MP > D+HK > HK	------	------	18	-7	------
HP > D+HK	------	------	25	-9	------
HP > D+HK > HK	------	------	18	-7	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LK > MK	------	------	16	-4	1
LK > MK > HK	------	------	18	-3	1
Kunai	7	------	------	------	------
EX Kunai	8	------	------	------	------
LP Neck Breaker	15	10	16	-13	------
MP Neck Breaker	15	12	17	-13	------
HP Neck Breaker	15	21	19	-13	------
EX Neck Breaker	15	14	19	-13	------
LP Raida	6	5	25	-14	------
MP Raida	6	5	27	-16	------
HP Raida	6	5	29	-18	------
EX Raida	6	5	20	-9	------
LK Kasumi Gake	20	------	------	------	------
MK Kasumi Gake	22	------	------	------	------
HK Kasumi Gake	24	------	------	------	------
LP Tsujigoe	54	------	------	------	------
MP Tsujigoe	57	------	------	------	------
HP Tsujigoe	61	------	------	------	------
LK Kazegiri	5	13	25	-27	------
MK Kazegiri	7	13	28	-30	------
HK Kazegiri	9	13	25	-27	------
EX Kazegiri	5	7(2)8	39	-26	------
LK Tsumuji	12	2(10)2	16	-4	3
MK Tsumuji	15	2(12)2	14	0	4
HK Tsumuji	15	2(13)2	20	-4	0
EX Tsumuji High Finish	12	2(10)2(10)2(10)2	9	-2	------
EX Tsumuji Low Finish	12	2(10)2(10)2(10)2	12	-1	------
Tsumuji Followup High	5	1	17	-3	1
Tsumuji Followup Low	8	1	16	-2	------
LK Hien	25	7	17	-28	-23
MK Hien	27	7	17	-29	-31
HK Hien	28	7	17	-28	-25
EX Hien	36-42	------	------	-10	------
Yami Kazura	3	2	20	------	------
Uki Yami	3	2	20	------	------
Tobizaru	3	2	------	------	------
Focus Attack Level 1	21	2	34	-20	-20
Focus Attack Level 2	18+11	2	34	-14	------
Focus Attack Level 3	65	2	34	------	------
Kasumi Suzaku	1+7	------	------	------	------
Yoroitoshi	1+1	2(10)17	77	------, -5	------, -1
Hashinsho	1+9	2(2)2(15)2(26)3(8)2	71	-63	------

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JURI

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	4	3	5	3	7
MP (Far)	6	4	11	-1	2
HP (Far)	10	3	20	-5	-1
LK (Far)	5	3	7	1	4
MK (Far)	5	5	14	-4	-1
HK (Far)	15	4	19	-5	-1
MP (Close)	5	4	14	-4	-1
HP (Close)	6	4	26	-12	------
LK (Close)	3	3	5	3	6
MK (Close)	6	3(6)2	19	-7	-4
HK (Close)	11	2(2)2	20	-4	1
LP (Crouching)	4	2	9	0	3
MP (Crouching)	6	6	9	-1	2
HP (Crouching)	7	4	20	-6	-1
LK (Crouching)	4	4	5	-2	5
MK (Crouching)	6	2	17	-5	-2
HK (Crouching)	8	2	25	-9	------
LP (Neutral Jump)	4	8	------	------	------
MP (Neutral Jump)	5	7	------	------	------
HP (Neutral Jump)	8	4	------	------	------
LK (Neutral Jump)	5	10	------	------	------
MK (Neutral Jump)	5	5	------	------	------
HK (Neutral Jump)	8	4	------	------	------
LP (Jump)	4	11	------	------	------
MP (Jump)	5	6	------	------	------
HP (Jump)	7	4	------	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LK (Jump)	5	6	------	------	------
MK (Jump)	5	6	------	------	------
HK (Jump)	6	6	------	------	------
Sekku (F+MK)	20	2	17	0	2
Fuhajin (Leg Raise)	9	6	16	-1	------
EX Low Fuhajin	13	------	27	5	------
EX Mid Fuhajin	15	------	25	7	------
EX High Fuhajin	13	------	27	5	------
LK Fuhajin Release	11	------	23	4	10
MK Fuhajin Release	11	------	23	4	10
HK Fuhajin Release	11	------	23	6	10
Shikusen	14	------	------	------	------
2nd Impact	9	4(5)2	------	------	------
3rd Strike	20	2	------	------	------
LK Senpusha	7	3(1)4	21	-4	2
MK Senpusha	9	3(1)4(6)3(1)3	26	-8	------
HK Senpusha	14	3(1)4(6)3(1)3	29	-11	------
EX Senpusha	7	3(1)4(3)6(1)3(4)6(1)3	32	-14	------
Kasatushi	3	29	17	------	------
EX Kasatushi	1	31	17	------	------
Karen Kick	3	2	20	------	------
Assatsu Kick	3	2	20	------	------
Fuharenjin	1+8	------	54	-83	------
Feng Shui Engine	1+6	------	------	------	------
Kaisen Dankairaku	1+10	4(10)3(5)3(1)3(1)3(1)3(2)3(1)2	93	-103	------

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MAKOTO

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	4	4	5	2	5
MP (Far)	5	7	7	2	5
HP (Far)	6	3	24	-9	-5
LK (Far)	5	3	8	0	3
MK (Far)	6	4	12	-2	1
HK (Far)	8	8	12	-2	2
LP (Crouching)	4	4	6	1	4
MP (Crouching)	7	6	9	-1	2
HP (Crouching)	7	2	25	-9	------
LK (Crouching)	4	4	7	0	3
MK (Crouching)	7	6	8	0	3
HK (Crouching)	9	4	17	-3	1
LP (Neutral Jump)	4	9	------	------	------
MP (Neutral Jump)	5	6	------	------	------
HP (Neutral Jump)	8	2	------	------	------
LK (Neutral Jump)	4	9	------	------	------
MK (Neutral Jump)	7	10	------	------	------
HK (Neutral Jump)	7	5	------	------	------
LP (Jump)	4	9	------	------	------
MP (Jump)	5	6	------	------	------
HP (Jump)	6	5	------	------	------
LK (Jump)	4	9	------	------	------
MK (Jump)	7	5	------	------	------
HK (Jump)	9	5	------	------	------
Yamase (F+HP)	13	8	18	-8	-4
Yamase Followup (F+HP, HP)	7	3(3)5	18	-5	-1
F+LK	7	3	12	-4	-1
F+MK	15	3	16	-1	2
F+HK	19	3	23	-8	------
F+LP	4	4	7	0	3
F+MP	7	6	8	0	3
LK > MK	------	------	14	-4	-1
F+MK > HK	------	------	15	-3	1
LP Fukiage	8	8	31	------	------
MP Fukiage	12	8	32	------	------
HP Fukiage	15	8	32	------	------
EX Fukiage	12	8	32	------	------
LP Hayate	9	5	23	-8	0
MP Hayate	16	5	21	-7	1

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
HP Hayate	21	5	19	-5	2
EX Hayate	16	6	16	-4	------
LP Oroshi	22	6	16	-4	4
MP Oroshi	23	6	15	-5	5
HP Oroshi	24	6	14	-5	------
EX Oroshi	18	6	19	-4	------
LK Karakusa	7	2	47	------	12
MK Karakusa	8	2	47	------	12
HK Karakusa	9	2	47	------	12
EX Karakusa	5	2	47	------	12
LK Tsurugi	11	4	------	------	------
MK Tsurugi	13	4	------	------	------
HK Tsurugi	15	4	------	------	------
EX Tsurugi	15	5	------	------	------
Head Butt	3	2	20	------	------
Triple Threat	3	2	20	------	------
Focus Attack Level 1	21	2	35	-21	-21
Focus Attack Level 2	18+11	2	35	-15	------
Focus Attack Level 3	64	2	35	------	------
Tanden Renki	1+10	------	------	------	------
Seichusen Godanzuki	1+6	3	47	-29	------
LK Abare Tosanami	15+1+0	6	26	-28	------
MK Abare Tosanami	15+1+3	7	26	-28	------
HK Abare Tosanami	15+1+3	8	26	-28	------
EX Kazegiri	5	7(2)8	39	-26	------
LK Tsumuji	12	2(10)2	16	-4	3
MK Tsumuji	15	2(12)2	14	0	4
HK Tsumuji	15	2(13)2	20	-4	0
EX Tsumuji High Finish	12	2(10)2(10)2(10)2	9	-2	------
EX Tsumuji Low Finish	12	2(10)2(10)2(10)2	12	-1	------
Tsumuji Followup High	5	1	17	-3	1
Tsumuji Followup Low	8	1	16	-2	------
LK Hien	25	7	17	-28	-23
MK Hien	27	7	17	-29	-31
HK Hien	28	7	17	-28	-25
EX Hien	36-42	------	------	-10	------
Yami Kazura	3	2	20	------	------
Uki Yami	3	2	20	------	------
Tobizaru	3	2	------	------	------

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T.HAWK

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	4	2	7	3	6
MP (Far)	6	3	12	-1	2
HP (Far)	8	2	21	-5	-1
LK (Far)	4	4	9	-2	1
MK (Far)	6	3	11	0	3
HK (Far)	10	5	22	-9	-5
LP (Close)	3	2	6	3	7
MP (Close)	5	4	10	0	6
HP (Close)	8	3	14	1	6
LK (Close)	3	3	10	-2	1
MK (Close)	6	3	12	-1	2
HK (Close)	8	3	17	0	4
LP (Crouching)	4	3	8	0	3
MP (Crouching)	6	3	13	-2	1
HP (Crouching)	8	5	20	-5	-1
LK (Crouching)	4	3	8	0	3
MK (Crouching)	6	4	12	-2	1
HK (Crouching)	11	2(9)2	20	-7	------
LP (Neutral Jump)	4	4	------	------	------
MP (Neutral Jump)	6	5	------	------	------
HP (Neutral Jump)	10	4	------	------	------
LK (Neutral Jump)	4	3	------	------	------
MK (Neutral Jump)	7	3	------	------	------
HK (Neutral Jump)	10	4	------	------	------
LP (Jump)	4	6	------	------	------
MP (Jump)	8	4	------	------	------
HP (Jump)	10	3	------	------	------

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Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LK (Jump)	4	8	------	------	------
MK (Jump)	7	6	------	------	------
HK (Jump)	10	4	------	------	------
Heavy Body Press (Air D+HP)	6	9	------	------	------
Heavy Shoulder (Air D+MP)	7	10	------	------	------
Thrust Peak (DF+LP)	3	7	12	-7	-4
LP Mexican Typhoon	2	2	52	------	------
MP Mexican Typhoon	2	2	50	------	------
HP Mexican Typhoon	2	2	48	------	------
EX Mexican Typhoon	4	2	47	------	------
LP Tomahawk Buster	5	11	28	-18	------
MP Tomahawk Buster	6	11	32	-22	------
HP Tomahawk Buster	8	11	37	-27	------
EX Tomahawk Buster	5	11	40	-30	------
Condor Dive	11	------	------	------	------
LP Condor Spire	20	9	11	-7	-5
MP Condor Spire	20	10	11	-8	-6
HP Condor Spire	20	11	12	-10	-8
EX Condor Spire	15	9	11	-3	------
Neck Hanging Tree	3	2	20	------	------
Mexican Throw	3	2	20	------	------
Focus Attack Level 1	23	5	32	-21	-21
Focus Attack Level 2	20+13	5	32	-15	------
Focus Attack Level 3	65	5	32	------	------
Double Typhoon	1+0	2	41	------	------
Raging Typhoon	1+0	2	41	------	------
Raging Slash	1+4	6	43	------	------

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UNLOCKABLE CONTENT

BONUS STAGE UNLOCKABLES

Action	How to Unlock
Make the car owner appear in Car Crusher.	Beat the Car Crusher bonus stage as Guy or Cody.
Play both bonus stages in Challenge mode.	Beat both bonus stages in Arcade mode.
Turn bonus stages on or off in Arcade mode.	Complete Arcade mode with any character on any difficulty setting.

The car owner discovers his car!

CHARACTER COSTUME AND COLOR UNLOCKABLES

Action	How to Unlock
Change a part of Dudley or Sakura's costume.	Select Alternate Costume 1 and Color 10 for Dudley or Sakura.
Unlock colors 11 and 12 for all characters.	Play Super Street Fighter 4 with an original Street Fighter 4 save file on the same profile.

Dudley | Sakura | Color 11 | Color 12

MISC UNLOCKABLES

Action	How to Unlock
Arrange BGM becomes selectable in Sound Settings.	Select a title and icon on the Status screen.
Change the voice language for individual characters in Sound Settings.	Complete Arcade mode with any character on any difficulty setting.
Sally cheers for Dhalsim in the Exciting Street Scene (India) stage.	Play as Dhalsim on the stage and connect with an attack.

NOTE **The arranged background music is determined by the Player 2 character.**

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STORY MODE UNLOCKABLES	
Action	**How to Unlock**
Battle your character's rival from *Street Fighter IV*[1].	Press all three Kick buttons at the "Now Fight Your Rival" screen.
Battle your character's rival from *Super Street Fighter IV*[1].	Press all three Punch buttons at the "Now Fight Your Rival" screen.
Fight Akuma as a hidden boss at the end of Arcade mode.	Play through Arcade mode without losing a round, using any continues, and achieving at least one perfect round[2].
Fight Gouken as a hidden boss at the end of Arcade mode.	Play through Arcade mode without losing a round or using any continues, achieving at least one perfect round[2], three Super or Ultra Combo finishes[3], and three First Attacks[3].

[1]–This only works for C. Viper, Cammy, Chun-Li, Guile, Ryu, and Seth.

[2]–The number of perfect rounds is determined by the round settings. One perfect for one-round matches, two perfects for three-round matches, three perfects for five-round matches, and four perfects for seven-round matches.

[3]–The number of Super/Ultra Combo finishes and First Attacks are determined by the round settings. Three are required for one-round matches, five for three-round matches, seven for five-round matches, and nine for seven-round matches.

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ACHIEVEMENTS AND TROPHIES

XBOX 360 ACHIEVEMENTS AND PLAYSTATION 3 TROPHIES				
Name	**Description**	**Xbox 360 Gamerscore**	**PlayStation 3 Points**	**Trophy Type**
Absolute Perfection	Get 30 Perfects.	20	15	Bronze
All Clear	Complete Arcade mode with all characters on Medium difficulty or higher.	10	15	Bronze
Barrel of Laughs	Score 110,000 or more points in the Barrel Buster Bonus Stage.	10	15	Bronze
Battle Master	Win 30 online battles.	20	15	Bronze
Bring it on!	Participate in 100 online battles.	20	30	Silver
Clear Headed	Complete Arcade mode with any character on Medium difficulty or higher.	10	15	Bronze
Dan the Man	Collect all taunts for all characters.	10	15	Bronze
Endless Lobbyist	Create 30 online Endless Battle lobbies.	10	15	Bronze
Endless Ten	Get 10 consecutive victories in online Endless Battle mode.	50	30	Silver
Entitled	Collect all titles.	50	30	Silver
EXtra! EXtra!	Perform 100 EX Special Moves.	10	15	Bronze
Fashion Plate	Collect all colors for all characters.	10	15	Bronze
First Timer	Win 1 online ranked match.	10	15	Bronze
Fivepeat	Win 5 online ranked matches in a row.	30	15	Bronze
From C to Shining C	Play online ranked matches to bring all characters up to class C.	50	15	Bronze
Good Start	Clear 10 challenges in Trial mode.	10	15	Bronze
Hard Times	Complete Arcade mode with any character on Hardest difficulty.	20	15	Bronze
Herculean Effort	Complete Arcade mode with any character on Medium difficulty or higher without continuing.	10	15	Bronze
Iconoclast	Collect all icons.	50	30	Silver
It Begins	Set your Title and Icon and play online.	10	15	Bronze
It Takes Focus	Perform 100 Focus Attacks.	10	15	Bronze
Keep on Truckin'	Play online Endless Battle mode.	10	15	Bronze
Legendary Fighter	Win 100 online battles.	50	30	Silver
Long Time No See	Complete Arcade mode with any character on Hardest difficulty and defeat Gouken.	50	15	Bronze
Moving On Up	Increase a character's class by playing online ranked matches.	10	15	Bronze
Now You C Me...	Get a class C rating by playing online ranked matches.	20	15	Bronze
Oh! My Car!	Score 80,000 or more points in the Car Crusher Bonus Stage.	10	15	Bronze

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XBOX 360 ACHIEVEMENTS AND PLAYSTATION 3 TROPHIES				
Name	**Description**	**Xbox 360 Gamerscore**	**PlayStation 3 Points**	**Trophy Type**
Overachiever	Unlock all achievements.	0	N/A	N/A
Quarter Up	Take on 30 opponents via Arcade Fight Request.	10	15	Bronze
Replayer	Watch the online Replay Channel 30 times.	10	15	Bronze
Rival Schooled	Complete all Rival Battles on Medium difficulty or higher.	20	15	Bronze
Road to Victory	Win 10 online battles.	10	15	Bronze
Special Movement	Perform 100 Special Moves.	10	15	Bronze
Speed Freak	Complete Arcade mode with any character on Medium difficulty or higher with an average KO time of 20 seconds or less.	30	30	Silver
Sunspotter	Perform 365 Super or Ultra Combo finishes.	10	15	Bronze
Super, Man!	Perform 100 Super Combos.	10	15	Bronze
Superior Super	Perform 50 Super Combo finishes.	10	15	Bronze
Team Lobbyist	Create 30 online Team Battle lobbies.	10	15	Bronze
Team Mate	Score a victory (both you and your team) in online Team Battle mode.	10	15	Bronze
Team Player	Participate in an online Team Battle mode.	10	15	Bronze
Teamworker	Score 10 victories (both you and your team) in online Team Battle mode.	30	15	Bronze
Tenpeat	Win 10 online ranked matches in a row.	50	30	Silver
This is Madness!	Participate in 300 online battles.	50	45	Gold
Three For The Road	Get 3 consecutive victories in online Endless Battle mode.	20	15	Bronze
Threepeat	Win 3 online ranked matches in a row.	20	15	Bronze
Trial Athlete	Clear all challenges in Trial mode with all characters.	50	45	Gold
Trail of Trials	Clear all challenges in Trial mode with one character.	20	15	Bronze
Trophy Collector	Unlock all trophies.	N/A	N/A	Platinum
Ultimate Ultra	Perform 50 Ultra Combo finishes.	10	15	Bronze
Ultra, Man!	Perform 100 Ultra Combos.	10	15	Bronze
Worldly Warrior	Participate in 50 online battles.	10	15	Bronze

NOTE **The Overachiever achievement is exclusive to the Xbox 360 version of the game, and the Trophy Collector trophy is exclusive to the PlayStation 3 version of the game.**

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