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SEGA DREAMCAST™

POWER BUTTON
This turns the unit ON or OFF.

OPEN BUTTON
Press to open the Disc Door.

CONTROL PORTS
Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

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

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

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

CONTROLS (DEFAULT)

SEGA DREAMCAST CONTROLLER

R Trigger – Heavy Kick (HK)
L Trigger – Heavy Punch (HP)

X Button – Light Punch (LP)
Y Button – Medium Punch (MP)
B Button – Medium Kick (MK)
A Button – Light Kick (LK)

Analog Thumb Pad

Directional Button (D-Button)
- Choose a player and mode.
- Perform command moves.
- Move your player:
  ↑ – Vertical jump
  ↗ – Diagonal forward jump
  → – Move forward
  ↓ – Crouch
  ↘ – Crouching block
  ← – Move backward/standing block
  ▼ – Diagonal backward jump
  ◄ – When your player is facing right.
  ◄ – If your player is facing left, reverse the left/right controls.

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

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

Notes:
1. You can change the default control settings in Option mode. See page 13.
2. STREET FIGHTER ALPHA 3 is compatible with the optional Vibration Pack. To use, insert into SLOT 2 of the Sega Dreamcast controller. Do not insert a Vibration Pack into Slot 1.

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

Start Button
Pause/Unpause/Join-In for Player 2
To reset the game, press the Start Button
with the A, B, X and Y Buttons pressed.

Y Button - Medium Punch (MP)
Z Button - Heavy Punch (HP)
C Button - Heavy Kick (HK)
B Button - Medium Kick (MK)
A Button - Light Kick (LK)
X Button - Light Punch (LP)

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

MOVES

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

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

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

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

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

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

RULES

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

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

WIN MARK - When a player wins a round, a Win Mark appears above the player’s Vitality Gauge.

MATCH - The first player to win two out of three rounds wins the match. You can change the number of winning rounds in Option mode (see page 12). In certain game modes, the number of rounds cannot be changed.

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

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

- **ARCADE MODE** – A story mode from the original arcade version of the game. See page 9.
- **VS MODE** – Two player competition mode. See page 9.
- **TRAINING MODE** – Practice your moves and combos. See page 9.
- **WORLD TOUR** – Train your player’s powers while taking a world tour of street fighting. See page 10.
- **ENTRY MODE** – Register a player you created in World Tour mode so you can import that player into other game modes.
- **TEAM BATTLE** – Team competition mode.
- **SURVIVAL MODE** – Defeat as many opponents as possible, with limited vitality.
- **DRAMATIC BATTLE** – Two player co-op mode against the computer.
- **VS DRAMATIC BATTLE** – Three players fight in a two-on-one match.
- **FINAL BATTLE** – Fight the final boss character.
- **OPTION MODE** – Adjust various game settings. See page 12.
- **SCORE RANKING** – Review the best scores in each game mode.
- **MEMORY CARD** – Save or load your game data. This requires an optional Visual Memory Unit (VMU). See page 12.
PLAYER SELECT

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

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

3. Select the character’s Ism:
   - **X-ism** – Simple fighting style with one powerful Super Combo.
   - **A-ism** – Standard fighting style with several Super Combos.
   - **V-ism** – Variable fighting style including a Custom Combo.

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

<table>
<thead>
<tr>
<th>X-ism</th>
<th>A-ism</th>
<th>V-ism</th>
</tr>
</thead>
<tbody>
<tr>
<td># of Super Combos</td>
<td>1</td>
<td>2 or more</td>
</tr>
<tr>
<td>Super Combo Levels</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Custom Combo</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Air Block</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Power</td>
<td>High</td>
<td>Standard</td>
</tr>
<tr>
<td>Defense</td>
<td>Low</td>
<td>Standard</td>
</tr>
<tr>
<td>Alpha Counter</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

ARCADE MODE

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

VS MODE

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

TRAINING MODE

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

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

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

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

GP GAUGE – Adjust the opponent’s Guard Power Gauge: Max (Maximum), Normal, or Min (Minimum).
WORLD TOUR
Train and increase your player’s powers while taking a world tour of street fighting arenas and stages.

1. Choose a game:
   LOAD GAME – Resume a previously saved game and player from a Visual Memory Unit (VMU).
   NEW GAME – Choose a player and start a new World Tour from the beginning.

2. Choose a country from the World Map. A menu will appear with these options:
   BATTLE – Start the contest.
   SETUP – Display the Setup screen. To use it, see page 11.
   SAVE – Save the game to a VMU. (13 free blocks are required to save game data.)

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

MORE ABOUT WORLD TOUR

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

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

ISM LEVEL UP: Each Ism you player has also gains experience points and increases in abilities.

THE ISM SETUP SCREEN

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

* The maximum Player Level is 32. The Player Grade will appear if you register the player in Entry Mode. See page 12.
ENTRY MODE
Register your World Tour players in order to use them in other game modes. Load the player data, previously saved onto a VMU, and choose ENTRY to register it. You can register up to six characters. Once registered, your characters will be displayed on the Player Select screen in other game modes.

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

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

OPTION MODE
Use Option Mode to adjust game settings. Using the Analog Thumb Pad, D-Button or Joystick, press ↑/↓ to choose a setting and press →/← to make adjustments.

DIFFICULTY – Adjust the skill level: higher numbers are more difficult.
TIME – Set the round time.
ROUNDS – Set the number of rounds for each match.
DAMAGE – Adjust the damage of moves.

SC DAMAGE – Set the damage of Super Combos.
SPEED – Set the game speed.
GAUGE – Set the base number on the Super Combo Level Gauge.
MODE SELECT – Choose ON to select a mode in Arcade Mode.
SHORTCUT – Choose ON to shorten loading time.
AUTO SAVE – Choose ON to save game data automatically to a VMU.
MUSIC VOL – Adjust the volume of background music. The higher numbers are louder volume.
SOUND – Choose either Stereo or Monaural, depending on the number of speakers connected to your television.
BUTTON CONFIG – Reassign the button controls on any player’s controller.
SET SPECIAL COMMAND – Set a special command to a button.
THREE BUTTONS – PPP or KKK. Press three Punch or Kick buttons simultaneously. This is useful for Special Moves or Throw moves.
P AND K OF THE SAME STRENGTH – Use this to perform Custom Combos.
COMMAND – Adjust command input time. ARCADE is a short time. LONG gives you more time to input commands.
DISPLAY ADJUST
DISPLAY ADJUST: Center the game screen on your TV or monitor.
SCREEN SIZE: Adjust the range of player display.
If you take damage, the Custom Combo ends.

- You cannot block during a Custom Combo.
- Cannot tank or
- Damage out.

You can continue a Custom Combo until the Super Combo level and attack in the same way.

A Custom Combo shadow image follows your character. Punch and kick buttons on the same street simultaneously.

When a Y-ISM character starts a Custom Combo by pressing 10 or more, you can perform a Custom Combo by pressing when a Y-ISM character's Super Combo level gauge builds up.

Custom Combos are available with Y-ISM characters only.

**CUSTOM COMBO**

**Y-ISM** - See page 14.

**8 gauge** (Light - Level 1, Medium - Level 2, Heavy - Level 3)

The power of the Custom Combo increases as the gauge increases. The power of the Custom Combo will end when the gauge is full. The higher the gauge level, the more powerful your super move. The gauge levels of punches/kicks (Light, Medium and Heavy) are: 1st. Light 2nd. Medium 3rd. Heavy

**A-ISM** - Your three inner levels of Super Combos correspond to the three gauge levels. Pane the gauge to use the entire gauge.

**X-ISM** - You can perform a Super Combo any time the gauge is null. Pane the gauge to use the entire gauge.

The Super Combo Level gauge builds up as you perform moves.
BASIC MOVES

STANDING BLOCK
Press → or ← away from opponent

AIR BLOCK
Press → or ← away from opponent (A and V Isms only)

CROUCHING BLOCK
Press ↑ or ↓ away from opponent
Block an opponent's attack by pressing the Analog Thumb Pad, D-Button or Joystick away from it. Use a standing, air or crouching block according to the attack. (Air blocks are not available with X Ism).

DEFENSIVE FALL
When knocked up in air, press 2 Punch buttons simultaneously (not available with X Ism)
Use a defensive fall to avoid an opponent's additional attacks.

DEFENSIVE ROLL
When knocked up in air, press 2 Kick buttons simultaneously (not available with X Ism)
Use a defensive roll to avoid an opponent's additional attacks.

THROW / ESCAPE
→ or ← + 2 Punch or Kick buttons simultaneously
This move works as a throw when you are attacking, or as an escape when an opponent grabs your character.

ALPHA COUNTER
When blocking an attack, press → or ← (toward opponent) + Punch and Kick buttons of the same strength (not available with X Ism)
This counterattack move uses one Super Combo level and shortens the Guard Power Gauge.
DAMAGE REDUCTION
Press the Analog Thumb Pad, D-Button or Joystick + Punch or Kick buttons rapidly.
This move reduces damage when you’re under attack or blocking.

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

TAUNT
Press Light Punch button + Start button simultaneously
This is the default control, which you can change in Option Mode (see page 13).

STREET FIGHTERS

KEY TO FIGHTER CONTROLS ON PAGES 17-27

Analog Thumb Pad, D-Button or Joystick direction (arrows shown are for characters facing right; reverse left/right arrows for characters facing left).

P
Punch button (of any strength).

K
Kick button (of any strength).

LK, MK, HK
Light Kick, Medium Kick, Heavy Kick.

LP, MP, HP
Light Punch, Medium Punch, Heavy Punch.

KKK
3 kicks rapidly (press your 3-Kick button if set in Option mode; see page 13).

PPP
3 punches rapidly (press your 3-Punch button if set in Option mode; see page 13).

[х], [у], [в]
X-isn, A-isn or Y-isn move only.

Level 3
Requires a level 3 Super Combo Gauge.

Reversal
Input an Analog Thumb Pad, D-Button or Joystick command when character is getting up.
### DHALSIM

<table>
<thead>
<tr>
<th>SPECIAL MOVES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yoga Fire</td>
</tr>
<tr>
<td>Yoga Flame</td>
</tr>
<tr>
<td>Yoga Blast</td>
</tr>
<tr>
<td>Yoga Teleport</td>
</tr>
<tr>
<td>Yoga Storm</td>
</tr>
<tr>
<td>Yoga Inferno</td>
</tr>
<tr>
<td>Yoga Strike</td>
</tr>
<tr>
<td>Yoga Stream</td>
</tr>
</tbody>
</table>

### SPECIAL COMBOS
- **Super Combos**
  - **Super Combos**
  - **Super Combos**
  - **Super Combos**
  - **Super Combos**
  - **Super Combos**

### GEN

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

<table>
<thead>
<tr>
<th>STYLE CHANGE</th>
<th>PPP adversity</th>
<th>KKK adversity</th>
</tr>
</thead>
<tbody>
<tr>
<td>So-Style</td>
<td>Hyakurenko (So-Style)</td>
<td>P (rapidly)</td>
</tr>
<tr>
<td></td>
<td>Gekirou (So-Style)</td>
<td>▶️ ▶️ + K then K (rapidly)</td>
</tr>
<tr>
<td></td>
<td>Jasen (Ki-Style)</td>
<td>(hold) ▶️ + P</td>
</tr>
<tr>
<td></td>
<td>Oga (Ki-Style)</td>
<td>(hold) ▶️ ▶️ + K [A][V]</td>
</tr>
<tr>
<td></td>
<td>Zanei (So-Style)</td>
<td>▶️ ▶️ ▶️ + P [X][A]</td>
</tr>
<tr>
<td></td>
<td>Shitenshu (So-Style)</td>
<td>▶️ ▶️ ▶️ + P [A]</td>
</tr>
<tr>
<td></td>
<td>Jakoh (Ki-Style)</td>
<td>▶️ ▶️ ▶️ + K (in air) [A]</td>
</tr>
<tr>
<td></td>
<td>Koga (Ki-Style)</td>
<td>▶️ ▶️ ▶️ + K (in air) [A]</td>
</tr>
</tbody>
</table>

### SPECIAL MOVES
- **SPECIAL MOVES**
  - **SPECIAL MOVES**
  - **SPECIAL MOVES**
  - **SPECIAL MOVES**

### CAMMY

<table>
<thead>
<tr>
<th>SPECIAL MOVES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiral Arrow</td>
</tr>
<tr>
<td>Cannon Spike</td>
</tr>
<tr>
<td>Spin Knuckle</td>
</tr>
<tr>
<td>Hooligan Combination</td>
</tr>
<tr>
<td>Cannon Strike</td>
</tr>
<tr>
<td>Cannon Revenge</td>
</tr>
<tr>
<td>Spin Drive Smasher</td>
</tr>
<tr>
<td>Reverse Shaft Breaker</td>
</tr>
<tr>
<td>Killerbee Assault</td>
</tr>
</tbody>
</table>
### KEN

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireball</td>
<td>+P</td>
</tr>
<tr>
<td>Dragon Punch</td>
<td>+P</td>
</tr>
<tr>
<td>Hurricane Kick</td>
<td>+K (also usable in air)</td>
</tr>
<tr>
<td>Shoryu Reppa</td>
<td>+P [X][A]</td>
</tr>
<tr>
<td>Shiryyuken</td>
<td>+K [A]</td>
</tr>
<tr>
<td>Shippu Jinraikyou</td>
<td>+K (Level 3) [A]</td>
</tr>
</tbody>
</table>

### FEI-LONG

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rekkaken</td>
<td>+P (up to 3 times)</td>
</tr>
<tr>
<td>Shienkyaku</td>
<td>+K</td>
</tr>
<tr>
<td>Rekkukyaku</td>
<td>+K [X][V]</td>
</tr>
<tr>
<td>Rekka Shunken</td>
<td>+P [X][A]</td>
</tr>
<tr>
<td>Shien Renkyaku</td>
<td>+K [A]</td>
</tr>
</tbody>
</table>

### DEE JAY

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Slasher</td>
<td>(hold) +P</td>
</tr>
<tr>
<td>Double Rolling Sobat</td>
<td>(hold) +K</td>
</tr>
<tr>
<td>Machine Gun Uppercut</td>
<td>(hold) +P (rapidly)</td>
</tr>
<tr>
<td>Jackknife Maximum</td>
<td>(hold) +K [X][V]</td>
</tr>
<tr>
<td>Sobat Carnival</td>
<td>(hold) +K</td>
</tr>
<tr>
<td>Sunrise Theme</td>
<td>(hold) +P +K</td>
</tr>
<tr>
<td>Climax Beat</td>
<td>(hold) +P +P</td>
</tr>
</tbody>
</table>

### KARIN

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gurenken</td>
<td>+P then P or K</td>
</tr>
<tr>
<td>Mujinkyouk</td>
<td>+M +K</td>
</tr>
<tr>
<td>Hosho</td>
<td>+M +P</td>
</tr>
<tr>
<td>Ressingha</td>
<td>+K</td>
</tr>
<tr>
<td>Yasha Counter</td>
<td>+K (upper)</td>
</tr>
<tr>
<td>Ressingha</td>
<td>+K (lower)</td>
</tr>
<tr>
<td>Arakuma Inashi</td>
<td>360° turn +K</td>
</tr>
<tr>
<td>Shinpi Kairyaku</td>
<td>+P [X][A]</td>
</tr>
<tr>
<td>Kouoken</td>
<td>+K [A]</td>
</tr>
</tbody>
</table>

### R. MIKA

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flying Peach</td>
<td>+P</td>
</tr>
<tr>
<td>Shooting Peach</td>
<td>+E + K</td>
</tr>
<tr>
<td>Daydream Headlock</td>
<td>360° turn +K (rapidly)</td>
</tr>
<tr>
<td>Paradise Hold</td>
<td>360° turn +P</td>
</tr>
<tr>
<td>Wingless Airplane</td>
<td>(in air) +E +K</td>
</tr>
<tr>
<td>Rainbow Hip Rush</td>
<td>+P [A]</td>
</tr>
<tr>
<td>Heavenly Dynamite</td>
<td>360° turn x 2 +P (rapidly) [A]</td>
</tr>
<tr>
<td>Beach Special (B.S.)</td>
<td>+K [X][A]</td>
</tr>
<tr>
<td>Moonsault Press</td>
<td>(after B.S.) P then P</td>
</tr>
<tr>
<td>Missile Kick</td>
<td>(after B.S.) P then K</td>
</tr>
</tbody>
</table>

### JULI

<table>
<thead>
<tr>
<th>Special Moves</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cannon Spike</td>
<td>+K</td>
</tr>
<tr>
<td>Sniping Arrow</td>
<td>+K</td>
</tr>
<tr>
<td>Spin Knuckle</td>
<td>+P</td>
</tr>
<tr>
<td>Reverse Shaft Breaker</td>
<td>+K [X][A]</td>
</tr>
<tr>
<td>Spin Drive Smasher</td>
<td>+K [A]</td>
</tr>
</tbody>
</table>

---

**Note:** The above content presents the special moves and super combos for various characters from a fighting game. Each entry indicates the sequence required to execute the move, followed by the description and effects of the move.
**BALROG**

- Dash Straight
- Dash Ground Straight
- Dash Uppercut
- Dash Ground Uppercut
- Turn Punch
- Buffalo Head
- Crazy Buffalo
- Gigaton Blow

implified moves:
- (hold) -> + P
- (hold) -> + P [A][V]
- (hold) -> + K
- (hold) -> + P (reversal only) [A][V]
- (hold) -> + P [X][A]
- (hold) -> + K [A]

**SODOM**

- Jigoku Scrape
- Shiraha Catch
- Butsumetsu Buster
- Daikyo Burning
- Yagura Reverse
- Meido no Miyage
- Tenchusatsu

- 360° turn + P
- 360° turn + K
- 360° turn + P [X][A]
- 360° turn + P [A]

**SAGAT**

- Tiger Shot
- Ground Tiger Shot
- Tiger Blow
- Tiger Uppercut
- Tiger Crush
- Tiger Genocide
- Tiger Cannon
- Tiger Raid

- (hold) -> + K
- (hold) -> + P [A][V]
- (hold) -> + P [X]
- (hold) -> + K [A][V]
- (hold) -> + P [X]
- (hold) -> + K [X][A]
- (hold) -> + P [A]

**CHUN-LI**

- Kikoken
- Tenshokkyaku
- Hyakuretsukyaku
- Senenshu
- Whirlwind Kick
- Sohakki
- Senretsuukyaku
- Hazan Tenshokkyaku
- Kikoshio

- (hold) -> + K [A][V]
- (hold) -> + K ([X] - reversal only)
- K (rapidly)
- (hold) -> + K [A][V]
- (hold) -> + K (also usable in air) [X]
- (hold) -> + P [X]
- (hold) -> + K [X][A]
- (hold) -> + P [X]
- (hold) -> + P [A]

**VEGA**

- Flying Barcelona Attack
- Izuna Drop
- Rolling Crystal Flash
- Sky High Claw
- Scarlet Terror
- Rolling Izuna Drop
- Scarlet Mirage
- Red Impact

- (hold) -> + K then P
- (hold) -> + K then < or > + P (near opponent)
- (hold) -> + K [V]
- (hold) -> + K then or > + P (near opponent) [X][A]
- (hold) -> + K [A]
- (hold) -> + P (Level 3) [A]
SFA3 INTERNET INSTRUCTIONS

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

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

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

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