



Lahti Fisticuffs
presents

STREET FIGHTER 3RD STRIKE BEGINNERS GUIDE

THE STARTING WORDS

- This guide is primarily made for beginners of the game. I won't go over things like proximity normals or command normals or the different special inputs and how they are done. I went over that in the Super Turbo guide. I will go over the things that are different in this game compared to Super Street Fighter 2 Turbo.
 - Most of the data, special moves and pictures are taken straight from the Supercombo wiki. So if you want more in depth knowledge of the game then be sure to check it out from this [link](#)
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WHAT HAS STAYED THE SAME?

- Street Fighter 3rd Strike is still a six button fighting game with light, medium and heavy punches and kicks
 - Special inputs are mostly the same
 - Game still has proximity and command normals
 - Super move inputs have stayed mostly the same
 - You still block by moving away from the opponent
 - You can still get stunned and you recover faster from a stun if you mash buttons.
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WHAT HAS CHANGED?

- A huge amount of new system mechanics and some additions to the older characters.
- Mostly a new cast of characters. The only returning characters from Super Turbo are Ryu, Ken, Chun-Li and Akuma
- Grabs are done by pressing light kick and punch buttons at the same time. You can change the direction of the throw by holding either forward or back when inputting the throw. Sometimes a different throw may occur if you aren't holding any direction when you are inputting the throw. Air throws are done with the same input.
- Also instead of softening throws if you do a throw at the same time as your opponent, you instead tech the throw. When you tech the throw, you create distance to your opponent and take no damage.
- The game has added a stun damage meter to show close you are to being stunned. Some characters do more stun damage than others and some moves do more than others.
- You can generate super meter by whiffing certain normal attacks in addition to doing special moves, hitting the opponent or getting hit. Usually medium to strong normal attacks generate meter. Sometimes, if the opponent is keeping distance and waiting for you to do something, it's good to just whiff spam your fastest medium attack at that point.
- Super inputs have been simplified for the most part. No more charge super inputs.

NEW DEFENSIVE MECHANICS

- Parrying is the new main defensive mechanic added in to this game. Parrying is done by pressing forward before an attack hits you. If it is an attack that hits low you instead either press down forward or just down. You can also parry from the air. You can parry normal attacks, special moves and even supers. You can't parry grabs so don't bother. Successful parries give you special meter, negate chip damage from special and super moves, gives you a chance to interrupt your opponents offensive and a lot of other benefits. Parries are pretty hard to do correctly due to their small window of time to parry and they differentiate the beginners from the masters. You can do plenty well without parries, but if you want to truly master 3rd Strike, you need to learn to parry.
 - Red parries are a little different from normal parries. They are done after a block and mostly follow the same rules as normal parries, but they are even more strict in their window of time to parry. They are still quite useful and can be used to turn the tides of battle when done correctly
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NEW OFFENSIVE MECHANICS

- Every character has an Universal Overhead Attack, done by pressing medium kick and punch at the same time. They are mostly used for catching and opponent trying to block low and to catch them off guard. There also are some overhead command normals like Ryu's forward medium punch and Yun's forward medium kick.
 - You can taunt by pressing both the heavy kick and punch button at the same time and after inputting it correctly they do a little animation, gain some meter from it and gain an effect after the animation. Most of the time they give the character a little extra damage for their next combo. But some characters have effects that stay on them for the rest of the round or do an extra little attack.
 - After choosing your character the game gives you a selection for 3 different super moves for you character. They vary in damage and usefulness and how fast they will charge and how many supers you can have stored. Some supers are of course better than others and I will explain each of their usefulnesses on the character overviews.
 - EX-moves are powered up special moves that cost a chunk of super meter to use. They have added effects like doing more damage, hits, stun damage or give you a chance for new combo opportunities. For example, Ryu's EX Donkey Kick sends the opponent into a wall and bounce back at Ryu and you can follow this attack with a super or special move. You can execute an EX-move by doing the special input and pressing two of the same attack buttons. For example. EX Hadouken is done by doing the Hadouken input and pressing two punch buttons. Same with special moves that use kick buttons.
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NEW MOVEMENT MECHANICS

- You can dash and backdash. Dashing allows you to get closer to your opponent faster, while backdash moves you away from the opponent fast and can be used to dodge some attacks. Some characters have better dashes than other characters. You can do a dash by fastly pressing forward twice. Backdash is the same, but it's done by fastly pressing back twice.
 - Superjump is a jump that makes you go higher and farther, but it takes some time to get off the ground when you do it. You can do a super jump by quickly pressing down before doing a jump.
 - Quickstand is a way to rise up from the ground faster, if you get knocked down while also rolling back a little bit and creating some distance to the opponent.. It is useful sometimes to quickstand after being knocked down so your opponent and sometimes it's better not to quickstand. How fast the quickstand is varies between characters. Quickstand is done by pressing down just as your character is about to hit the ground. Think of it like doing a low parry to break your fall.
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CHARACTER OVERVIEWS

- In character overviews I will go over the 3rd strike cast and tell you about what special moves the character has, the strenghts and weaknesess of the characters, what playstyle fits them, how hard they are and also go over the supers a little bit to help you choose the one that fits you the best.
- More in-depth data about the characters can be found on the supercombo wiki. Which you can access from this [link](#)
- Without a further ado, let us begin with the poster boy of the series himself...

RYU OVERVIEW

- Ryu is still the versatile all-rounder character, just like he was in Super Turbo, but with 2 new possible supers to choose from in addition to his Shinkuu-Hadouken and a new special move
- Ryu has great normal attacks that can be used for poking, pressure, anti-air and just general use
- His specials still deal a decent amount of damage and some of them have great corner carry like Joudan Sokutou Geri also known as donkey kick. The ex-versions of them are also really good and have good utility
- Ryu can deal a lot of damage of from great parry punishes and punishes in general.
- Ryu has some problems if he has no meter, because he needs it to utilize his EX-moves and Super moves. He also can't really combo in to some of his most rewarding combo enders if he has no meter.
- All in all Ryu is still a soli pick for beginners and veterans alike with his wide and varied skill set. If you want a character that can do a little everything while also being good, pick Ryu as your choice.

Move Name	Input
Hadouken	
Shoryuken	
Tatsumaki Senpukyaku	
Air Tatsumaki Senpukyaku	
Joudan Sokutou Geri	



Super 1: The most versatile out of them all. It can be added in to combos to deal some extra damage and you also get 2 long bars so you can use EX-moves more often





Super 2: The big damage reversal super. If you want to explode your enemies healthbar and have some bar for ex moves too, pick super 2.

Super 3: The super that is kinda cheap and used for stealing rounds. Denjin Hadouken is unblockable, meaning that the only way to avoid the damage from it is to either jump over it or parry it. Only problem is that Ryu can charge it, by holding the punch button and churning 360 rotations which changes the timing for when the super comes out. Also it deals a lot of stun damage meaning that it stuns quite easily. Only drawback is the short meter which doesn't allow the use for EX-moves that much.

Super Art I: Shinkuu-Hadouken	
Super Art II: Shin Shoryuken	
Super Art III: Denjin Hadouken	(HOLD to charge)




KEN OVERVIEW

- Ken is quite similar to Ryu and shares some moves with him. The only difference is that Ken is one of the best characters in the game.
- Ken has high damage combos without meter and even more damage with meter.
- Ken's normal attacks have a lot of uses similar to Ryu's but have more combo potential.
- Ken has good movement options with 6th fastest walk speed and good dashes and backdashes in addition to his EX-air tatsu.
- His super 3 is one of the best in the game. It has a lot of utility. It can be used in combos and also used for punishing whiffed moves. It also gives a lot of meter to use for EX-moves
- Ken doesn't really have any weaknesses. His only weakness is that there are two characters above him that are just way too stronger compared to the rest of the cast.
- Ken is just a solid pick and works best with players that have strong fundamentals for this game and want a character that has it all.

Move Name	Input
Hadouken	
Shoryuken	
Tatsumaki Senpukyaku	
Air Tatsumaki Senpukyaku	



Super 1: Pick Super 3
Super 2: Pick Super 3
Super 3: One of the best supers in the game. It has many uses, gives a lot of meter and it looks cool.

Super Art I: Shoryureppa	
Super Art II: Shinryuken	
Super Art III: Shippu Jinraikyaku	

ALEX OVERVIEW

- In the original version of Street Fighter 3, Alex was created to be the new protagonist of the Street Fighter series, but it didn't turnout so well. Alex is still a lot of fun to play and quite easy to learn, but he has some flaws.
- Alex is quite easy with a varied set of special moves. You can either play him as a brawler with his pokes and specials like Slash Elbow, Flash Chop and Air Stampede or you can play him as a grappler with his Power Bomb, Air Knee Smash and Spiral DDT
- Alex also does decent damage and huge stun damage. Leading to you being able to stun your opponent possibly many times during a round
- Alex does have some huge flaws, which lead him to be considered a low-tier among the cast. He has pretty mediocre supers, quite a weak combo game due to him only having few normal moves that you can cancel into special moves. Quite a linear gameplan, that can lead to other players reading you quite easily. He also has some good normal moves, but also moves you shouldn't ever really use.
- Even with these troubles, Alex can be quite strong in the right hands and can easily rob games from just a few right guesses. So if you want a character that keeps your opponent on their feet and force them in to hard to react to situations, then pick Alex and embrace The New Generation of Fighters

Move Name	Input
Power Bomb	↺+P
Spiral DDT	↺+K
Flash Chop	↻+P
Air Knee Smash	↻+K
Air Stampede	↻+K
Slash Elbow	←HOLD↻+P

Super 1: His most reliable super. A basic command grab super that does a lot of damage and it's also invincible. It doesn't give that much meter for ex moves and opponent can jump away from it after the super flash, meaning it can be dodged easily.

Super 2: Technically his best super. It gives him a lot of super meter for EX-moves, but the super itself can be quite unreliable. It's invincible on startup and can do decent damage, but the last hit of the super can miss even if the other hits of the super connect. You pick this super for the meter. Nothing else

Super 3: Gimmicky, easily reactable, gives no meter for EX-moves, it just sucks. Don't pick this.



Super Art I: Hyper Bomb	↻+P
Super Art II: Boomerang Raid	↻↻+P
Super Art III: Stun Gun Headbutt	↻↻+P

DUDLEY OVERVIEW

- If you were to open the dictionary and search for the word gentleman, you would find the picture of this fellow. Dudley is a boxer who focuses on rushdowning their opponents with fast and strong buttons. In addition he has a really strong combo and mixup game.
- Dudley can quite easily bring on the pressure with his great normal moves that can also be used for punishing the opponent on their mistakes.
- Due to being a boxer, Dudley is quick on his feet and he has an amazing walk speed and a really good dash.
- His mixups are strong and they can open the enemy quite well. His forward heavy kick is an overhead that can be comboed into either super 1 or 3 from a succesful hit.
- His rose taunt is a really good tool for making your opponent guess for your next approach when they are waking up.
- Dudley suffers a lot from long range. He has short attacks and technically no projectile. Yes he has good movement, but approaching can still be quite a hassle for Dudley.
- He has combos, but some of them can be quite difficult to pull off correctly
- Even despite these hiccups, Dudley is a really strong character in this game and you can see a lot of success with him. So if you want to fight like a true gentleman, pick up your boxing gloves, put up your dukes and pick Dudley as your character

Move Name	Input
Ducking/Ducking Straight/ Ducking Upper	↺+⬇, then 👊 or ⬇ or Nothing
Jet Upper	↺+👊
Machine Gun Blow	↺+👊
Cross Counter	↺+👊
Short Swing Blow	↺+⬇



Super 1: This is a decent middle ground between damage and utility. This does good damage, can be comboed into quite easily and gives decent amount of meter for EX-moves. Sometimes it might miss on aerial characters, but this is a solid super overall.

Super 2: Dudley's weakest super. It brings in the pain and can be used for punishing opponents mistakes, but it can't be that easily comboed into, has 1 long Meter meaning less EX-moves overall.

Super 3: Overall the best super Dudley has. It does a decent chunk of damage, quite easily added into many combos and it's quite hard for the opponent to punish. Also it has 3 meters which are short and quick to fill meaning, that you have plenty of these stored at any given time

Super Art I: Rocket Upper	↺↺+👊
Super Art II: Rolling Thunder	↺↺+👊 (TAP👊)
Super Art III: Corkscrew Blow	↺↺+👊

- The banned character of Super Turbo is finally released from his chains to wreck havoc on the battleground of 3rd Strike, although he is a little bit toned down compared to what he was in Super Turbo
- Akuma has a huge set of tool at his disposal. In addition to having Tatsu, Hadoken and Shoryuken like Ryu and Ken he also has a teleport in the form of Ashura Senku, a multihitting projectile in the form of Shakunetsu, air Hadokens and Hyakkishu also known as the demon flip, which sends Akuma into the air and has follow-up moves that are used for mixups.
- He also has big damage, good mobility in the form of his walk speed, dashes and demon flip and also 2 extra supers, that can be done when all of his super meters are filled.
- Akuma has few downsides to balance him out of the cast. 1. All of his supers give the same amount of meter. 2 He has no EX-moves so his meter is only used for supers. And lastly 3. He is made out of wet paper. Akuma deals a lot of damage, but also takes a lot of damage too. He has the worst defense out of everyone in the game and he also gets stunned really easily. Akuma demands perfection, because if you aren't playing perfectly, you're gonna die 1 thousand deaths.
- Akuma is still a really solid character with a lot of tools at his disposal. So if you are up for the task and need perfection in your way of fighting. Sell your soul to the devil and become the Raging Demon that is Akuma

A close-up illustration of the character M. Bison from the Street Fighter series. He has a large, muscular build, a stern expression, and a distinctive red, flame-like hairstyle. He is wearing a blue, torn garment and a necklace of large, dark, spherical beads.











Super 2: Does more damage than super 1, can be comboed the same way as super 1, but more risky, if the super is blocked.

Super 3: Does the most damage, but it is much harder to combo into and even more easily punishable, if it is blocked. The worst super he has.

Super Art I: Messatsu Gou Hadou	
Super Art I: Tenma Gou Zankuu	
Super Art II: Messatsu Gou Shoryu	
Super Art III: Messatsu-Gourasen	
Super Art III: Messatsu-GouSenpuu	
Max Super Art: Shungokusatsu	(Uses 2 bars)
Max Super Art: Kongou Kokuretsuzan	(Uses 2 bars)

ELENA OVERVIEW

- Elena is a rushdown oriented character, that uses her good poking normal attacks for a gameplan that switches between defensive and offensive more than any other character.
- Elena has some really strong EX-special moves that all have some use in combos. Usually as combo enders.
- Most of her normal attacks have a really good range that can be used to keep her opponents at bay.
- Her smooth animations might make some of her moves ambiguous as to how to block them properly and this can lead to mistakes from the opponent that Elena can exploit for her own good.
- Her supers are really good for any situations and can either compliment a more offensive or defensive playstyle.
- Elena is really meter hungry. She needs meter for her EX-moves and without it, she can really struggle in some situations. Her supers can also be quite easily parried and punished after.
- Her linear gameplan can make her be easily read and she has some combos that straight up won't work on some opponents.
- Even despite these flaws, Elena is a decent pick for players that want to easily switch between an oppressive and defensive gameplan and want to capitalize on their opponents mistakes.













Move Name	Input
Rhino Horn	 + 
Mallet Smash	 + 
Spin Scythe	 +  (Can be executed twice in a row)
Scratch Wheel	 + 
Lynx Tail	 + 



Super 1: Stocks up fast and has 3 uses, giving Elena a lot of meter to work with her EX-moves. The super itself works as a combo ender and as a way to punish opponents in the air. Sometimes it can miss in some combos and all the moves won't hit.













Super 2: Gives about the same amount of meter for EX-moves through the 2 slightly longer meters. It does more damage and allows for a really aggressive playstyle.

Super 3: This super puts Elena in a state where she heals herself for a little bit. It can be canceled for pressing either 2 punch or kick buttons. It gives the least amount of meter, making it suitable for a matchup where a more defensive gameplan is needed

Super Art I: Spinning Beat	 +  + 
Super Art II: Brave Dance	 +  + 
Super Art III: Healing	 +  +  (Cancel with   or  )

HUGO OVERVIEW

- This Andre the Giant look-alike hails from the Final Fight beat-em up series, which has a shared universe with Street Fighter. There he appeared as one of the enemies, but he has become playable in this game as the token big body grappler
- As a grappler, Hugo dishes out huge damage with his command grabs like Moonsault Press. He also has tools that allow him to get closer to the opponent and put some pressure on the opponent to make more mistakes that Hugo can use to steal rounds. Hugo also has the highest unbuffed health in the game, that he can also increase if you hold his taunt down, making him even more harder to kill. Some of his light buttons have really good range to poke the opponent.
- Hugo requires a lot of patience and knowledge about different characters to get through some of his harder matchups. He also has a limited use of some of his normal moves. Some are good and some are unusable in most situations. He also has some trouble against airborne opponents, due to him not really having a good answer against them.
- Hugo is a big mand and that makes him a slow man. He has trouble sometimes getting to his opponents and also he can be hit quite easily due to his size.
- Despite these flaws, Hugo can be a really strong and scary character in the right hands and if you put the time in to learn him. So if you want to make your opponent to explode with just few right guesses, then step in to the ring with Hugo

Move Name	Input
Shutdown Backbreaker	 + 
Ultra Throw	 + 
Moonsault Press	 + 
Meat Squasher	 + 
Giant Palm Bomber	 + 
Monster Lariat	 + 























Super 1: His most used super due to the sheer damage that it brings if it connects. It's a grab meaning it can't be blocked nor parried, but it can be dodge by just jumping over it. Use this to kill people and to eliminate their health bar.

Super 2: This super isn't that useful. Yes it does decent damage and it could be a decent answer for airborne opponents, but Hugo can be quite easily hit out of it making it less than desirable.

Super 3: The most versatile out of all the supers. This super can be used for combos or for EX-moves due to the large amount of meter and charges it brings. It can also be canceled, by holding the punch button down long enough, leading to some shenanigans.

Super Art I: Gigas Breaker	 +  + 
Super Art II: Megaton Press	 +  + 
Super Art III: Hammer Frenzy	 +  +  (Hold  to change timing)

- She has some big downsides to balance all these things out. She is quite fragile and boast some of the worst health in the game. While her normal attacks are fast, they are quite short and some important attacks can whiff crouching opponents. Her throw range also is quite bad, which decreases her all-around usefulness
- She is also quite meter hungry, needing her EX-moves in most of her important combos and she can struggle without meter for EX-moves. Lastly, you need to take a lot of risks when playing as her.

Move Name	Input
Raida	 + 
Kasumi Gake	 + 
Tsuji Goe	 + 
Kunai	  + 
Kubi Ori	 + 
Kazekiri	 + 
Hien	 + 
Tsumuji	 +  ( to attack low on last hit.  can be extended by pressing  when second kick ends)



Super 1: Super 1 is considered her best choice due to the amount of meter it gives her. The super itself is also decent. It's an air super that can deal decent damage when it hits and you can mash punch buttons to throw more shurikens and in turn deal more damage. It can also be used for mixups.

Super 2: A grab super that is her weakest choice, but it's still decent and it still does a little attack even when it misses

Super 3: A good super that is held back by the fact that it doesn't give Ibuki any meter for EX-moves that hinders her a lot. It is still a solid choice for Ibuki.

<p>Super Art I:</p> <p>Kasumi</p> <p>Suzaku</p>	
<p>Super Art II:</p> <p>Yoroi Dooshi</p>	
<p>Super Art III:</p> <p>Yami Shigure</p>	

MAKOTO OVERVIEW

- Makoto is quite unique even in this cast of colorful characters with varied playstyles. She is a pseudo-grappler with her focusing in getting the opponent hit with her Karakusa command grab, which then leads into high damage combos that also deal high stun damage.
- She has one of the best dashes in the game. It has a lot of startup, but moves her really far, is fast and even makes her able to dodge some high profile attacks. She also has attacks that move her forward quite far. And all of these are done to lead her to get in to grab range to land Karakusa.
- Due to her Karakusa, she has some quite scary mixups, with her overheads and attacks that she can feint. Also, all of her normal attacks have good range and can bring some great pressure to the opponent.
- She has some downsides. Especially her walkspeed. It is slowest in the game. This means that you have to commit to her other movement options leading to a linear offense that can lead her to be read quite easily. Some of the startup in her moves are also quite slow. She also doesn't have that many low and her not having a projectile can lead to her having problem in neutral.
- She is one of a kind character in this game with a really unique playstyle and some huge damage combos to boot. If you take the time to learn her uniqueness, you will have a nuclear bomb in the form of a human, who can stun characters with the greatest of ease. Also, she has a TOD

Move Name	Input
Karakusa	
Hayate	to charge, to cancel the charge)
Fukiage	
Oroshi	
Tsurugi	



Super 1: A good choice of super for beginners and a good super for both ending combos and getting out of tight spots.

Super 2: Technically Makoto's best super. It gives Makoto a lot of meter for using EX-moves and the super itself can be comboed into and you can combo after it. It's only problem that it requires a lot of good execution to utilize it to it's full potential. Also, it can lead into combos that can deal enough damage to kill any one of the cast. It's true btw, but it's fair because it's hard to do

Super 3: Makoto's weakest super, but it can still be utilized well. When activated, Makoto turns red and can deal even more damage and stun damage for 10 seconds. Only problem is that Makoto can't block in this state (she can parry tho). This super is pretty much the biggest win more super in the game.

Super Art I: **Seichusen**

Godanzuki



Super Art II: **Abare**

Tosanami













Super Art III: **Tanden**

Renki



Q OVERVIEW

- They really just named this guy after a letter. Unoriginal name aside, Q is a character that focuses in gameplan consisting of careful choices, keeping your head cool and becoming a literal walking brick wall. Despite this he isn't that strong of a character all things considered
- Q is a quite a simple character to learn with a pretty simple gameplan. He has decent normal attack and decent damage from it. His special also deal a nice amount of damage and he can approach with his Dashing special attacks. His command grab CnDB can bring some nice pressure to the opponent and from a succesful grab you can combo after it.
- Damage that he gets from Combos that use EX-moves and supers can deal a nice chunk of damage. All of his supers are also really useful for variety of situations and matchups.
- Q can become a walking wall that is hard to kill if he manages to taunt 3 times. After 3 taunts, he has the best defensive value out of all the cast and can be hard to kill.
- Q is quite slow and has hard timing confirming most of his normal attacks into supers and specials, limiting his combo game. His big size also makes it easier for some harder combos and juggles to hit. He also doesn't have any good mixups and he suffers in some matchups.
- Q is just okay. He lacks a lot in the departments that makes a character good in this game, but that doesn't mean he is bad. He can be quite the threat if the player knows all of his tricks and how to use them to their full potential. So if you want to become a walking wall that can even survive the hardest hitting combos, hit that stylish pose 3 times and become the mystery that is Q











Move Name	Input
Capture & Deadly Blow	 + 
Dashing Straight	 + 
Dashing Head Attack	 + 
Dashing Leg Attack	 + 
High Speed Barrage	 + 



Super 1: Q's best super. It's quite easy to cancel into in a combo, invincible on startup which you can use to get the opponent off you, gives a lot of meter to use in EX-moves alongside the super and it deals a nice chunk of damage when it hits. Also the fourth hit is a low that will sometimes catch beginners off-guard if they don't know about it (now they know tho, sorry not sorry)

Super 2: Q's second best super and the most damaging one. What you lack in the additional meter to use more EX-moves you gain in more damage and the ability to do combos after super 2 hits. It has less uses overall compared to super 1

Super 3: A gimmicky super that is subpar at best. When activated Q will go into a state where he gets 2 new special moves. One is a hitgrab that has a hard time of being comboed into and the second one is a command grab that is really slow. Pick this if you want to swag on your opponent.

Super Art I: Critical Combo Attack	 + 
Super Art II: Deadly Double Combination	 + 
Super Art III: Total Destruction	 + 
Super Art III: Total Destruction: Activate	During Total Destruction,  + 
Super Art III: Total Destruction: Danger	During Total Destruction,  + 

NECRO OVERVIEW

- I know this guy looks like a freak, but he brings out a good point about everybody in this games cast being little weirder than usual so don't judge him. Necro is still a little weird due to his unorthodox playstyle that he brings to the table that confuses the opponent as much as the necro player himself.
- He has normal attacks similar to Dhalsim. Meaning they are long. Like really loooong. This means he has a nice amount of long pokes against the opponent that he can use to keep the opponent away. He also has a divekick similar to Dhalsims, but a little more limited.
- He has suprisingly good damage and can easily stun people with his stunning (HAH) stun damage. He also has decent pressure against opponents in the corner and can utilize his decent mixup tools.
- While his buttons are long, they are pretty unsafe meaning, that he requires some tight spacing against his opponents. He also doesn't have that much health compared to the rest of the cast and he doesn't have that many good movement options outside of his divekick. Lastly his unorthodox playstyle might be hard to wrap your head around, if you are still a beginner to fighting games.
- Necro is little weird. His playstyle is weird, some parts of it don't match together that well, but he is still decent all things considered. If you want to space your opponents and wait for the right moment to strike and stun your opponents, then become a freak and pick Necro

Move Name	Input
Snake Fang	↺+⬮
Denji Blast	↺+👊 (TAP 👊)
Flying Viper	↻+👊
Rising Cobra	↻+⬮
Tornado Hook	↺+👊



Super 1: A good super for getting the opponent off. You can mash the punch button for more hits and to also to last longer. Due to it's variable timing, it can be quite hard for the opponent to punish it, even when it is baited. Only downside is that it doesn't give that much meter. Best for players that prefer a defensive playstyle.

Super 2: A command grab super that is kinda bad all things considered. Can be jumped over after the super flash, doesn't deal that much damage and it's best used as an anti-air due to it's invulnerability.

Super 3: Best super for Necro. Has the most meter out of all his supers meaning you can use EX-moves more, deal a decent amount of damage and a lot of stun damage and it can be used as a combo ender.

Super Art I: Magnetic Storm	↺↺↺+👊 (TAP 👊)
Super Art II: Slam Dance	↺↺↺+👊
Super Art III: Electric Snake	↺↺↺+👊

ORO OVERVIEW

- I know this guy looks like Joe Biden's long lost brother and is almost the same age as Joe Biden, but can we act civil about this? Anyway, Joe Biden is quite unique in this game. He employs a hit and run playstyle, focusing on testing the patience of everyone he fights against.
- Oro has some decent normal attacks with decent range that he uses to poke the opponent. His close medium punch is an attack that launches the opponent on hit which leads in to his most important combos. Oro also has unique movement options. He has a double jump that he can use to confuse the opponent with how he is going to land and use it for escaping from the opponent. His dashes are decent too.
- He also is quite weirdly sized. Meaning some combos that work on other characters, might not work on him or need a different timing to work correctly.
- His longest normal attacks are quite easy to punish due to the long time they take to recover. Also 2 of his best pokes can be punished on hit, if the opponent has a fast enough of a super. Also, most of his pokes are high, meaning that you can easily high parry most of them. He also doesn't have a forward throw. Both of his throws, switch sides. Lastly his most important combo takes some time to learn to and has tight execution
- Jo... I mean Oro is quite unique character with his hit and run playstyle. If you want to frustrate your opponent and want to learn a really unorthodox playstyle, then Oro is for you. He is not a good character for beginners though.

Move Name	Input
Niou Riki	
Nichirin Shou	
Oni Yanma	
Jinchuu Watari	
Hitobashira Nobori	

Super 1: This super puts him into a state that makes all of his punch buttons into command grabs. This limits Oro's combo potential a lot and isn't that good all things considered. The EX-version isn't that much better

Super 2: Quite a good super all things considered. Gives Oro meter for EX-moves and it's normal version is quite useful for mixing up your opponents. The EX-version is just Goku's spirit bomb

Super 3: What it lacks in meter, makes up for great utility. Oro summons 3 items that attack the opponent, when Oro hits them. This can be used for really strong pressure. EX-version brings 5 items instead of 3.



Oro is quite unique with his supers too. All of his supers have an EX-version which changes how the super functions. To do an EX-super just execute it like normal and press 2 punches after you do the motions.

Super Art I: Kishin Riki		then
Super Art I: Kishin Kuuchuu Jigoku Guruma		then
Max Super Art I: EX Kishin Riki		
Super Art II: Yagyuu Dama		
Max Super Art II: EX Yagyuu Dama		(Uses 3 bars)
Super Art III: Tengu Stone		
Max Super Art III: EX Tengu Stone		

REMY OVERVIEW

- Poor poor Remy. Technically he could be considered a good character, but the game itself is making sure he won't due to the system mechanics of the game and what that means for Remy.
- Remy is this game's main projectile zoner and he has both a projectile that hits mid and a projectile that hits low. This makes him a blend between Super Turbos Guile and Sagat with his projectile zoning. In addition, Remy has good options for dealing with airborne opponents, like Rising Rage Flash and some of his grounded and air normal attacks, he can be hard to approach at times.
- He also has really good pressure if Remy gets the opponent in to the corner, allowing him to pressure them with continuous projectiles and using his Cold Blue Kick to maintain it and also to get close to the opponent. Remy's movement is also decent, with a good dash and Cold Blue Kick allowing Remy to approach opponents in many different situations.
- You remember what I told you about parries sometime ago right? How they negate chip damage and won't give the opponent any meter if their special move is parried, right? Due to this reason Remy kinda is a bad character. Remy is a projectile character in a game where projectiles are weak due to parries. This makes Remy quite weak. It also doesn't help that he has both low health and stun bar, meaning that Remy can die quite fast and he doesn't do that much damage. Also Remy is quite difficult to learn.
- Still if you put in the effort you can learn how to deal with Remy's downsides and find a character that can frustrate the opponent with thousands of projectiles.

Move Name	Input
Light of Virtue	←HOLD →+P
Light of Virtue (low)	←HOLD →+K
Rising Rage Flash	HOLD →+K
Cold Blue Kick	↶+K



Super 1: This is a good super for keeping up the pressure. Remy Throws a bunch of projectiles and they deal a decent amount of chip damage. Also gives decent amount of meter to Remy.

Super 2: Remy's best super. It's good tool for ending combos and using it for getting the opponent off of you. Also gives a lot of meter, so you can use more of your EX-moves.

Super 3: No. Just no. Don't pick this. It sucks

Super Art I: Light of Justice	↶↶↶+P
Super Art II: Supreme Rising Rage Flash	↶↶↶+K
Super Art III: Blue Nocturne	↶↶↶+K

SEAN OVERVIEW

- Sean was originally created to be a character that experienced players picked as an hindrance to themselves so their unexperienced friends had a chance at winning against them in the first version of Street Fighter 3. Accidentally Capcom made him busted in the second version and he was one of the best characters in that version. So here comes the third version where Capcom made sure he was bad as possible
- Sean has ok damage in some of his normal attacks and he has some decent normal attacks. Also, he has some good movement and supers.
- Sean fucking sucks for many reasons. He almost has no combo game, some really bad special moves that are more of a hindrance to himself than his opponents, has trouble earning himself meter, you have to put in way too much effort to win, compared to other characters and oh yeah. His tatsu? YOU CAN PUNISH IT, IF IT HITS YOU! EVEN WHEN SEAN IS WINNING, HE IS LOSING!
- Sean sucks. I mean go ahead if you want to play him, but you better not come complaining to me if you lose, when playing as him.

Move Name	Input
Zenten	↺+P
Sean Tackle	↺+P (HOLD to tackle)
Dragon Smash	↻+P
Tornado	↺+K
Ryuubi Kyaku	↻+K



Super 1: Sean can't throw a hadouken without it being a super. But this is an okay combo tool I guess. Mostly used for ending combos. It gives okay meter for Sean to use.

Super 2: Similar to Akuma's super 2. Does decent damage and works well as a combo ender. Gives good meter

Super 3: This was busted in the second version, so it was nerfed to hell in this version. It's still good I guess, but it could be better

Super Art I: Hadou Burst	↺↺+P
Super Art II: Shoryuu Cannon	↺↺+P (TAP)
Super Art III: Hyper Tornado	↺↺+K

TWELVE OVERVIEW

- I guess his name is better than being just a single letter. This sperm cell looking idiot is Twelve and he is along with Sean, considered to be one of the worst characters in the game.
- He can't do any meaningful damage, he can't do almost any combos, he has awful normal attacks, he has low health and low stun bar meaning he dies easily, all of his supers are flawed, all of his specials are flawed and he can't even jump off a building to end his misery, because this idiot can fly for some reason.
- Twelve is also really hard. His gameplan is literally just hit and run. Gain a life lead and then try for a timeout, but this is hard to do, because let me remind you, TWELVE SUCKS!
- Some people have had success with Twelve, but don't bother. Just pick anybody else for a character that you want to learn. Every single other character in this game gains so much more, from so much less effort than Twelve.

Move Name	Input
Kokuu	<small>AIR</small> + ↵, ↵ or ↵, ↵
Wall Bounce	<small>AIR</small> ↵ Near wall during Kokuu
N.D.L.	↵ + ✊
A.X.E.	↵ + ✊ (TAP ✊)
Air A.X.E.	(<small>AIR</small> ↵) + ✊ (TAP ✊)
D.R.A.	<small>AIR</small> ↵ + 🌀



Super 1: His best super and it is ok. Good for ending combos and gives Twelve ok amount of meter.

Super 2: Worse than super 1. Gives less meter and harder to combo into. It deals more damage, but it isn't usually worth it to pick this over super 1

Super 3: Technically his best super, because you turn into your opponents character and you don't need to play Twelve anymore, but this state only lasts a little while, you can't use EX-moves and when turning back, Twelve can be easily hit and killed. Just don't pick this and don't pick Twelve

Super Art I: X.N.D.L.	↵ ↵ ↵ + ✊
Super Art II: X.F.L.A.T.	<small>AIR</small> ↵ ↵ ↵ + 🌀
Super Art III: X.C.O.P.Y.	↵ ↵ ↵ + ✊

URIEN OVERVIEW

- Urien is the most interesting character gameplay wise in this game. He might seem simple, but there is a lot more hiding under the hood of Urien. Add to that his Super 3, which is so good and integral to his gameplan that picking any other super is literally throwing with him.
- Urien is a deadly setup machine with his Super 3. AEGIS REFLECTOR. It puts a mirror on the screen that hurts the opponent if they are in contact with it. It also reflects projectile and glues together Urien's whole gameplan. His Super 3 also makes up most of Uriens combos and mixups too and most importantly...
- Urien has unblockables with his Super 3. Let's say that you put the super up when you are on the left side and then side switch (which is really easy with Urien's Violence Knee Drop and Dangerous Headbutt btw) and then attack the opponent on the right side while they are blocking the mirror coming from the left, they can't block both of the hits and then they eat the upcoming combo. These unblockable setups define Urien and is the reason why Urien is considered a really strong character. Pair this up with decent specials that you can use in combos and normal attacks, and you have a quite a scary character to fight against.
- There is 1 big downside to this. Urien is pretty hard character to fully master. You can do fine with the basics, but to get most out of his kit, you need to put in the hours, days, months even years to fully become great with him.
- Despite this, you can still go far with the basic of Urien. If you want a character, with a really high skill ceiling and a pretty basic and clear gameplan, then flex your clothes off and pick Urien.

Move Name	Input
Metallic Sphere	↻+👊 (🔌 to charge)
Chariot Tackle	↻HOLD↻+👊
Violence Knee Drop	HOLD↻+👊
Dangerous Headbutt	HOLD↻+👊



Super 1: No
Super 2: You lose
Super 3:



Super Art I: Tyrant Slaughter	↻↻+👊
Super Art II: Temporal Thunder	↻↻+👊
Super Art III: Aegis Reflector	↻↻+👊

YANG OVERVIEW

- Younger of the Lee twins, Yang is a simple character that focuses on pressuring the opponent with his Tourou Zan which is a slash attack that can be repeated 2 more times after the first one. He focuses on getting close to the opponent, getting a hit in and then confirming that hit into a full Tourou Zan
- Yang has good movement options, like a fast dash and backdash, decent walkspeed, a dive kick which can also be used for mixing the opponent up on their wake up and lastly a command dash in the form of Kaihou.
- He can easily bring the opponent in to the corner with his combos and then bring on the pressure in the corner. His other specials are also really good. Senkyuutai is just okay, but Byakko Soushouda is a really strong attack that you can use to pressure the opponent and it's disjoints allow you to get hits on the dumbest of things. Zenpou Tenshin is a grab that allows you to side switch and then combo after.
- Yang uses the meter for EX-moves a lot. His EX-Tourou Zan is a really important tool in his toolkit and he lacks a lot in damage without the meter for it. He also has low health and lacks in any meaningful damage. His normal attacks are either quick and short or long and slow. They are ok, but could be better
- Yang is still a really strong character with some really strong tools to utilize. If you want a simple rushdown character with a straight gameplan, then get wack hairdo and pick Yang.

Move Name	Input
Tourou Zan	↻+👊 (Can be performed 3 times)
Senkyuutai	↻+👊
Byakko Soushouda	↻+👊
Fake Byakko Soushouda	↻+👊
Zenpou Tenshin	↻+👊
Kaihou	↻+👊



Super 1: A good super for dealing some huge damage and getting the opponent off of you, but it only gives 1 long meter and limits Yang's use of EX-moves

Super 2: Yang's best super due to giving him the most amount of meter for EX-moves. The super itself is good for ending combos and deals ok damage. It can also be used to get the opponent off of you.

Super 3: When activated, Yang goes into a state where 2 shadows follow every single of his moves that you do with him. It can bring in some pressure and nasty setups, but due to the short meter it's a double edged sword

Super Art I: Raishin Mahha Ken	↻↻+👊
Super Art II: Tenshin Senkyuutai	↻↻+👊
Super Art III: Sei'ei Enbu	↻↻+👊

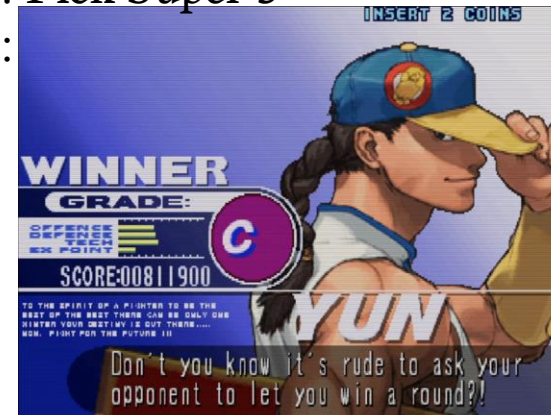
YUN OVERVIEW

- I ain't going to sugar coat it. Yun is the King of this game. With the best super in the game in the form of Genei-jin, high damage, great movement and just being a general menace, Yun is a force of nature that is almost impossible to stop.
- Yun's special a good. Zempou Tenshin and Kobokushi are the same as his younger brothers, but he gets more use out of them. He also has a good way to get opponents out of the air with his Nishoukyaku, his Zesshou Hohou can get in quite easily and his Tetsuzanko launches the opponent on hit and you can combo after it.
- Yun has some really strong movement in the form of some of his specials, fast walkspeed, great super jump and a divekick. He also has solid mixups that he can abuse with his divekick and also with his universal overhead and command overhead in the form of Forward medium kick.
- Yun is already strong, but he is completely busted due to his Super 3 Genei-jin. Genei-jin puts Yun in a state where all of his normal moves change. They become faster and he can freely cancel them into each other. He also can juggle opponents infinitely until the super ends. He also has a lot of pressure in this state and he quite literally can't be contested when he is in this state. Also due to the short super meter, he can fill it quite fast, meaning he can activate Genei-jin many times during the round. He doesn't get to use any EX-moves, but he doesn't need them. Even without Genei-jin he is already pretty strong.
- Sure, he has low health, pretty short normals and he is pretty hard, but he can just win. If you are willing to put in the time to win 90% of the time, start playing Yun.

Move Name	Input
Zempou Tenshin	↺+⬅
Kobokushi	↺+👊
Fake Kobokushi	↺+👊+Z
Zesshou Hohou	↺+👊
Tetsuzanko	↺+👊
Nishoukyaku	↺+⬅











Super 1: Pick Super 3
 Super 2: Pick Super 3
 Super 3:



Super Art I: You-hou	↺↺+👊
Super Art II: Sourai Rengeki	↺↺+👊
Super Art III: Genei-jin	↺↺+👊

CHUN-LI OVERVIEW

- Yun might be the best, but he needs some training to win a lot. But with Chun-Li you only need to train for 2 hours to understand and learn all that you need with her and then get a win at EVO.
- Chun-Li plays a really defensive playstyle. She is a monster at approaching the opponent and has some quick and suprisingly long normal attacks that can quite easily pressure the opponent to just keep blocking. She can go on the offensive and make the opponent choose to either block or try to tech the upcoming throw. Also her throw can have some really stupid range.
- She also has some really good movement. She has a really fast walkspeed and a really great dash, good jump and even a wall jump. She also can dodge quite a lot of things, when she is crouching. YES! By just crouching some moves can't hit her at all, meanwhile she sure as shit can hit you.
- But one of her scariest tools in her kit is her Super 2. Houyoku Sen. This super does a lot of damage, can be used for ending combos, punishing whiffed attacks, you can use it to get the opponent off of you, it is hard to punish even when blocked, it can be cancelled into a superjump and continue the combo after the last hit of it and then keep on the pressure when the opponent lands on the ground again. Also it can chip people quite easily if they are low health meaning, either you jump over this super if you know that it is coming or channel your inner Daigo Umehara and try to parry all the attacks, which is quite hard. Also this super gives most meter for EX-moves.
- Her only weaknesses are a little lower health than most of the cast, not that much tools for trying to get airborne opponents and her having problems with some combos if she doesn't have any meter for EX-moves which is rare.
- If you want to win by not doing much at all, pick Chun-Li

Move Name	Input
Kikoken	 + 
Hazanshu	 + 
Spinning Bird Kick	 + 
Hyakuretsu Kyaku	 + 



Super 1: Go a little forward

Super 2:



Super 3: Go back a little

Super Art I: Kikou Shou	  
Super Art II: Houyoku Sen	  
Super Art III: Tensei Ranka	  

Super Art I: [Kikou Shou](#)

Super Art II: Houyoku Sen

Super Art III: Tensei Ranka