

GAMESPOT game guide

Street Fighter IV



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General Tips

Even if you're new to Street Fighter, you're probably familiar with the basic goal: attack your opponent until he's no more. But there are several layers to the gameplay that add much depth and strategy to this very basic goal.

The Basics

The core of Street Fighter is based around its eight-directional joystick and six-button control scheme. The joystick controls moving forward and back, jumping (up), and crouching (down). In addition, it also allows you to block by pressing away from your opponent during an attack, while either standing or crouching. The buttons each control punches and kicks at varying strength: light, medium, and heavy (the stronger the attack, the slower it is). Of course, there's much more to Street Fighter than just six attacks--by combining directions on the control stick with a series of character-specific button presses, various special moves can be performed--check out our complete "Move List" for each character for a complete rundown of their attacks.

In addition, several other attacks can be performed by tapping two buttons simultaneously, such as grabs (tapping both Light Attack buttons) or Focus Attacks (pressing both Medium Attack buttons).

Grabs & Throwing

As mentioned, grabbing an opponent is as simple as pressing both Light Attack buttons simultaneously while next to them. In addition, you can throw your opponent either forward or backward depending on which way you tilt the joystick. Although throws don't inflict much damage in and of themselves, they are unblockable and can be a great opening for combos, as your opponent will be briefly stunned afterward. However, if you find yourself on the receiving end of a grab attempt, quickly perform a grab of your own to counter, causing you both to "bounce" apart, providing some much needed distance.

Super & Ultra Combos

You'll find two meters at the bottom of the screen. The blue one is for "Super Combos," while the circular red one is for "Ultra Combos." By landing attacks on your opponent, the "Super Meter" begins to fill, whereas the "Ultra Meter" (otherwise known as the "Revenge Gauge") fills by either inflicting or taking damage. Once either meter is full, you can perform the respective combo--check out our Move Lists for each character to learn how. What's the difference between the two? Ultra Combos are slightly more complex, but more powerful, and very stylish looking.

Focus Attacks

Focus Attacks are a brand new addition to Street Fighter 4. They can be activated at almost any time and allow you to absorb one attack (although the attacks still inflict damage), then immediately counter with one of your own. Here's how it works: Press and hold the Medium Punch + Medium Kick buttons simultaneously to assume the "focus attack" stance. When in this state, you can absorb up to one attack--any more than that will break your stance. Also, throws and "armor break" attacks cannot be absorbed. Following this, you can then unleash your "focus attack" by releasing both buttons--the strength of this attack increases depending on how long you held both buttons. If you charge the attack long enough (about a

second), it will actually knock your opponent to the ground, allowing you to follow-up with a free hit. However, if you charge the attack to maximum power (about two seconds) the attack will become unblockable, and will automatically be unleashed.

As mentioned, even though you can absorb an attack during the "Focus Attack" stance, it still causes damage. However, you will regain health as long as you land the Focus Attack. Furthermore, you can cancel a Focus Attack by dashing in either direction (that is, tapping left or right twice quickly), which can be useful for combos.

Focus Attacks & Combos

Another feature of Focus Attacks is their ability to be used in conjunction with Special Moves, resulting in new kinds of chains and combos. At any time during most Special Moves, you can cancel that attack, and go right into a Focus Attacks. From that point, you can then cancel the Focus Attack using a forward dash, and launch into an entirely different attack, enabling new types of combos.

Super Armor & Armor Break Attacks

"Super Armor" refers to any move that allows you to absorb a single attack, such as Focus Attacks and many moves with "EX" variations (as denoted in our Move List). However, even Super Armor attacks aren't immune to everything, as each character has several attacks with Armor Breaking properties. For a complete list, please consult our Move List for each character.

Taunts

Oh, and did we mention you can taunt your opponent? Simply tap both Heavy Punch + Heavy Kick at the same time to strike fear into the heart of your foe.

Character Profile: Abel



This fighter doesn't let a pesky thing such as amnesia get in the way of beating on people.

Normal Throw

Drop Throw
(near opponent) → or N + LP-LK

Pincer Throw
(near opponent) ← + LP-LK

Unique Attack

Forward Kick
→ + MK

Special Move

Change of Direction
↓→ (roll) + P

Second Mid
→ + P (while changing direction)

Second Low
→ + K (while changing direction)

Finish Mid
→ + P (after Second Mid or Second Low hit)

Finish Low
→ + K (after Second Mid or Second Low hit)

Wheel Kick
↓← (roll) + K

Marseilles Roll
↓→ (roll) + K

Falling Sky
↓→ (roll), ↓→ (roll) + P

Ultra Combo
↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: Akuma



His lust for power caused him to lose all compassion, making him a particularly dangerous adversary.

Normal Throw

Goshoha
(near opponent) → or N + LP-LK

Syuretto
(near opponent) ← + LP-LK

Zugaihasatsu
→ + MP

Tenmakujinkyaku
(at top of forward jump arc) ↓ + MK

Special Move

Gohadoken
↓→ (roll) + P

Shakunetsu Hadoken
→↓← (roll) + P

Zanku Hadoken
(in air) ↓→ (roll) + Punch

Goshoryuken

→↓→ (roll) + P

Tatsumaki Zankukyaku

↓← (roll) + K

Airborne Tatsumaki Zankukyaku

(in air) ↓← (roll) + K

Hyakkisu

→↓→ (roll) + K

Hyakki Gozan

No Input (during Hyakkishu)

Hyakki Goshō

P (during Hyakkishu)

Hyakki Gojīm

K (during Hyakkishu)

Hyakki Gosai

LP-LK (during Hyakkishu)

Ashura Senku

→↓→ (roll) or ←↓← (roll) + P, P, P or K, K, K

Super Combo

Raging Demon

LP, LP, →, LK, HP

Ultra Combo

Wrath of the Raging Demon

LP, LP, ←, LK, HP

Character Profile: Balrog



Working for whoever pays him the most, expect no mercy during your brawl.

Normal Throw

Head Bomber
(near opponent) ← + LP-LK

Lever Break
(near opponent) ← + LP-LK

Special Move

Dash Straight (EX)
←(charge)→ + P

Dash Upper (EX)
←(charge)→ + K

Dash Low Straight (EX)
←(charge)• + P

Dash Low Smash (EX / Armor Break)
←(charge)• + K

Dash Swing Blow (EX / Armor Break)
←(charge)• + P (Hold)

Buffalo Head (EX)
↑(charge)↓ + P

Turn Punch (Armor Break)
(charge and release) P, P, P or K, K, K

Super Combo

Crazy Buffalo(Armor Break)
←(charge)→, ← → + P or K

Ultra Combo

Violent Buffalo (Armor Break)
←(charge)→, ← → + P, P, P or K, K, K

Character Profile: Blanka



It's not easy being green, as this child of the jungles of Brazil can attest to.

Normal Throw

Wild Fang
(near opponent) → or N +LP-LK

Jungle Wheel
(near opponent) ← + LP-LK

Unique Attack

Rock Crusher
(near opponent) → or ← + MP

Amazon River Run
• + HP

Surprise Forward
→ + K, K, K

Surprise Back
← + K, K, K

Coward Crouch
Hold ↓ + P, P, P

Special Move

Rolling Attack (EX / Armor Break)
←(charge)→ + P

Backstep Roll (EX)
←(charge)→ + K

Vertical Roll (EX)
↑(charge)↓ + K

Electric Thunder (EX)
P (repeatedly)

Super Combo

Ground Shave Roll
←(charge)→, ← → + P (Hold P to change dash timing)

Lightning Cannonball

Lightning Cannonball
←(charge)→, ← → + P, P, P (hold P, P, P to change dash timing)

Character Profile: Cammy



Though trained to be an assassin, she left that life behind as a distant memory to focus on the tournament.

Normal Throw

Hooligan Suplex
(near opponent) → or N + LP-LK

Frankensteiner
(near opponent) ← + LP-LK

Flying Neck Breaker
(in air, near opponent) LP-LK

Special Move

Cannon Spike (EX)
→↓→ (roll) + K

Spiral Arrow (EX)
↓→ (roll) + K

Quick Spin Knuckle (EX / Armor Break)
→↓← (roll) + P

Hooligan Combination (EX)
••• (roll), + P

Razor's Edge Slicer

Nothing (no input after Hooligan Combo)

Fatal Leg Twister

LP-LK (After Hooligan Combo, near opponent)

Crossed Scissors

LP-LK (after hooligan combo, near opponent in air)

Cannon Strike (EX)

(while jumping forward) ↓← (roll) + K

Super Combo

Super Combo

↓→ (roll), ↓→ (roll) + K

Ultra Combo

↓→ (roll), ↓→ (roll) + K, K, K

Character Profile: Chun-Li



Motivated by her father's death, Chun-Li is committed to finding out who was responsible.

Normal Throw

Koshuto
(near opponent) → or N + LP-LK

Kirinshu
(near opponent) ← + LP-LK

Ryuselraku
(in air, near opponent) LP-LK

Unique Attack

Kakurkyakuaku
• + HK

Rear Spin Kick
• + LK

Kakusenshu
→ + MK

Kintekishu
← + MK

Tenkukyaku
MK (during Kintekishu attack)

Tenshyokyaku
↓↑ + MK (during Tenkukyaku attack)

Yosokyaku
(during jump) ↓ + MK (can be performed three times sequentially)

Wall Jump
(mid-jump, by wall) •

Target Combo

Target Combo
HP, HP (angled jump)

Special Move

Hyakuretsukyaku (EX)
K (repeatedly) Kikoken (EX)
←(charge)→ + P

Hazanshu (EX)
→↓← (roll) + K

Spinning Bird Kick (EX / Armor Break)
↓(charge)↑ + K

Super Combo

Senretsukyaku
←(charge)→, ← → + K

Ultra Combo

Hosenka (Armor Break)
←(charge)→, ← → + K, K, K

Character Profile: C.Viper



Crimson Viper likes to bend the rules, as evidenced by her donning a special suit which grants her abilities her opponents lack.

Normal Throw

Ab Fitness
(near opponent) → or N + LP, LK

Temple Massage
(near opponent) ← + LP-LK

Unique Attack

Viper Elbow
→ + MP

Double Kick
→ + HK

High Jump
↓↑

Special Move

Thunder Knuckle (EX / Armor Break)
↓← (roll) + P (cancel with P, P)

Burning Kick (EX)

↓← (roll) + K (work in air too)

Seismic Hammer (EX)

→↓→ (roll) + P (cancel with PP)

Super Combo

Emergency Combination

↓→, ↓→ + P

Ultra Combo

Burst Time (Armor Break)

↓→, ↓→ + P, P, P

Character Profile: Dan



This egotistical fighter is involved in the tournament for one thing and one thing only:
Demonstrate to the world how awesome he is.

Normal Throw

Gado Thrust
(near opponent) → or N + LP-LK

Saikyo Haralgoshi
(near opponent) ← + LP-LK

Unique Attack

Jumping Taunt
(in air) HP-HK

Ducking Taunt
↓ + HP-HK

Special Move

Gadoken (EX)
↓→ (roll) + P

Koryuken (EX)
→↓→ (roll) + P

Dankukyaku (EX / Armor Break)

↓ ← (roll) + K

Airborne Dankukyaku (EX)

(in air) ↓ ← + K

Super Combo

Hissho Buralken

↓ → (roll), ↓ → (roll) + P

Legendary Taunt

↓ → (roll), ↓ → (roll) + HP-HK

Ultra Combo

Shisso Buralken

↓ → (roll), ↓ → (roll) + P, P, P

Character Profile: Dhalsim



Perhaps best known for his stretchy limbs, this long-range fighter is actually a teddybear at heart, wearing the skulls of fallen children around his neck in remembrance of the challenges they faced.

Normal Throw

Yoga Smash
(near opponent) → or N + LP-LK

Yoga Throw
(near opponent) ← + LP-LK

Unique Attack

Yoga Spear
(in air) ↓ + K

Yoga Mummu
(in air) ↓ + HP

Yoga Tower
↓ + P, P, P

Special Move

Yoga Fire (EX)
↓→ (roll) + P

Yoga Flame (EX / Armor Break)

→↓← (Roll) + Punch

Yoga Blast (EX)

→↓← (Roll) + Kick

Yoga Teleport

→↓→ (roll) or ←↓← (roll) + P, P, P or K, K, K

Super Combo

Yoga Inferno

↓→ (roll), ↓→ (roll) + P

Ultra Combo

Yoga Catastrophe

↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: EHonda



Motivated by the world's disinterest in his home country's favorite sport, EHonda wants to bring sumo wrestling to the masses, using the tournament as a conduit.

Normal Throw

Sabaori
(near opponent) → or N + LP-LK

Rice Bale Throw
(near opponent) ←+LP-LK

Unique Attack

Shikofumi
• + HK

Target Combo

Target Combo
(near opponent) MP, • + HK

Special Move

Hundred Hand Slap (EX)
P (Repeatedly)

Sumo Headbutt (EX / Armor Break)

←(charge)→ + P

Sumo Smash (EX)

↑(charge)↓ + K

Olcho Throw (EX)

→↓← (roll) + P

Super Combo

Super Killer Head Run

←(charge)→, ← → + P

Ultra Combo

Ultimate Killer Head Ram (Armor Break)

←(charge)→, ← → + P, P, P

Character Profile: El Fuerte



Though an aspiring chef, El Fuerte is taking a break to focus on turning his opponents into mincemeat.

Normal Throw

Tepache Bomb
(near opponent) → or N + LP-LK

Chili Mecixano
(near opponent) ← + LP-LK

Sky Sorpresa Drop
(in air, near opponent) LP-LK

Unique Attack

Wall Jump
(mid-jump, near wall) • (Tostada Press, MP or Fajita Buster, HP just after the wall jump)

Shower Kick
→ + MK

Target Combo

Target Combo
(far from opponent) MK, MK

Special Move

Habanero Dash (EX)

↓→ (roll) + P + Any button for one of six attacks (depends on button)

Habanero Back Dash (EX)

↓← (roll) + P + Any button for one of six attacks (depends on button)

Quesadilla Bomb (EX / Armor Break) K (charge and release)

Guacamole Leg Throw (EX)

↓→↓ (roll) + K

Super Combo

El Fuerte Dynamite

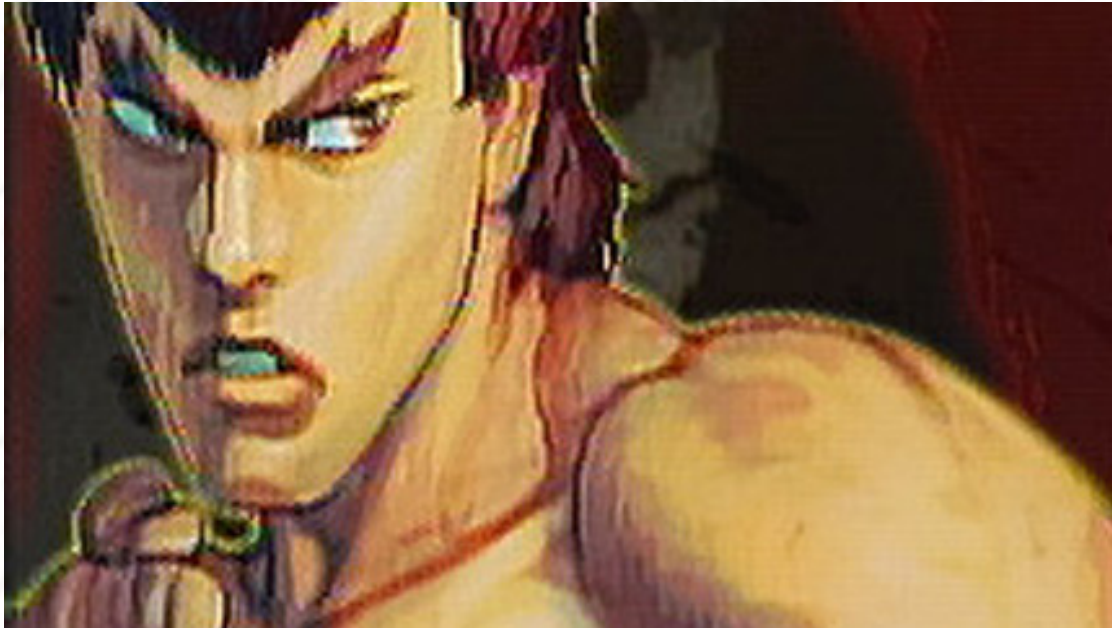
↓→ (roll), ↓→ (roll) + K

UltraCombo

El Fuerte Flying Giga Buster

↓→ (roll), ↓→ (roll) + K, K, K

Character Profile: FeiLong



This full-time actor is in search of answers when he learned his latest film project made not be released. What a primma donna!

Normal Throw

Shushugai
(near opponent) → or N + LP-LK

Tenshou Tousalkyaku
(near opponent) ← + LP-LK

Unique Attack

Chokkarakusho
→ + MK

Engejkshu
→ + HK

Special Move

Rekkaken (EX)
↓→ (roll) + p

Shienkyaku (EX)
←↓← (Roll) + K

Rekkukyaku (EX / Armor Break)

••• (roll), + K

Tenshin (EX)

→↓ ←(roll) + K

Super Combo

Rekkashinken

↓→ (roll), ↓→ (roll) + P

Ultra Combo

↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: Gen



Despite his age, he still packs a punch thanks to his strong assassination skillset.

Normal Throw

Shuraku
(near opponent) → or N + LP-LK

Hozen
(near opponent) ← + LP-LK

Unique Attack

Change Style
Crane K, K, K

Special Move

Hyakurenko (EX / Armor Break)
P (repeatedly)

Gekiro (EX)
→↓→ (roll) + K (press K after hit for follow-up)

Super Combo

Zan'el (Armor Break)

↓→, ↓→ + P

Ultra Combo

Zetsuel

↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: Gouken



Brother to Akuma, these two have a long-lasting rivalry that have led both to the tournament in order to finally proof who's the best.

Normal Throw

Raikotokyaku
(near opponent) → or N + LP-LK

Amaoroshi
(near opponent) ← or N + LP-LK

Unique Attack

Sakotsukudaki
→ + MP

Tenmakujinkyaku
(at top of forward jump arc) ↓ + MK

Special Move

Gohadoken (EX)
↓→ (roll) + P (hold P to change level)

Senkugoshoha (EX, Amor Break)
→↓→ (roll) + P

Tatsumaki Gorasen (EX)

↓ ← (roll) + K

Airborne Tatsumaki Senpukyaku (EX)

(in air) ↓ ← (roll) + K

Hyakkishu (EX)

→ ↓ → (roll) + K

Hyakki Gozan

No Input (during Hyakkishu)

Hyakki Goheki

P (during Hyakkishu)

Hyakki Gojin

K (during Hyakkishu)

Hyakki Gosai

LP-LK (during Hyakkishu)

Kongoshin (EX, Armor Break)

← ↓ ← (roll) + P or K

Super Combo

Forbidden Shoryuken (Armor Break)

↓ → (roll), ↓ → (roll) + P

Shin Shoryuken (Armor Break)

↓ → (roll), ↓ → (roll) + P, P, P

Character Profile: Guile



This fighter is actively looking to scrounge up anything on M.Bison, who killed his best friend.

Normal Throw

Dragon Suplex
(near opponent) → or N + LP-LK

Judo Throw
(near opponent) ← + LP-LK

Flying Mare
(in air, near opponent) → or N + LP-LK

Flying Buster Drop
(in air, near opponent) ← LP-LK

Unique Attack

Straight Chop
→ +MP

Spinning Back Knuckle
→ + HP

Kneww Bazooka
→ or ← + LK

Rolling Sobat

→ or ← + MK

Reverse Spin Kick
(near opponent) → or ← + HK

Guile High Kick
• + HK

Target Combo

Target Combo
(while crouching) MK, → + MP

Special Move

Sonic Boom (EX)
←(charge)→ _ P

Flash Kick (EX / Armor Break)
↑(charge)↓ + K

Super Combo

Double Flash
•(charge) ••(roll) • + K

Ultra Combo

Flash Explosion
•(charge) ••(roll) • + K, K, K

Character Profile: Ken



Ken simply couldn't avoid entering the tournament when his best friend, Ryu, challenged him to a friendly duel.

Normal Throw

Shoulder Throw
(near opponent) → or N + LP-LK

Hell Wheel
(near opponent) ← + LP-LK

Unique Attack

Inazuma Kicj
← + MK

Forward Step Kick
→ MK

Thunder Kick
→ +HK (Hold HK for feint)

Target Combo

Target Combo
(near opponent) MP, HP

Special Move

Hadoken (EX)

↓→ (roll) + P

Shoryuken (EX)

→↓ (roll) + P

Tatsumaki Senpukyaku (EX / Armor Break)

↓← (roll) + K

Airborne Tatsumaki Senpukyaku (EX)

(in air) ↓← (roll) + K

Super Combo

Shoryureppa

↓→ (roll) + ↓→ (roll) + P

Ultra Combo

Shinryuken (Armor Break)

↓→ (roll) + ↓→ (roll) + P, P, P

Character Profile: M.Bison



This fighter holds the distinct honor of having died once before...with an opponent this committed, it's best to watch your back during the battle. %>

Normal Throw

Deadly Throw
(near opponent) → or N + LP-LK

Death Tower
(near opponent) ← + LP-LK

Hell Attack
(during angled jump) MP, MP

Special Move

Psycho Crusher (EX / Armor Break)
←(charge)→ + P

Double Knee Press (EX)
←(charge)→ + K

Head Press (EX)
↑(charge)↓ + K

Somersault Kull Diver (EX)
P (after Head Press)

Devil Reverse (EX)

↑(charge)↓ + P, P

Bison Warp

→↓→ (roll) or ←↓← (roll) + P, P, P or K, K, K

Super Combo

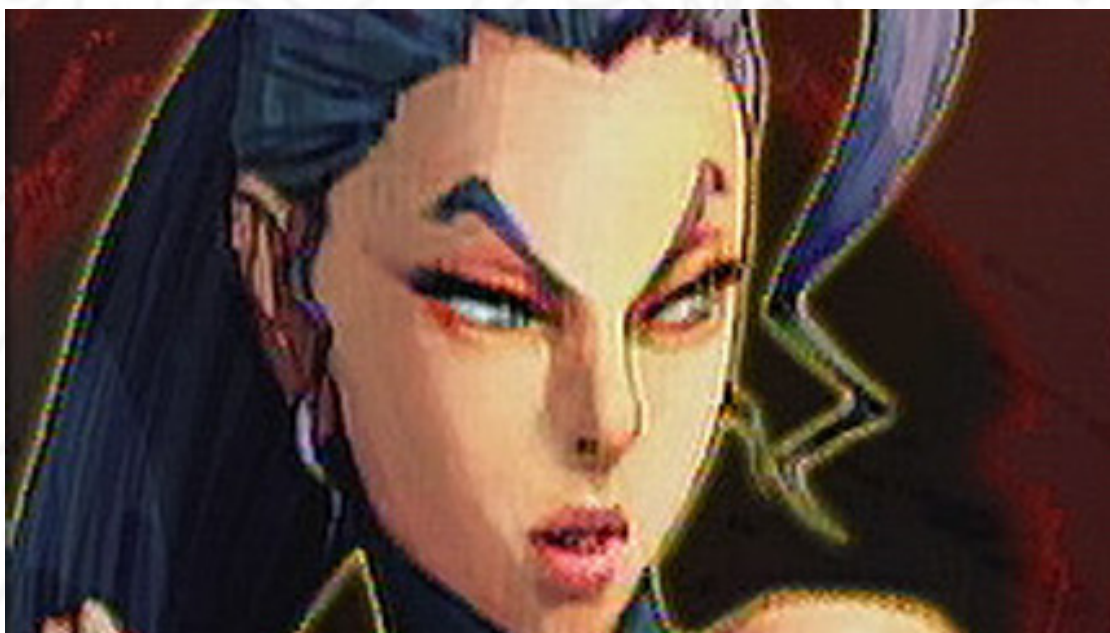
Knee Press Nightmare

←(charge)→, ← → + K

Nightmare Booster

←(charge)→, ←→ + K, K, K

Character Profile: Rose



Rise is the yin to Bison's yang. Bison briefly took control of her body while awaiting resurrection, though she has no recollection of what he did during his time in control.

Normal Throw

Soul Fall
(near opponent) → or N + LP-LK

Soul Loop
(near opponent) ← + LP-LK

Unique Attack

Slide
• + MK

Soul Piede
→ + HK

Special Move

Soul Spark (EX)
←↓→ (roll)

Soul Spiral (EX, Armor Break)
↓→ + K

Soul Reflect (EX)

↓← (roll) + P

Soul Throw (EX)

→↓→ (roll) + P

Super Combo

Aura Soul Spark

→↑ (roll), →↑ (roll) + P

Ultra Combo

Illusion Spark (Armor Break)

↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: Rufus



Rufus is a walking embodiment of all that is wrong with America. His massive weight lends much power to his move set, so watch out.

Normal Throw

Head Bazooka
(near opponent) → or N + LP-LK

Hand Machinegun
(near opponent) ← + LP-LK

Unique Attack

Vulture Kick
→ + MK

Glory Kick
• + MK

Fragrance Palm
→ + HP

Falcon Kick
(in air) • + MK

Target Combo

Target Combo
(near opponent) LK, HK

Special Move

Messiah Kick (EX / Armor Break *LK only)
↓→ (roll) + LK or MK or HK

Galactic Tornado (EX / Armor Break)
↓→ (roll) + P

Snake Strike (EX)
→↓→ (roll) + P

Super Combo

Spectacle Romance (Armor Break)
↓→, ↓→ + P

Ultra Combo

Space Opera Symphony (Armor Break)
↓→, ↓→ + P, P, P

Character Profile: Ryu



Ryu's commitment to mastering his fighting style is the sole motivation he needs to enter the tournament.

Normal Throw

Shoulder Throw
(near opponent) → or N + LP-LK

Somersault Throw
(near opponent) ← + LP-LK

Unique Attack

Collarbone Breaker
→ + MP

Solar Plexus Strike
→ + HP

Special Move

Hadoken (EX)
↓→ (roll) + P

Shoryuken (EX)
→↓→ (roll) + Punch

Tatsumaki Senpukyaku (EX / Armor Break)

↓← (roll) + K

Airborne Tatsumaki Senpukyaku (EX)

(in air) ↓← (roll) + Kick

Super Combo

Shinku Hadoken

↓→ (roll) + ↓→ (roll) + P

Ultra Combo

Metsu Hadoken

↓→ (roll) + ↓→ (roll) + P, P, P

Character Profile: Sakura



This teen entered the tournament after being inspired when her hero, Ryu, became the first World Warrior Tournament.

Normal Throw

Sailor Shot
(near opponent) → or N + LP-LK

Choba Throw
(near opponent) ← + LP-LK

Unique Attack

Flower Kick
→ + MK

Special Move

Hadoken (EX)
↓→ (roll) + P (hold P to charge)

Shouoken (EX)
→↓→ (roll) + P

Shunpukyaku (EX / Armor Break)
↓ ← + K

Airborne Shunpukyaku (EX)
(in air) ↓ ← + K

Sakura Otoshi (EX)
→ ↓ → (roll) + K (press P up to 3 times after hit for follow-ups)

Super Combo

Haru Ichiban
↓ ← (roll), ↓ ← (roll) + K

Ultra Combo

Haru Ranmam (Armor Break)
↓ ← (roll), ↓ ← (roll) + K, K, K

Character Profile: Sagat



Having lost to Ryu years before, he enters the tournament committed to proving his mettle by finally defeating his opponent once and for all.

Normal Throw

Tiger Rage
(near opponent) → or N + LP-LK

Tiger Carry
(near opponent) ← + LP-LK

Unique Attack

Heavy Tiger Elbow
→ + HP

Low Step Kick
→ + LK

High Step Kick
→ + HK

Fake Kick
(begin with standing HK) HK

Special Move

High Tiger Shot (EX)

↓→ (roll) + P

Low Tiger Shot (EX)

↓→ (roll) + K

Tiger Uppercut (EX)

→↓→ (roll) + Punch

Tiger Knee Crush (EX / Armor Break)

→↓→ (roll) + K

Super Combo

Tiger Genocide

↓→ (Roll), ↓→ (Roll) + K

Ultra Combo

Tiger Destruction

↓→ (Roll), ↓→ (Roll) + K, K, K

Character Profile: Seth



Seth makes steroids look like child's play, having used his companies experimental combat technologies to enhance his very own body.

Normal Throw

Genocide Shot
(near opponent) → or N + LP-LK

Death Throw
(near opponent) ← + LP-LK

Unique Attack

Yosokyaku
(while jumping) ↓ + MK (can be performed three times in sequence)

Tenmakujinkyaku
(at top of forward jump arc) ↓ + HK

Wall Jump
(mid-jump, near wall) •

Special Move

Sonic Boom (EX)
↓→ (roll) + P

Shoryuken (EX)

→↓→ + P (can be performed three times in sequence)

Hyakuretsukyaku (EX / Armor Break)

↓← (roll) + K

Tanden Engine (EX)

↓← + P (EX uses half of S.C. Gauge / EX Tanden Engine)

Spinning Piledriver (EX)

→↓ ←↑ (Full Circle) + P

Yoga Teleport

→↓→ (roll) or ←↓← (roll) + P, P, P or K, K, K

Super Combo

Tanden Storm

↓→ (roll), ↓→ (roll) + P

Ultra Combo

Tanden Stream

↓→ (roll), ↓→ (roll) + P, P, P

Character Profile: Vega



Vega was turned into a soulless killer after witnessing the murder of his very own mother. It's probably best not to upset him.

Normal Throw

Rainbow Suplex
(near opponent) → or N + LP-LK

Crescent Line
(near opponent) ← + LP-LK

Stardust Drop
(in air near opponent) LP-LK

Unique Attack

Piece of Mercury
• + MK

Cosmic Heel
• + HK

Back Slash
P, P, P

Short Back Slash
K, K, K

Wall Jump

(mid-jump, by wall) •

Special Move

Rolling Crystal Flash

←(charge)→ + P

Scarlet Terror (EX / Armor Break)

•(charge)→ + Kick

Sky High Claw (EX)

↑(charge)↓ + P

Flying Barcelona Attack (EX)

↑(charge)↓ + K (press P after Wall Jump for follow-up)

Izuna Drop

→ or ← + P (after Flying Barcelona Attack near opponent)

Remove Claw (EX)

→↓→ (roll) + P

Super Combo

Flying Barcelona Special

•(charge) ••(roll)• + K (press P after Wall Jump for followup)

Rolling Izuna Drop

→←+P (after Flying Barcelona Special, near opponent)

Ultra Combo

Bloody High Claw (Armor Break)

•(charge) ••(roll)• + K, K, K

Character Profile: Zangief



Zangief trained with polar bears--'nuff said.

Normal Throw

Bodyslam
(near opponent) → or N + LP-LK

Brain Buster
(near opponent) ← + LP=LK

Unique Attack

Flying Body Attack
↓ + HP (during angled jump)

Double Knee Attack
↓ + LK (during angled jump)

Headbutt
↑ + MP or HP (during vertical jump)

Long Kick
• + HK

Special Move

Spinning Pikedriver (EX)

→↓ ←↑ (Full Circle) + P

Banishing Flat (EX)

→ ↓→ (roll) + P

Double Lariat

P, P, P

Quick Double Lariat

K, K, K

Flying Power Bomb (EX)

→↓ ←↑ (Full Circle), →↓ ←↑ (Full Circle) + P

Super Combo

Final Atomic Buster

→↓ ←↑ (Full Circle), →↓ ←↑ (Full Circle) + P

Ultra Combo

Ultimate Atomic Buster

→↓ ←↑ (Full Circle), →↓ ←↑ (Full Circle) + P, P, P

Unlockables

Unlockable Languages

Japanese

Complete Arcade Mode to unlock Japanese voices for every character.

Unlockable Characters

Sakura

Complete Arcade Mode with Ryu.

Dan

Complete Arcade Mode with Sakura.

Fei Long

Complete Arcade Mode with Abel.

Cammy

Complete Arcade Mode with C. Viper.

Rose

Complete Arcade Mode with M. Bison.

Gen

Complete Arcade Mode with Chun-Li.

Seth

Beat the game, on Arcade Mode, with all non-unlockable characters.

Akuma

Defeat Akuma in Arcade Mode.

Gouken

Complete Arcade with every character.

Xbox 360 Achievements

Note that there are **Spoilers** on this list.

Trophy Name	How To Earn	Reward
10 Years Too Early	Win 50 Xbox LIVE battles.	20
10 Years Too Late	Win 100 Xbox LIVE battles.	50
All Dolled Up	Set your Title and Icon.	10
Arcade Rat	Clear Arcade Mode with one character on medium or higher difficulty.	20
Challenge Expert	Clear all challenges in Challenge Mode.	30
Challenger	Clear a challenge in Challenge Mode.	10
Color Guard	Unlock all colors.	10
Crowd Pleasing Master	Perform 10 Personal Actions (Taunts).	10
EX-cellent Master	Perform 100 EX-Moves.	20
First Victory	Win 1 ranked match.	20
Focus Master	Perform 100 successful Focus Attacks.	10
The Gold Standard	Earn gold medals in all challenges.	50
Hard Fought Battles	Play 200 Xbox LIVE battles.	20
I Got Next!	Win 5 ranked matches in a row.	30
Icon Master	Collect all Icons.	50
Last Man Standing	Clear Hard Survival in Challenge Mode.	20
Legendary Champion	Defeat Gouken and clear Arcade Mode on the hardest difficulty.	50
Lobbyist	Create 10 multiplayer lobbies.	10
Medal Collector	Collect 100 Medals.	10
Medal Hunter	Collect 500 Medals.	10
Medal Master	Collect 1,000 Medals.	30
Medals Get!	Collect all Medal types.	30
No Challenge Too Hard	Clear Hard Trial in Challenge Mode.	20
No Sweat	Unlock all Personal Actions (Taunts).	10
Playing To Win!	Win 10 ranked matches in a row.	50
Proof of Battle	Play 500 Xbox LIVE battles.	20
Rapid Fighter	Clear Normal Time Attack in Challenge Mode.	10
Save Your Quarters	Clear Arcade Mode without using a single continue on medium or higher difficulty.	30
Simply Perfect	Achieve 10 Perfect victories.	10
Special Move Master	Perform 100 Special Moves.	10
Speed King	Clear Hard Time Attack in Challenge Mode.	20
Storied Reputation	Clear Arcade Mode with all characters on medium or higher difficulty.	30
Sunny Daze	Perform 365 flashy background finishes.	40
Super Combo Champion	Perform 50 Super Combo finishes.	10

PlayStation 3 Trophies

Note that there are **Spoilers** on this list.

Trophy Name	How To Earn	Reward
10 Years Too Early	Win 50 online battles.	Silver
10 Years Too Late	Win 100 online battles.	Gold
All Dolled Up	Set your Title and Icon.	Bronze
Arcade Rat	Clear Arcade Mode with one character on medium or higher difficulty.	Bronze
Challenge Expert	Clear all challenges in Challenge Mode.	Bronze
Challenger	Clear a challenge in Challenge Mode.	Bronze
Color Guard	Unlock all colors.	Bronze
Crowd Pleasing Master	Perform 10 Personal Actions (Taunts).	Bronze
EX-cellent Master	Perform 100 EX-Moves.	Bronze
First Victory	Win 1 ranked match.	Bronze
Focus Master	Perform 100 successful Focus Attacks.	Bronze
The Gold Standard	Earn gold medals in all challenges.	Gold
Hard Fought Battles	Play 200 online battles.	Bronze
I Got Next!	Win 5 ranked matches in a row.	Silver
Icon Master	Collect all Icons.	Silver
Last Man Standing	Clear Hard Survival in Challenge Mode.	Bronze
Legendary Champion	Defeat Gouken and clear Arcade Mode on the hardest difficulty.	Silver
Lobbyist	Create 10 multiplayer lobbies.	Bronze
Medal Collector	Collect 100 Medals.	Bronze
Medal Hunter	Collect 500 Medals.	Bronze
Medal Master	Collect 1,000 Medals.	Bronze
Medals Get!	Collect all Medal types.	Bronze
No Challenge Too Hard	Clear Hard Trial in Challenge Mode.	Bronze
No Sweat	Unlock all Personal Actions (Taunts).	Bronze
Playing To Win!	Win 10 ranked matches in a row.	Silver
Proof of Battle	Play 500 online battles.	Bronze
Rapid Fighter	Clear Normal Time Attack in Challenge Mode.	Bronze
Save Your Quarters	Clear Arcade Mode without using a single continue on medium or higher difficulty.	Silver
Simply Perfect	Achieve 10 Perfect victories.	Bronze
Special Move Master	Perform 100 Special Moves.	Bronze
Speed King	Clear Hard Time Attack in Challenge Mode.	Bronze
Storied Reputation	Clear Arcade Mode with all characters on medium or higher difficulty.	Silver
Sunny Daze	Perform 365 flashy background finishes.	Silver
Super Combo Champion	Perform 50 Super Combo finishes.	Bronze
Unbeatable Fist	Ruler of all.	Platinum