



# STREET FIGHTER<sup>®</sup> EX3

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STREET FIGHTER EX3





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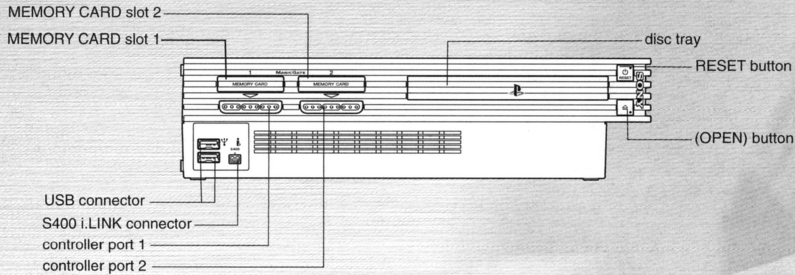
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## SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

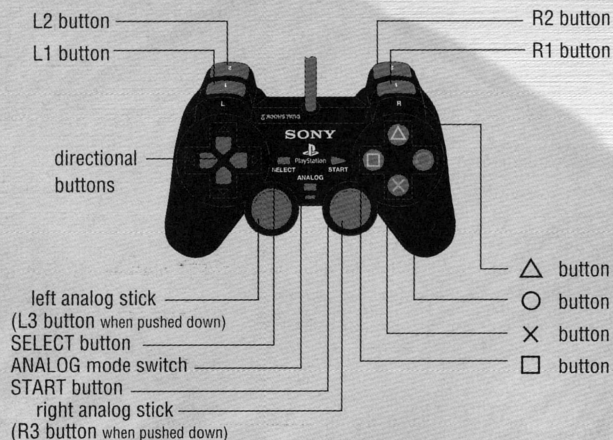
Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **STREET FIGHTER® EX3** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.





## DUALSHOCK™ 2 ANALOG CONTROLLER



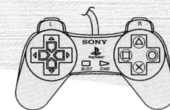
This game supports the DUALSHOCK™2 analog controller, the DUALSHOCK™2 analog controller and the standard controller. For one player, the controller should be connected to Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2. For 3 or 4 players, a Multitap (for PlayStation®2; sold separately) is required.

### DUALSHOCK™2 ANALOG CONTROLLER

Use the Analog Mode Switch to switch between Analog (LED red) and Digital (LED dim) Modes. The left analog stick and right analog stick are not used in this game.

### STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the analog controller.



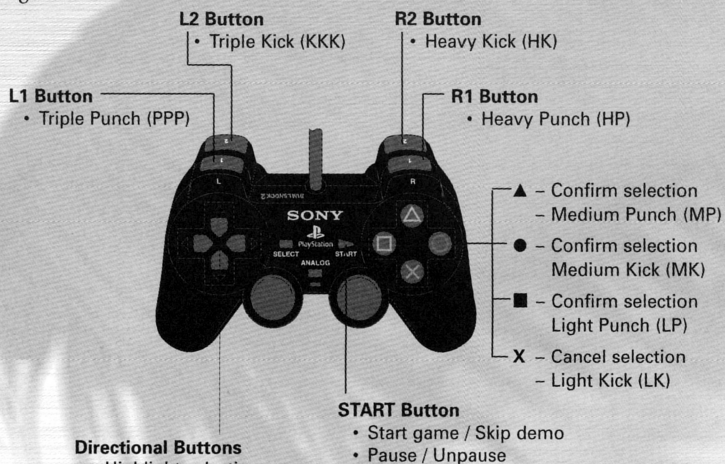
### VIBRATION FUNCTION

When VIBRATION in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes. The vibration function is not available on the standard controller.



## GAME CONTROLS

These are the default button assignments. To change them, use the Key Config option in Option Mode (see page 19). The left analog stick and right analog stick are not used in this game.



\* When your character is facing right. If your character is facing left, reverse the left/right controls.

### SOFT RESET DURING GAMEPLAY

Press START to display the Pause menu, select RESET, and select YES to exit to the Game Mode Select screen. Then press SELECT and START simultaneously to exit back to the Title screen.



## GAME RULES

NANASE



### Special Move

- Sanrenkon            ↓↓→ + P then → + P
- Tenshokon         →↓↓ + P
- Kasumi Oroshi    ↓↓← + K then K
- Gekkyoubotan    ←↓↓ + P then P

### Super Combo

- Yayoi Toukongi   ↓↓←↓↓← + P (also usable in air)
- Izayoi Rekkon    ↓↓→↓↓→ + P

### Meteor Combo

- Machiyoi Tenkyugeki    → + LP LP → LK HP

### WINNING

The first team to drain the vitality of all characters on the opposing team wins the round. When the Tag Gauge (see page 11) is full, you can change your characters. The red part of the Vitality Gauge of the waiting character recovers gradually. (Rules may differ depending on the match specifications.)

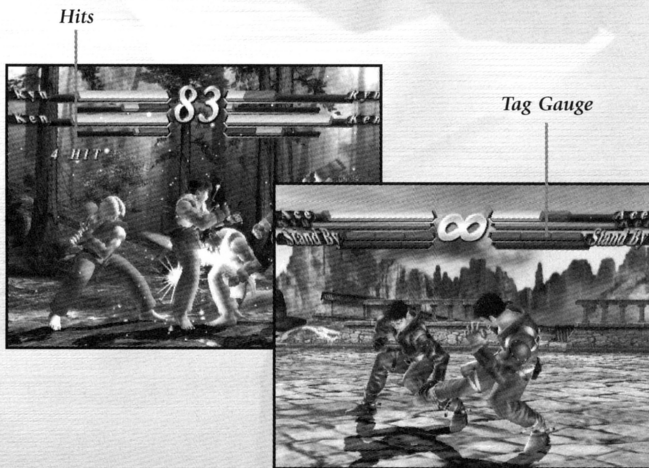
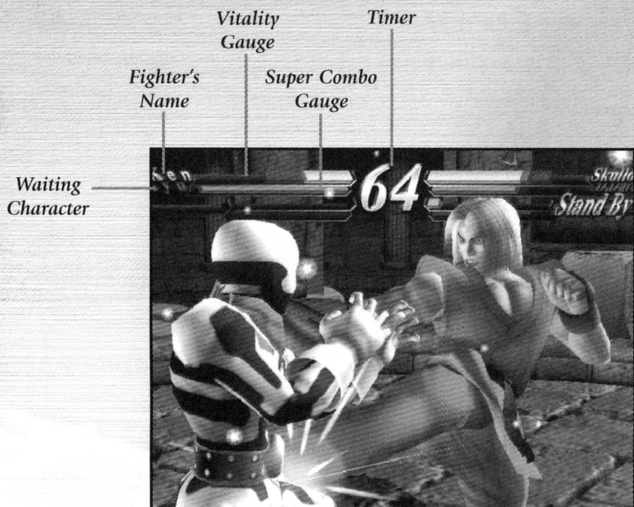
### TIME LIMIT

Each round has a time limit. If the time limit is up and both teams still have vitality left, the team with more vitality wins. You can turn the time limit ON/OFF in Option Mode. See page 19.

### DRAW GAME

A draw game occurs when both fighters lose all vitality at the same time (a double K.O.) or when both fighters have the same amount of vitality left when time is up. A draw game is won by decision.

GAME SCREEN



SHARON



Special Move

- Half Moon Kick
- Prisoner Scissors
- Gale Hammer Punch
- Bermuda Symphony

- ↓↙← + K
- ↓ + K (after Half Moon Kick)
- ↓↘→ + P then → + P
- ↘↓ + K

Super Combo

- Shuttle Combination
- Load
- Hell Fire
- Sharon Special

- ↓↙←↓↙← + P
- ↓↘→↓↘→ + P
- ↓↘→↓↘→ + P (after Load)
- ↓↘→↓↘→ + K (↓↙← + K to cancel)

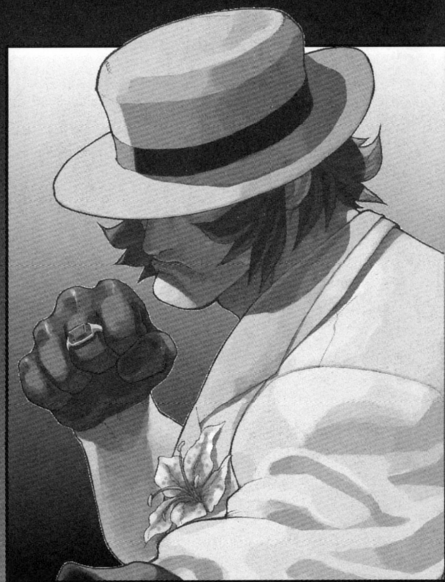
Meteor Combo

- Assault Rifle

- ↓↘→↓↘→ + PPP



# JACK



## Special Move

- Dash Straight ← (charge) → + P
- Dash Uppercut ← (charge) → + K
- Faint Dash ↓↓← + P
- Final Punch PPP or KKK (chargeable)
- Batting Hero ←←↓↓→ + P
- Jack Hammer 360° motion + P (near opponent)

## Super Combo

- Homerun Hero ↓↓←↓← + P
- Crazy Jack ← (charge) →↔ + P
- Raging Buffalo ← (charge) →↔ + K
- Grand Slam Smasher ↓↓←↓← + K

## Meteor Combo

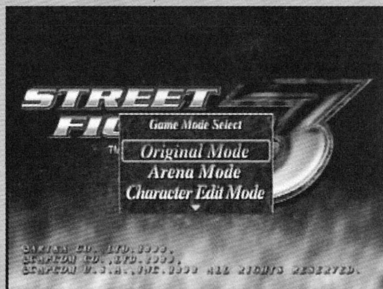
- Homerun King ↓↘→↓↘→ + KKK

- FIGHTER'S NAME** Identifies the character.
- VITALITY GAUGE** The fighter's remaining vitality. When the gauge runs out, the character is K.O'd.
- SUPER COMBO GAUGE** The color bar in the Super Combo Gauge builds up as the fighter attacks or blocks. When full, the fighter can use Special Attacks. You can increase the Super Combo Gauge Level up to Level 3 in order to perform various attacks such as Super Combo and Meteor Combo (see page 10).
- WAITING CHARACTER** The red part of the waiting character's Vitality Gauge gradually recovers. The Super Combo Gauge increases along with the fighting character's Super Combo Gauge.
- TIMER** Match time countdown.
- TAG GAUGE** Used to change characters. See page 11.
- SCORE / WINS** Your character's current score. In 2 Player games, shows your character's wins.
- HITS** Shows how many of your character's hits connected during your latest attack.
- BONUS MESSAGE** When a bonus message appears, your Super Combo gauge will increase. For example, "F(irst) ATTACK" is displayed for the first attack that connects in the round; "TECH HIT" is displayed when a fighter performs a throw escape.
- SCORE** A fighter's current score.

## STARTING A GAME

### GAME MODE SELECT

Press START at the Title screen to display the Game Mode Select screen. Select a game mode with the Directional buttons and press the X button to confirm.



### PLAYER SELECT

Select your fighter(s) with the Directional buttons and press the ■, ▲, or ● button to confirm. When you first begin the game, 15 preset fighters and one editable character can be selected. More fighters become available as you play through the game modes.



### PAUSE MENU

Press START during gameplay to open the Pause Menu. Select from the following:

- PAUSE MENU EXIT Return to gameplay.
- KEY CONFIG Change button settings (see page 19).
- RESET Return to the Game Mode Select screen.



## DOCTRINE DARK



### Special Move

- Dark Wire ↓↓ + P
- Dark Spark No button presses after Dark Wire for awhile
- Dark Hold ← + P after Dark Wire
- Kill Wire →↓↓ + P
- EX-Plosive ↓↓ + K

### Super Combo

- Kill Card ↓↓→↓↓ + P
- Dark Shackle ↓↓→↓↓ + K
- EX-Prominence ↓↓←↓↓← + K

### Meteor Combo

- Death Trap ↓↓←↓↓← + PPP



SKULLOMANIA



Special Move

- Skullo Head           ↘↘ + P then P
- Skullo Crusher       ↓↘ + P
- Skullo Slider         ↓↘ + K
- Skullo Tocachev     ←↙ + K

Super Combo

- Super Skullo Crusher   ↓↘↓↘ + P (also usable in air)
- Super Skullo Slider   ↓↘↓↘ + K
- Neo Skullo Dream     LP LP → LK HP
- Skullo Energy         ↓↘←↙ + K
- Skullo Ball           ↓↘←↙ + P

Meteor Combo

- Super Skullo Energy   ↓↘←↙ + KKK

MOVES

**BASIC MOVES**

Punch and Kick moves have three strength levels: Light, Medium and Heavy. Light attacks are quick and allow you to work into the next move immediately. Heavy attacks deliver maximum damage but slow the fighter down. Medium attacks are midway between Light and Heavy.

**SPECIAL MOVES**

Perform Special Moves by inputting a combo command (a Directional button move + attack button). Special Moves reduce the opponent's vitality somewhat even if they are blocked. See pages 22-36 for each character's special moves.

**ADVANCED MOVES**

In the moves below, the Directional button presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.

- Block                   ← or ↙ (for characters facing right)  
You can use both standing and crouching blocks.
- Throw                  → or ← + LP + LK (press simultaneously near opponent)  
Throws are effective against an opponent who's always blocking because throws cannot be blocked. Some characters can also throw with MK or HK.
- Throw Escape         → or ← + LP + LK (press simultaneously)  
To escape from a throw move, perform your own Throw the moment the opponent tries to throw you. If you succeed, the message "TECH HIT" will appear and your Super Combo Gauge will increase.
- Hard Attack           MP + MK (press simultaneously)  
If you hit an opponent with this attack while the opponent is doing lower block, the opponent's block will be broken.

## SUPER COMBO GAUGE

The color bar in the Super Combo Gauge builds up as you attack. The gauge level can increase up to level 3. When you have a certain amount charged in the gauge, you can perform various attacks such as Super Combo and Meteor Combo.



## SUPER COMBO

More powerful than Special Moves, Super Combos inflict great damage. They require Level 1 in the Super Combo Gauge. Like Special Moves, Super Combos reduce the opponent's vitality somewhat even if they are blocked.

## METEOR COMBO

The most powerful move, requiring Level 3 in the Super Combo Gauge.



# HOKUTO



## Special Move

- Chugekihou
- Gokyakukou
- Shinkugeki
- Shinkyakugeki

↓↘→ + P (then → + P)

←↓↘ + P

↓↘← + P or ← + P after Chugekihou

↓↘← + K or ← + K after Chugekihou

## Super Combo

- Kireneki
- Kyakuhogi
- Kakusei

↓↘←↓↘← + P

↓↘←↓↘← + K

↓↘→↓↘→ + K

## Meteor Combo

- Shirase Katana

↓↘→↓↘→ + KKK



# SAKURA



## Special Move

- Hadoken                    ↓↓ → + P
- Shouoken                 → ↓ ↓ + P
- Shunpukyaku            ↓ ← ← + K

## Super Combo

- Shinku Hadoken         ↓ ↓ → ↓ ↓ → + P
- Midare Zakura           ↓ ↓ → ↓ ↓ → + K
- Haru Ichiban            ↓ ← ← ↓ ← ← + K
- Shungokusatsu         LP LP → LK HP

## Meteor Combo

- Nekketsu Hadoken     ↓ ↓ → ↓ ↓ → + PPP

## TAG GAUGE

You use the Tag Gauge to change characters. By combining the Tag Gauge with the Super Combo Gauge, you can perform powerful combination attacks. The Tag Gauge will drain once it is used, but it will gradually recover. When the Tag Gauge is full, "STAND BY" is displayed next to it.

**Character Change**    HP + HK (press simultaneously)  
Change characters using the Tag Gauge.

**Critical Parade**     ↓ ↓ → + HP + HK (press simultaneously)  
This attack requires a Tag Gauge and Level 2 Super Combo Gauge for both characters. During this attack, you can use unlimited Super Combos. For your partner character's actions, you can choose from MANUAL, SEMI AUTO, and MANUAL2P (see page 14).

## METEOR TAG COMBO

This attack can be performed only with certain combinations of characters. It requires a Tag Gauge and Level 3 Super Combo Gauge.

**MOMENTARY COMBO**

Perform an additional attack by pressing a Punch or Kick button the moment a Special Move hits an opponent.

**EMOTIONAL FLOW**

When one of your characters is K.O'd in a tag match, the remaining character takes over the Super Combo Gauge of the K.O'd character. Now the remaining fighter becomes able to attain up to Level 6 Super Combo Gauge.

**CANCEL**

After you perform a Basic Move, input a Special Move immediately. Practice this technique in Training Mode until you get used to the timing.

**SUPER CANCEL**

After you perform a Special Move or Super Combo, input another Super Combo immediately. You can link multiple Super Combos with this technique.

**VEGA**



*Special Move*

Rolling Crystal Flash

← (charge) → + P

Flying Barcelona Attack

↓ (charge) ↑ + K then P

Izuna Drop

↓ (charge) ↑ + K then ↓ + P (near opponent)

Sky High Claw

↓ (charge) ↑ + P

*Super Combo*

Grand Crystal Flash

← (charge) →↔ + P

Sky High Illusion

↙ (charge) ↘↗ + P

Scarlet Terror

← (charge) →↔ + K

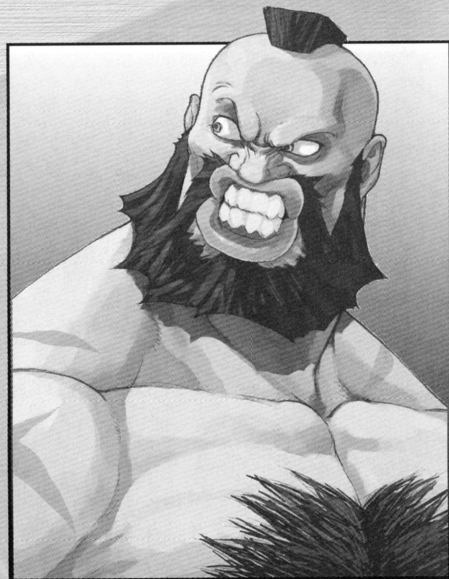
*Meteor Combo*

Rolling Izuna Drop

↙ (charge) ↘↗ + K then ↓ + P (near opponent)



ZANGIEE



Special Move

- Double Lariat PPP
- Quick Double Lariat KKK
- Screw Pile Driver 360° Motion + P (near opponent)
- Atomic Suplex 360° Motion + K (near opponent)
- Russian Suplex 360° Motion + K (far from opponent)
- Bear Hug P (during Russian Suplex)

Super Combo

- Final Atomic Buster 360° Motion x 2 + P (near opponent)
- Super Stomping ↓↓→↓↓ + K (↓← + K to cancel)
- Aerial Russian Slam ↓←↓← + K

Meteor Combo

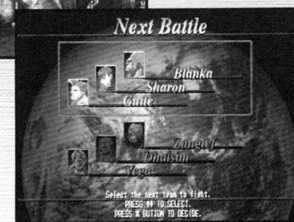
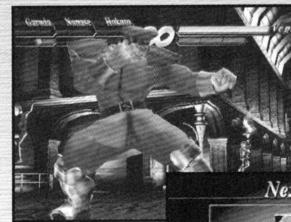
- Cosmic Final Atomic Buster 360° Motion x 2 + PPP (near opponent)

GAME MODES

ORIGINAL MODE

The objective of this mode is to defeat the final boss, Bison. You can make different characters your partner by defeating them.

To play, choose ORIGINAL MODE from the Game Mode Select screen, choose your character, and then choose a difficulty level. Finally, choose the team you will fight.



ARENA MODE

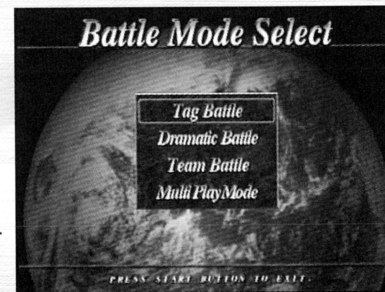
Play with or against partners and/or the computer. Complete missions to win medals and work toward a hidden bonus. First, select a match style:

TAG BATTLE Change fighters by using the Tag Gauge.

DRAMATIC BATTLE Control two fighters at the same time against one opponent, or play one fighter against three opponents.

TEAM BATTLE Play evenly matched teams in unmatched combinations. Choose your partners in their fighting order before the match.

MULTI PLAY MODE Two to four players with Multitap (for PlayStation®2) can join in this mode in a variety of team combinations. For details on connecting a Multitap (for PlayStation®2), see page 15.



After selecting a match style in Arcade Mode, select your player setup. The options change depending on the match style and number of players participating.

Next, choose your player and then choose your partner. Set handicaps for your player and partner by reducing or adding to the number of marks to make each player weaker or stronger. Go on to select an opponent and set his/her handicap. Finally, choose a difficulty level.



During the match, the Partner Select screen appears before each stage. Select your partner(s). Then select a control type for your partner character with the Directional button  $\leftarrow/\rightarrow$ .

- MANUAL Control everything yourself.
- SEMI AUTO Your partner character is automatically controlled during Dramatic Battle and Critical Parade.
- MANUAL2P Control your partner character with the 2P controller. (If the game is started with the 2P controller, this becomes MANUAL1P.)

#### MEDALLION SYSTEM

If you complete a mission displayed in the Partner Select screen, you get a medal. Collect the medals to receive a secret surprise. (Check how many medals you have in the MEDAL GALLERY in Option Mode. See page 20.)

# BLANKA



#### Special Move

- Electric Thunder
- Rolling Attack
- Vertical Rolling
- Back Step Rolling
- Aerial Rolling

- P (press rapidly)
- $\leftarrow$  (charge)  $\rightarrow$  + P
- $\downarrow$  (charge)  $\uparrow$  + K
- $\leftarrow$  (charge)  $\rightarrow$  + K (P to cancel)
- $\downarrow\downarrow\downarrow$  + P (in air)

#### Super Combo

- Grand Shave Rolling
- Beast Hurricane
- Jungle Beat

- $\leftarrow$  (charge)  $\rightarrow\leftarrow\rightarrow$  + P
- $\downarrow\downarrow\downarrow\downarrow\downarrow$  + P (in air)
- $\leftarrow$  (charge)  $\rightarrow\leftarrow\rightarrow$  + K

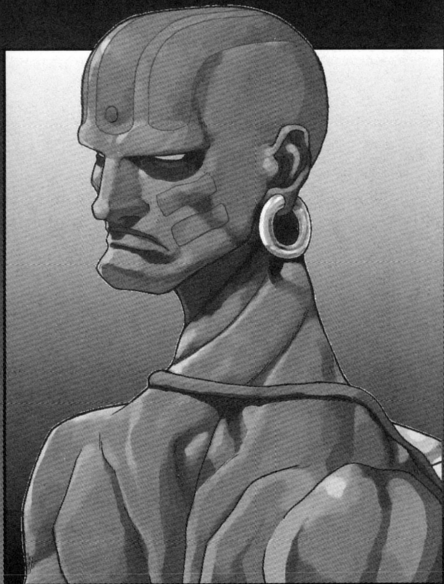
#### Meteor Combo

- Super Electric Thunder

- $\downarrow\downarrow\downarrow\downarrow$  + KKK



# DHALSIM



## Special Move

- Yoga Fire                    ↓↘↘ + P
- Yoga Flame                ↓↙← + P
- Yoga Blast                ↓↙← + K
- Yoga Catch                ↓↘↘ + K
- Yoga Fake                 ↓↘↘ + KKK (hold)

## Super Combo

- Yoga Drill Kick            ↓↘↘↓↘↘ + K (in air)
- Yoga Legend              ↓↙←↓↙← + K

## Meteor Combo

- Yoga Inferno              ↓↘↘↓↘↘ + PPP

## ARENA MODE PAUSE MENU

When you pause the game in Arena Mode, two additional options are available:

**COMMAND LIST**    Review commands for performing moves (see page 9). Note that the command list is not available in Tag Battle.

**CHARACTER CHANGE**    Change your player and/or partner in mid-match.



## CONNECTING A MULTITAP (FOR PLAYSTATION®2)

When you play with more than two controllers, make sure to insert a Multitap (for PlayStation®2) into Controller Port 1 and insert all (up to four) controllers into the Multitap (for PlayStation®2). When you use a Memory Card (for PlayStation®2) with a Multitap (for PlayStation®2), make sure to insert the Memory Card (for PlayStation®2) into Memory Card Slot A on the Multitap (for PlayStation®2).



## CHARACTER EDIT MODE

Edit the new character Ace into your own customized character. (When you select Ace on the Character Select screen, you can choose him as the LEFT SIDE or RIGHT SIDE fighter.)



## CHARACTER EDIT MODE FLOW

- TRIAL** Save EXP (experience) points here. Use your EXP to learn moves (see below).
- PURCHASE** Purchase moves.
- EDIT** Set the moves on your character.
- TEST** Check out the moves.
- SAVE** Save your character to use in Original Mode and Arena Mode.

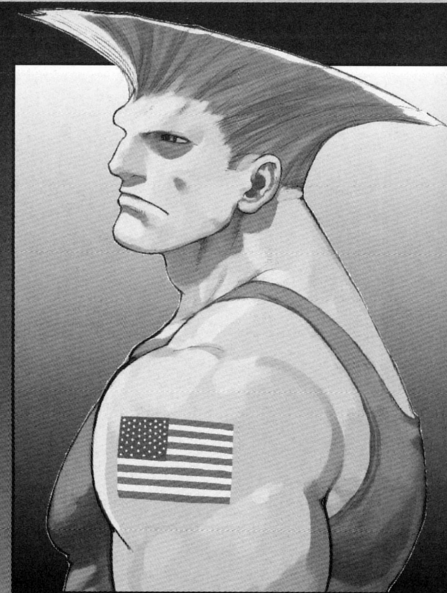
## TRIAL

Complete the missions from several categories to get EXP points. Each category has different types of missions and difficulty levels.

## PURCHASE

Learn moves with the EXP you have earned. Each move has its own rank.

# GUIDE



## Special Move

- Sonic Boom ← (charge) → + P
- Somersault Kick ↓ (charge) ↑ + K

## Super Combo

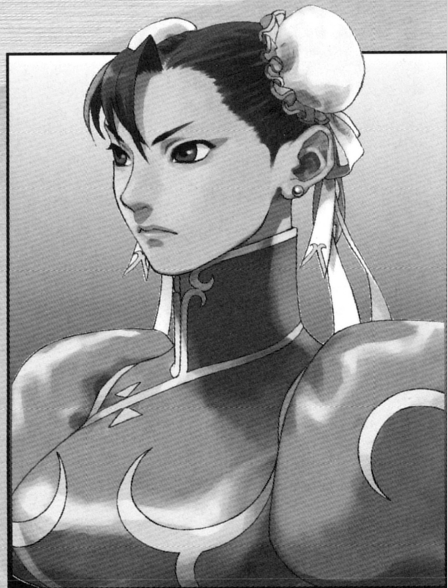
- Opening Gambit ← (charge) →↔ + P
- Double Somersault Kick ↓ (charge) ↘↗ + K

## Meteor Combo

- Sonic Boom Typhoon ← (charge) →↔ + KKK



CHUN-LI



Special Move

- Hyakuretsu Kyaku
- Kikoken
- Hienshu
- Spinning Bird Kick
- Gomen ne

- K (press rapidly)
- ← (charge) → + P
- ↓↓← + K
- ↓↓→ + K
- LP LP → LK HP

Super Combo

- Senretsukyaku
- Kikoshō
- Hazan Tenshōkyaku

- ↓↓→↓↓ + K
- ↓↓→↓↓ + P
- ↓←←↓← + K

Meteor Combo

- Kikoshō Goku

- ↓↓→↓↓ + PPP

EDIT

Set moves for your character here in order to use them in matches. To set a move, select it from the window on the right side and press the ● button, then move it to the window on the left side and press the ● button again. Ace can be equipped with a total of three Special Moves, two Super Combos and a Meteor Combo. When moves use the same command (such as Super Hadoken and Kikoshō), you can only equip one of them at a time.



TEST

This is a training mode for your edit character. Check the moves your character has equipped.

SAVE

Save your edit character using the MEMORY CARD (PS2)/ENTRY option in Option Mode. Once a character is saved, you can use that fighter in Original Mode and Arena Mode.

## TRAINING MODE

Practice your Special Moves and Super Combos.

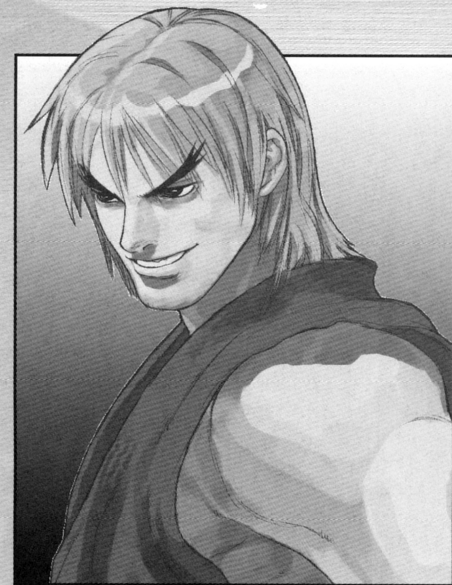


### TRAINING OPTION

During training, press START to open a menu with the following options:

- DATA CLEAR           Reset damage and other data to zero.
- CHARACTER CHANGE   Return to the Player Select screen where you can choose different fighters.
- ENEMY ACTION        Set your sparring partner's action.
- GUARD                Set your sparring partner's block type.
- DATA DISPLAY        Turn the damage data display ON/OFF.
- SUPER COMBO GAUGE   Adjust the Super Combo Gauge charges.
- SUPER CANCEL LIMIT   When OFF, you can Super Cancel the same Super Combo.
- OTEDAMA             When ON, you can juggle your sparring partner.
- KEY CONFIG          Change button assignments and turn vibration ON/OFF.
- RESET                Return all options to their default settings.

# KEN



### Special Move

- Hadoken             ↓↘→ + P
- Shoryuken           →↓↘ + P
- Tatsumaki Senpukyaku   ↓↙← + K (also usable in air)

### Super Combo

- Shoryu Reppa       ↓↘→↓↘ + P
- Shinryuken         ↓↘→↓↘ + K
- Shippu Jinraikyaku   ↓↙←↓↙← + K (↓↙← + K to cancel)

### Meteor Combo

- Kuzuryu Reppa      ↓↙←↓↙← + KKK



# RYU



## Special Move

- Hadoken ↓↘→ + P
- Shakunetsu Hadoken ←↘↓↘→ + P
- Shoryuken →↓↘ + P
- Tatsumaki Senpukyaku ↓↙↘ + K then ← + K

## Super Combo

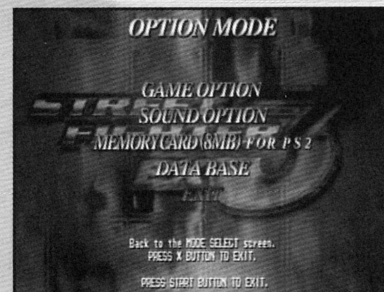
- Shinku Hadoken ↓↘→↓↘→ + P
- Shinku Tatsumaki Senpukyaku ↓↙↘↙↘ + K (also usable in air)

## Meteor Combo

- Shin-Shoryuken ↓↘→↓↘→ + KKK

## OPTION MODE

Adjust game settings. Select a main option and press the ■, ▲, or ● button to go to a submenu. Your Option settings are preserved when you save game data.



### GAME OPTIONS

- DIFFICULTY Choose a NORMAL or HARD difficulty level.
- DAMAGE Adjust the damage level of attacks.
- TIME COUNT Turn the time limit ON/OFF.
- KEY CONFIG Change button assignments and turn vibration ON/OFF.
- COCKPIT Turn on/off Vitality Gauge display, etc.
- SCREEN ADJUST Adjust screen settings.
- DEFAULT Reset all Game options to default status.
- EXIT Return to the Option Menu.

### SOUND OPTION

- SOUND MODE Choose STEREO or MONAURAL.
- BGM VOLUME Adjust the background music volume.
- SE VOLUME Adjust the sound effects volume.
- BGM TEST Sample background music.
- DEFAULT Reset all Sound options to default status.
- EXIT Return to the Option Menu.

## MEMORY CARD (FOR PLAYSTATION®2)

- DATA SAVE** Save your play data to a Memory Card (for PlayStation®2).
- DATA LOAD** Load data previously saved on a Memory Card (for PlayStation®2).
- AUTO SAVE** Toggle the Auto Save function ON/OFF. When ON, your data is automatically saved when you end each game mode.
- ENTRY** Save your edit character data to a Memory Card (for PlayStation®2). You can only save two edit characters on one Memory Card (for PlayStation®2). To save your data, an optional Memory Card (for PlayStation®2) is required. Make sure to insert a Memory Card (for PlayStation®2) into Memory Card Slot 1. This game requires 16KB free space on a Memory Card (for PlayStation®2) to save data.
- EXIT** Return to the Option Menu.

## DATA BASE

- MEDAL GALLERY** Review how many medals you have acquired by completing missions (see page 14).
- SCORE RANKING** Check out Original Mode score rankings.
- EXIT** Return to the Option Menu.

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## STREET FIGHTERS

This section shows the Special Moves, Super Combos and Meteor Combos for the 15 fighters available at the beginning of the game. The Directional button moves shown are for characters facing right. Reverse the left/right moves when characters are facing left. In this section, P = Punch and K = Kick.

