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THE STORY OF SUPER STREET FIGHTER IV

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

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

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

HOW TO USE THIS EGUIDE

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

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

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

Enter keywords to find a specific word or phrase.

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

BASIC TRAINING

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

GENERAL STRATEGIES

READ THE OPPONENT

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

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General Strategies   Advanced Strategies

STAY ON THE GROUND

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

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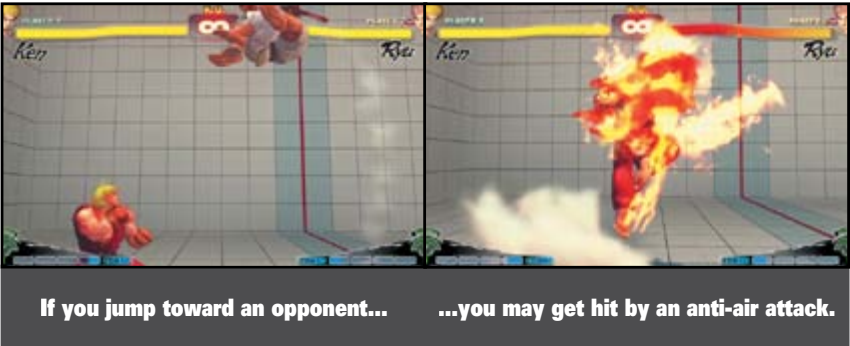
To avoid taking unnecessary damage, limit your jumping. Most characters do not have an anti-air attack that can hit if you jump toward them from a full screen away. So if you're all the way across the screen, you can jump toward an opponent. However, if you're close enough to an opponent to hit them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

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

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

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

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

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

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ADVANCED STRATEGIES
KARA THROWS

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

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

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

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

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

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General Strategies   Advanced Strategies

TIGER KNEE INSTANT AIR ATTACKS

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

Cammy's normal Cannon Strike.

The Tiger Knee version of Cammy's Cannon Strike.

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

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

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

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Dudley	E. Honda	El Fuerte	Fei Long	Gen	Gouken	Guile	Guy	Hakan	Ibuki	Juri	Ken
M. Bison	Makoto	Rose	Rufus	Ryu	Sagat	Sakura	Seth	T. Hawk	Vega	Zangief	

Dudley

BIO

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

VITAL STATS

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

MOVE LIST

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

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

Slipping Jab
→ + Light

Stomach Blow
→ + Medium

Kidney Blow
→ + Medium

Step Straight
→ + Heavy

Dart Shot
→ + Heavy
Overhead

Target Combo 1
→ + Light > Medium

Target Combo 2
cr Light > Medium

Target Combo 3
→ + Heavy > Medium

Target Combo 4
Light > Medium > Medium

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

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

Target Combo 7
Medium > Heavy > Heavy

Target Combo 8
Light > Medium > Medium > Heavy

Victory Rose
↓ + Heavy + Heavy

Jet Upper
↘ +
EX version

Machinegun Blow
↶ +
EX version

Cross Counter
↶ +
EX version

Short Swing Blow
↶ +
EX version

Duck
↶ +

Ducking Straight
Armor Break; during Duck

Ducking Upper
During Duck

Thunderbolt
↓ ↓ +
EX version

Rocket Upper
↗ ↗ +
Super Combo

Rolling Thunder
↗ ↗ +
Ultra Combo I

Corkscrew Cross
↗ ↗ +
Armor Break; Ultra Combo II

ESSENTIALS

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

Vitality: 1,050

Stun: 1,050

Preferred Ultra Combo: Corkscrew Cross

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

Air-to-airs: Jumping HP, Jumping MP

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

Cross-Up: Thunderbolt

Overhead: Dart Shot

LINKS

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

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

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

Characters

Abel
Adon
Akuma
Balrog
Blanka
C.Viper
Cammy
Chun-Li
Cody
Dan
Dee Jay
Dhalsim
Dudley
E.Honda
El Fuerte
Fei Long
Gen
Gouken
Guile
Guy
Hakan
Ibuki
Juri
Ken
M.Bison
Makoto
Rose
Rufus
Ryu
Sagat
Sakura
Seth
T.Hawk
Vega
Zangief

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COMBOS

DIFFICULT COMBOS

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

NORMAL COMBOS

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

FADC COMBOS

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

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

CORNER ONLY COMBOS

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

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

BEST DAMAGE OPTIONS

BEST COMBO CHART

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

SPECIAL MOVES

Jet Upper

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

Machinegun Blow

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

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

Cross Counter

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

Short Swing Blow

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

Characters

Abel
Adon
Akuma
Balrog
Blanka
C.Viper
Cammy
Chun-Li
Cody
Dan
Dee Jay
Dhalsim
Dudley
E.Honda
El Fuerte
Fei Long
Gen
Gouken
Guile
Guy
Hakan
Ibuki
Juri
Ken
M.Bison
Makoto
Rose
Rufus
Ryu
Sagat
Sakura
Seth
T.Hawk
Vega
Zangief

Duck

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

Duck *Ducking Straight* *Ducking Upper*

Thunderbolt

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

SUPER COMBO

Rocket Upper

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

ULTRA COMBOS

Rolling Thunder

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

Corkscrew Cross

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

GAUGE MANAGEMENT

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

GENERAL STRATEGIES

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

IN-DEPTH STRATEGIES

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

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

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

To further mix things up, use HK as a poke at close range, or a counter-poke from just outside the opponent's attack range. If it hits, go right into the Machinegun Blow and possibly into an Ultra if you have enough Super Combo Gauge for an EX Machinegun Blow and enough Revenge Gauge for an Ultra Combo. If it's blocked, 2-in-1 into a LK Duck, but do not follow with a Ducking Straight or Ducking Upper, Instead, use a throw as soon as the Duck animation ends or use a Short Swing Blow if you anticipate the opponent will try to attack. If the Short Swing Blow connects you can cancel into the Rocket Upper Super Combo if you have enough gauge.
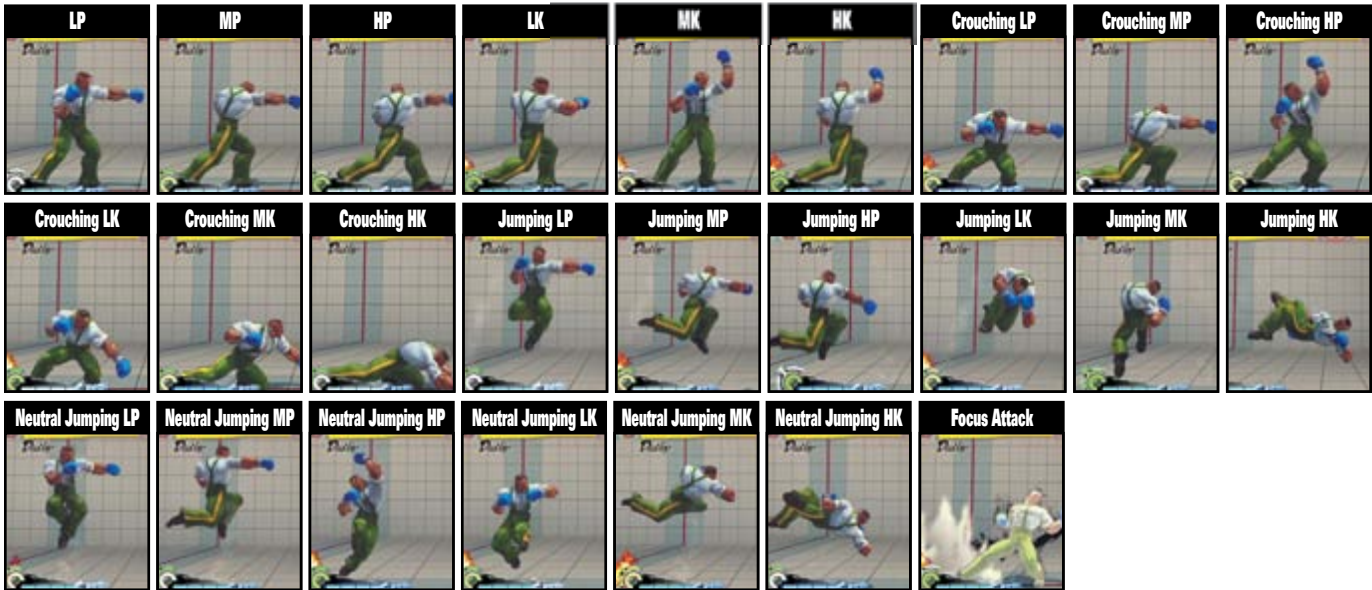
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Gouken
Guile
Guy
Hakan
Ibuki
Juri
Ken
M.Bison
Makoto
Rose
Rufus
Ryu
Sagat
Sakura
Seth
T.Hawk
Vega
Zangief

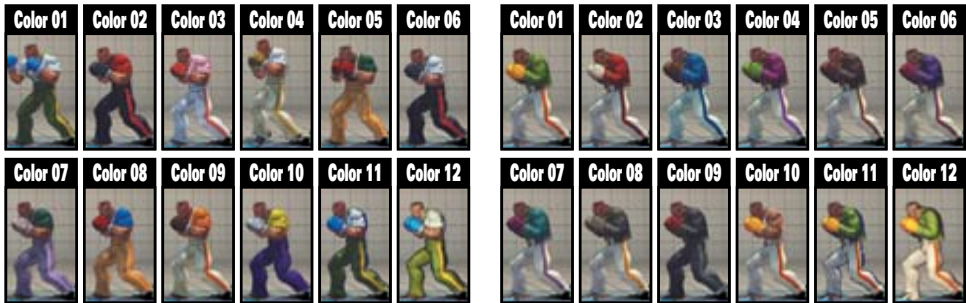| Abel	Adon	Akuma	Balrog	Blanka	C. Viper	Cammy	Chun-Li	Cody	Dan	DeeJay	Dhalsim
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M. Bison	Makoto	Rose	Rufus	Ryu	Sagat	Sakura	Seth	T. Hawk	Vega	Zangief	

UNIQUE ATTACKS

Slipping Jab (F+LP)	Stomach Blow (F+MP)	Kidney Blow (F+MK)	Step Straight (F+HP)	Dart Shot (F+HK)	Target Combo 1 (F+LP > MP)

Target Combo 2 (cr LP > MK)	Target Combo 3 (F+HK > MK)	Target Combo 4 (LP > MP > MK)	Target Combo 5 (MP or F+MK > MK > HP)

Target Combo 6 (cr LK > D+MP > D+HP)	Target Combo 7 (MK > HK > HP)	Target Combo 8 (LK > MK > MP > HP)	Victory Rose (D+HP+HK)

BASIC ATTACKS

LP	MP	HP	LK	MK	HK	Crouching LP	Crouching MP	Crouching HP

Crouching LK	Crouching MK	Crouching HK	Jumping LP	Jumping MP	Jumping HP	Jumping LK	Jumping MK	Jumping HK

Neutral Jumping LP	Neutral Jumping MP	Neutral Jumping HP	Neutral Jumping LK	Neutral Jumping MK	Neutral Jumping HK	Focus Attack

OUTFITS

MAIN OUTFIT

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

ALTERNATE OUTFIT 1

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

DUDLEY

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LP (Far)	3	2	6	3	6
MP (Far)	4	2	9	3	6
HP (Far)	6	6	16	-4	0
LK (Far)	5	2	10	-1	2
MK (Far)	6	5	10	-1	2

Adon | Cody | DeeJay | **Dudley** | Guy | Hakan | Ibuki | Juri | Makoto | T. Hawk

Action	Execution	Active	Recovery	Block Advantage	Hit Advantage
LK > MK > MP > HP	------	------	16	-1	4
Victory Rose	24	------	55	9	6
LP Jet Upper	6	7	25	-16	------
MP Jet Upper	6	14	28	-26	------
HP Jet Upper	4	20	30	-32	------

ACHIEVEMENTS AND TROPHIES

XBOX 360 ACHIEVEMENTS AND PLAYSTATION 3 TROPHIES

Name	Description	Xbox 360 Gamerscore	PlayStation 3 Points	Trophy Type
Absolute Perfection	Get 30 Perfects.	20	15	Bronze
All Clear	Complete Arcade mode with all characters on Medium difficulty or higher.	10	15	Bronze
Barrel of Laughs	Score 110,000 or more points in the Barrel Buster Bonus Stage.	10	15	Bronze
Battle Master	Win 30 online battles.	20	15	Bronze
Bring it on!	Participate in 100 online battles.	20	30	Silver

We want to hear from you! E-mail comments and feedback to bdawson@primagames.com

Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of Tekken, Super Puzzle Fighter II Turbo HD Remix, or Final Fantasy XI.