SHOWCASE



Guy, one of the two characters from Final Fight, demonstrates his spinning kick.





Sagat gets the old Street Fighter charact Birdie, into a devastating strangle hold.



Suckers these days are all coming from the pocket ya know? What happened to the noble art of beating the crap out of someone with your fists eh? Or doing them with a swift boot to the jaw? With the arrival of Street Fighter Alpha, ROB BRIGHT parties for his right to fight.

namen desire









yourself!

grin.



>> Balrog old chum! In their place comes a mixture of the old and the new. From the original Street Fighter game, Birdie and Adon make a comeback, along with two renegades — Sodom and Guy — from that other Capcom classic, Final Fight. There are also two all-new characters in the shape of Nash and Rose, both of which display more than a passing resemblance to famous Street Fighter II stars, Guile and Chun Li.

What these changes mean in short, is that there are now four new characters and four new fighting styles to master and oppose. The revamp doesn't stop there however. You'll notice from the screenshots the bar running along the bottom of the screen beneath each character. This is a power bar, and when it's sufficiently charged up you can unleash a super power move on your opponent and sit and gloat while it takes devastating effect. There are three levels of power to make use of, and when you reach full power on level three, a super move using all three punch or kick buttons will leave any opponent reeling. There's also the super move finish which consolidates an opponents humiliation by slowing down the fatal blow and sending the screen up in a lightning explosion! Ahhh, happy days are here again!

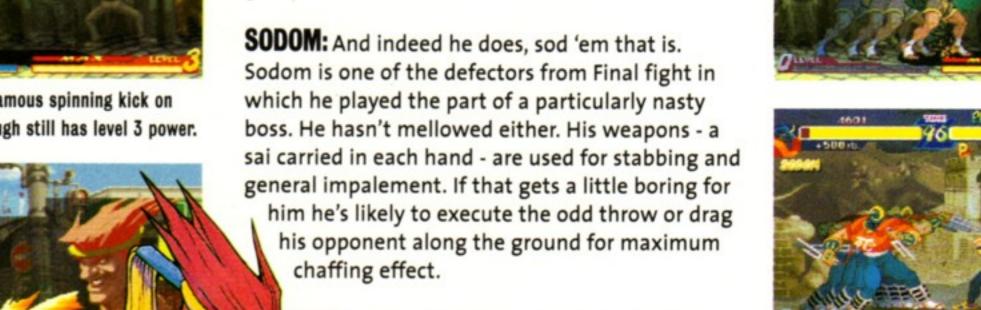




No style, no finesse. Birdie is simply a huge







like The Beer and Spillage. When he's all charged

up, he pulls off an aristocratic head-butt. He also

grabs opponents with his chain and swings them

around for a while. Just for fun you understand!

ADON: This nimble chap has no fireballs or sonic

booms to boast of. Instead he uses hand to hand,

or rather, leg to leg combat, employing his kick-

boxing skills to full effect. He can leap huge dis-

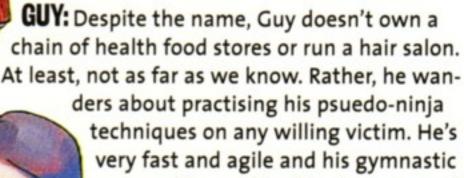
acters he probably has the most lethal range of

tances to execute a flying kick and of all the char-

combinations. This is made all the more powerful

by the fact that his super moves are combinations

as well. So don't make any jokes about his cheesy



expertise enables him to somasault into throws! His super attacks see him perform a multi-hit combo and a uniquely majestic aerial attack. Don't mention ballet dancing to him though.

NASH: Nash is one of the fresh faces in Street Fighter Alpha. He sports a large blonde quiff and a pair of geeky specs, but there'll be no flushing his head down the toilet. Those ready to gripe about Guile's departure, gripe no

more because Nash is in fact remarkably similar to him using both sonic booms and flash kicks as his special moves.

ROSE: Another new face, Rose shares some of Chun Li's characteristics, mainly in the speed and agility department. She is bigger built than Chun Li though and has a few cunning moves up her

sleeve. One of them is the ability to reflect projectile attacks making her very handy if you're facing someone who does nothing but send fireballs your way. She also flicks opponents with her chiffon blouse and throws the odd fireball.





In Street Fighter Alpha there is the option to select turbo speed for extra quick bouts.





NOW CLASS, I'D LIKE YOU TO MEET

Come on now, don't be shy! We're not going to bite you! Instead we're

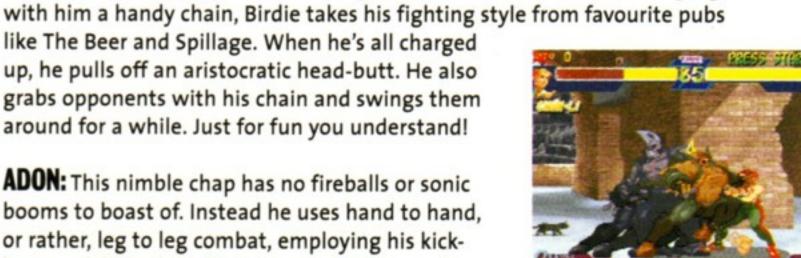
sliding kick to the shins! Come on people, stand up straight, don't dilly

going to punch you very hard in the face or maybe break your legs with a

dally! You there! You, the brick-privy with the ridiculous Mohican! Introduce

BIRDIE: You know that infamous psychopath that always used to loaf about

the edges of the playground smoking crack? Well, this is his dad! Carrying















SHOWCASE

SIGN OFF

Do you remember on that rickety old Street Fighter Il how, when you won a fight, a red light would mark off the victory at the top? Oh well, I suppose it kept us happy at the time. Of course, Street Fighter Alpha doesn't simply tell you that in the last bout you were victorious, it offers up a little symbol to tell you exactly what kind of victory it was. A simple 'V' means it was standard and boring, an 'S' means it was a special move finish, an 'S' with a star means it was a super move finish, and there's even a piece of cheese denoting those victories that were accomplished by particularly sly and predictable methods!

COUNTER CULTURE

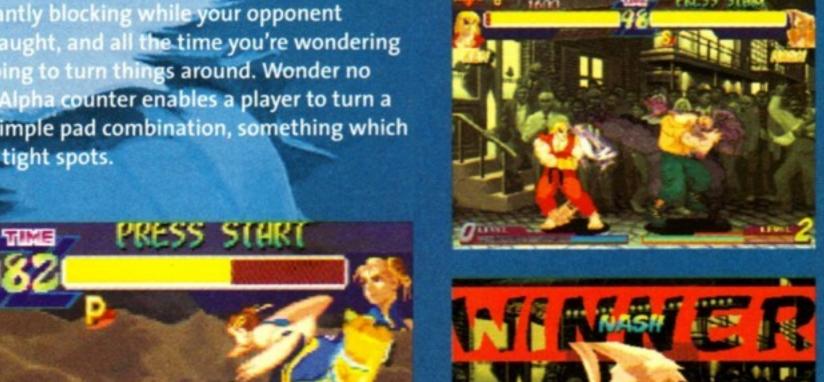
A new move available to each and every character in Street Fighter Alpha is the 'Alpha counter'. You

know how it is, there you are constantly blocking while your opponent unleashes a seemingly endless onslaught, and all the time you're wondering how in the name of cripes you're going to turn things around. Wonder no more suffering friends because the Alpha counter enables a player to turn a block swiftly into an attack with a simple pad combination, something which is ideal for getting you out of those tight spots.









0HB0OPTS





You'll notice that the lithe figure of Sagat has taken on some considerable bulk. As far as his moves go, things are identical to SF II.



