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Street fighter 4 original roster

Street Fighter IV is an animal that combines great new features with highlights from previous games in the franchise, including a nod to Super Street Fighter II Turbo and a few features from Street Fighter III: 3rd Strike. In the years since its 2010 release, Capcom has set to work on further tweaking Street Fighter IV with Super Street Fighter IV, Super Street Fighter IV: Arcade Edition, and now the new Ultra Street Fighter IV update, available now for digital download on the Xbox 360 (and hitting retail on August 5). For fans who have lost touch with the series, we are offering this quick primer on why this version of Street Fighter IV is worth watching. The Gang's All Here: With this entry, the Street Fighter list has now risen to 44 giant characters. If you're trying a different character every day, that means you'll go about a month and a half before patting someone you've tried before. Among the new arrivals, Poison should be of particular interest to longtime gamers. She (or him, depending on what you choose to believe about the character's origins) comes from the classic Capcom arcade brawler Final Fight, and it's wild to see her tossing fireballs and besting Zangief in a wrestling match. Poison is not the only one to jump over from Final Fight - Ultra Street Fighter IV also features Rolento (a mainstay from the Street Fighter Alpha pre-series) and Hugo (last appeared in Street Fighter III). Street Fighter III's Elena is also back, and Decapre (a member of M. Bison's elite guard) is the latest original character to participate in the times. That's a lot of character. It means more options for any style of play you want and more challenges for those who already have one or two of their characters and don't want to change things. Street Fighter Has Matured: Button-mashers will not be able to survive long in Ultra Street Fighter IV. Those days for the series are long, long gone. This game is a technical masterpiece, both from an image perspective, and from an absolute strategy when playing. To excel, you'll need to study their travel times and animations to perform cancellations and reversals. Seth remains a brutal ultimate boss: Remember M. Bison? One of his employees (Perhaps? It is unclear how the Shadaloo government's infrastructure actually works), Seth, took over as the last boss in Street Fighter IV. He is a big, hulking blue freak named for former Capcom and Street Fighter professional player Seth Killian, and he basically has all the technique of character at his own mind. He's tough. One of his most frustrating initial moves is the ability to deploy a vacuum in his body that sucks you closer to him. Beating him is so satisfying. Focus Attack: Introduced in Street Fighter IV, focused attacks (also called attack saver) is available to all fighters. They are part of the chess game present in any match, and they grant you Super Armor against an attack. This gives you a Windows are invulnerable, but it also makes you extremely vulnerable between letting go of buttons and actually attacking. As an additional turning point, Ultra Street Fighter IV adds a red focus: This costs you two bars to basically absorb as many moves as you like, as long as the enemy player does not use a focused attack himself. Think of it as a longer parry, a bigger gamble, and potentially quite confusing until you start using it yourself. Then you'll wonder how you ever get by without it. It's Still Cheesy - and Proud of It: From the goofy win quotes (like Vega's I look the most beautiful when glimpsed in the moment of your demise, or Balrog's Damn! My fists have your blood on them! To silly death rattles (Fei Long screams I lost! as he corkscrews to the ground), the Street Fighter series hasn't lost its way when it comes to it's a big, fun, theatrical experience. With roots going back to the arcade days, it is nice to see still bombastic nature alive and kicking, punching, and shoryukening to this day. 27 March 2014 12:00 - Updated on 27 March 2014 19:04 by Renato Bazan For TechTudo Ultra Street Fighter 4 is less than two months away from release. The game left many doubtful about the novelty it will add to the completed Super Street Fighter 4 Arcade Edition. Thinking about it, Capcom Brasil invited TechTudo to a conversation in which the company's managers showed the new version of the most famous fighting game. Check out our impressions! Ultra Street Fighter 4 will allow you to play with older versions of ultra street fighter iv characters (Photo: Disclosure / Capcom)5 new characters and 6 new scenarios Look like an import from a Capcom franchise, Street Fighter vs. Tekken, but the reality is that Ultra SF4 brings 3 characters and 6 scenarios from that game. With this, go to 44 the number of fighters available. Poison, Hugo and Rolento are all new to the closed Street Fighter universe, as well as six import stages of that game, from a Jurassic Park to a truck park. The fourth character, previously featured in SF3, is Elena, a Kenyan princess fighting capoeira. The character of Elena is one of the novel features of Ultra Street Fighter IV (Photo: Reproduction/Capcom) The real novelty is the performance of the female character Decapre: a kind of Cammy on the dark side, equipped with a mask and cybercin. She actually debuted in the series with a brief appearance as an unplayable general character in Street Fighter Alpha 3, which is shown as one of M. Bison's fearful dolls, but now returns with a story of her own and a lot of personality. Like Guile or Bison, she is a character with special reloadings, but there are plenty of scenes for each of them, a very interesting blend, leaving her at an ideal intermediate distance. Just like Her boss, she shines her blow using the famous Psycho Power. Trailer below a little more about the girl's story. Red Focus and Ultra Combo Double Comes from the mechanism that was set up in the first SF4, Ultra Street Fighter 4 introduces the second Focus type and the option to choose between the two Ultra strikes as desired. Red Focus is activated with a combination of punches and

kicks just before an attack, and absorbs the damage in such a precise way. The difference is three: first, the function uses three buttons instead of two to be activated; secondly, it absorbs an infinite number of attacks during its activation phase; Thirdly, it can be used between one and three special bars, depending on the situation. More importantly, it appears as a more reliable feature than the usual focus, and absorbs damage with the same acceleration as the Ultra bar. Ultra Combo Double provides a painful trade-off for players interested in releasing any Ultra at once: anyone who chooses a pair will reduce the damage every time they drop a final blow. For most characters, total damage drops to 75%, but Zangief, Cammy, Fei Long, T.Hawk, Makoto, Hakan, Dhalsim, Rose, Akuma, E.Honda and Hugo will see that number drop to 60%. Rolento is one of the characters of Ultra Street Fighter IV (Photo: Disclosure/ Capcom) Choosing the version Another novelty, more subtle for amateurs, but necessary for veterans, is the inclusion of the Edition Select field in the final list of children before the game, giving players the opportunity to choose the most liked version of each character. Starting from Street Fighter 4 itself, each fighter will have modifications to Super Street Fighter 4, Super Street Fighter 4 Arcade Edition, Super Street Fighter 4 Arcade View Edition. 2012 and finally super 4 street fighters can choose. Of course, characters missing from previous versions cannot be selected in that version. Although it may seem like a specification for the average player, the modification will leave competitive players with several strategic options for each fighter. Characters like Hakan and Seth have been greatly changed throughout the games, and choosing an earlier version of them can dramatically change the style of play. Unfortunately, precisely for this, Capcom has banned the function of ranked clashes in multiple players. With 44 characters, there are no claims of a lack of diversity (Photo: Reproduction/Capcom) Hundreds of tweaks Outside of this, Capcom works, as usual, in the eternal fight to ensure that no character is too strong. The director even stated that there will be no need for levels (the power chart species set by the competition itself) in the championships, because all competitors will be in the most perfect balance. Ultra Street Fighter 4 delivers tweaks of previous versions with hundreds of minor modifications. Some characters, very scrambling Arcade version, getting less touches, but overall the game seems looser than with for consecutive blows. Price and upgrade through DLC Those who already have Super Street Fighter 4 or Super Street Fighter 4 Arcade Edition can buy the new version through DLC for \$30.99 on PSN or \$29.00 on Xbox Live, according to the console you have, in early June 2014. The physical version of the game will come out in August. The digital update to pc (or full game, for those who want) will also appear in August 2014.Ultra Street Fighter IV will be released in August 2014 (Photo: Disclosure / Capcom)The company does not mention the price for these full versions in Brazil. To try to sweeten the mine of those who need to buy the full version again, Capcom will give consumers tolerance to all the DLC costumes that have been released for the Street Fighter 4 series – which makes it, in the company’s eyes, the definitive version of the game. What is the best 3D fighting game? Opine on the TechTudo Forum. The comments are the sole responsibility of their authors and do not represent the opinion of this site. If you find anything that violates the terms of use, report it. Read frequently asked questions to find out what's inappropriate or illegal. Lucas Freitas Appears this message Trial mode is not compatible with Ultra Street Figther 4. The game will move to Super Street Fighter 4 Original. Unknown A character would be nice to see in this new version would be Charlie Nash, playing a lot with him in the alpha series. Alan Santos Capcom ta Creative Pacas !! Reuse 2 characters sf x tekken plus 2 old sf and put a cammy !!! Creative Show!! Alan Solomon Only Poison who has not yet appeared as playable in the series, Hugo appears playable in SF3 just like Elena! Alan Solomon Errata: Rolento first appeared in Street Fighter in 1996 in Street Fighter Alpha 2! The Alan Solomon Alpha Series is part of the closed universe of Street Fighter, even without numbers. Part of the characters in the game come from it (calculating the Final Fight characters who first appeared in a fighting game and the revival of the SF1 characters): Rose, Guy, Cody, Sakura, Dan, Adon, Gen, Evil Ryu and some of the most requested characters also come from there: R.Mika, Karin, Birdie, Sodom, Rolento, not to mention the few who want to eliminate Decapre. Ricardo Cruz managed to spoil but a game. The original is much better, so it was very successful. Those who now invented so much that it ends up spoiled, so it's not but successful. It's like the re-versions of the original novel are memorable novels that mark an eposet. But the re-work sucks. Gustavo Silva Prefertekken Victor Corrêa Saudade dos bons tempos de Ralecfull, FÁCÃO, Róris, Tucú and Choquinho... Ronan French I'm supervintendo over! Lucas Freitas Appears this message Trial mode is not compatible with Ultra Street Figther 4. The game will switch Super Street Fighter 4 Original. 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