

Elena de Street Fighter III: Third Strike

Made by **Phirmost**
E-mail to : mtp.leven@laposte.net
Website : <http://xiollheart.free.fr/>

Compatible with Mugen 1.0
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Foreword

I'm glad to release Elena from SF3 because it has been a hard and long work for me. I think I won't make another character as detailed as her. Surely if I have never played the game where he comes from.

Ok, it's my first character and I would rather begin with a more simple fighter but I wanted to convert a character from Street Fighter's universe. At that time, all characters from SFA3 were already converted then I started to work on her in secret until she becomes something approximately playable even if someone have announced his Elena WIP.

After releasing my own WIP (just beta) in April 2005, I realized that I was very far from the accuracy I wanted to give. Critics have helped me to fix errors on her (the SFIII faqs too) and with the time I updated each detail until what you have today.

Now the game is accessible on emulators which have functions to retrieve all the sprites and other data sheets on the character. Thanks to this, I could study her more strongly and correct all details. I became myself a pretty good player by dint to test all her combos. It's been long time since I worked on her and I haven't much more things to add except maybe a few fanciful functions. But I wouldn't make too much that may distort its original gameplay.

Enjoy ! ;)

Content

Related to the original game

- All standard moves
- All special moves + EX version
- All super arts + Select Super Arts interface
- Throw, overhead, taunt
- Stun count, parry system
- 2 intros
- 4 win poses
- 13 palettes + 3 from 2nd Impact
- All sparks
- KO pause, background
- Negative edge controls
- The ending scene from 3rd strike
- The victory picture from 2nd impact for Mugen 1.0
- The victory quotes from 3rd Strike for Mugen 1.0

And some extra




- 2 new standard moves (Back slash, Waker kick)
- 2 new special moves (Hooligan jump, Counter attack)
- 2 new super art (Rainbow jump, SFIV Ultra combo 1)
- 2 new moves with start button (Music symbol, Akuma teleport)
- Defence or attack bonus with the Music symbol at contac range
- 2 new intro (Cosplay, flash appearance)
- 37 new palettes

and what is missing:


- A good artificial intelligence (AI)

Settings

At the beginning of each fight, the Super Arts menu appear and allow you to choose the one you could execute :

-  : 1 = SPINNING BEAT
-  : 2 = BRAVE DANCE
-  : 3 = HEALING

I added a 4th choice where I could release several edited moves which are not based on its original gameplay :

-  : 0 = CUSTOM mode

Remove the Select Super Arts (SSA)

To suppress the Super Arts select open the file [Common.cns](#) and search the code snippet below. Change the variable 32 at 0 to prevent the menu from displaying on the screen.

```
[State 190, VarSet]
type = VarSet
trigger1 = time = 0
var(32) = 1                                ;<--  *METTRE A ZERO POUR NON-CHOIX*
```

By default, the Super Art is selected randomly but if you want to force the value, you can set the variable 31 between range 2,2 for Super Art 2, for example.

```
[State 190, VarRandom]
type = VarRandom
trigger1 = Time = 0
v = 31
range = 1,3                                ;<--  *METTRE LE SUPER-ART PAR DEFAULT ENTRE 1 et 3*
```

Activate/Desactivate AI (only in CUSTOM mode)

To active the AI in Custom mode do "F, B, F + start"

To stop it, do "B, DB, D + start"

Use the others palettes

To use the new palettes, open the [sf3_Elena.def](#) file and copy/paste the names of the palettes next to the fields pal1 to pal12 as there was before.

Exemple :

```
; Palettes for player (12 possibles)
pal1 = palettes/ebony.act    ;el2.act
```

Moves list

** only available in CUSTOM mode*

LP = Jab **MP** = Strong **HP** = Fierce **P** = Any Punch
LK = Short **MK** = Forward **HK** = Roundhouse **K** = Any Kick

Basic moves

Dash	F, F	
Back Flip	B, B	
Super Jump	D, U	
Parry	F / D	(short time before being touched by stand or crouched attack)
Quickstand	D	(as soon as touched down)
Air Recovery	2 P	(when air fall or just over the ground)
Air Guard	B	(while air state)

Standard moves

Handstand Kick	F + MP
Handstand Whip	F + MK
Round Arch	B + HK
Sliding Sweep	DF + HK
Body Slam	LP + LK
Knee Overhead	MP + MK
One Handstand	HP + HK
Another Mid Kick	DB + MK
Back Slash	B + HP
Waker Kick	2 K (when lie down)

Special moves

Lynx Tail	B, D, DB + K	EX-possible
Mallet Smash	F, DF, D, DB, B + P	EX-possible
Spinning Scythe	D, DB, B + K (chain it 2 times)	EX-possible
Rhino Horn	B, DB, D, DF, F + K	EX-possible
Scratch Wheel	F, D, DF + K	EX-possible
Hooligan Jump	D, DF, F + P	
Pusher	P	(while Hooligan Jump)
Catcher	B / F + K	(while Hooligan Jump)
Music Symbol	D, DF, F + start (for attack bonus)	
	D, DB, B + start (for defence bonus)	
Counter Attack	B, DB, D + P	
Akuma Teleport	start	(versus opponents named "Akuma" "Gouki" "Oni")

Super Arts

Spinning Beat	D, DF, F, D, DF, F + K	(1/3 gauge)
Brave Dance	D, DF, F, D, DF, F + K	(1/2 gauge)
	D, DB, B, D, DB, B + K	(1/2 gauge)
Healing	D, DF, F, D, DF, F + P	(Entire gauge)
Rainbow Jump	D, DB, B, D, DB, B + P	(1/3 gauge)
SFIV Ultra Combo 1	D, DF, F, D, DF, F + 3 K	(1/2 gauge)

Gameplay

For CUSTOM mode

Hooligan Jump

Inspired by the Cammy's special move as the same name, this move leads to 3 achievements. If you just let it execute until she lands, she will perform a slide kick which sweep the opponent.

The 2 other possibilities works only during the descending phase:

If you press Punch you tend the heel to hit and that throws you back to your recovery.


If you press Kick (with a direction) while you are close to the opponent, you catch his neck with your legs and crush him to the ground. If you're too far, you fall right on your feet. It's good to surprise the opponent who was expected that you slip in front of him..


Music Symbol


When you do this move really close to your opponent, the symbol isn't launched but you touch him with your hands. If you got him you'll get an attack or a defence bonus.

- The attack bonus get your 3 next blows more powerful (multiplying their damage by 2) Even if they're blocked, they will deal 25% of damages.
- The defence bonus reduce by 50% the damage you will get from the 6 next hit. If the blow received doesn't have a hitcount higher than 1, then you are not disturbed while your current action (like Juggernaut super armor).

Otherwise if the symbol is launched, here are the different effects :

The symbol  just disturbs the opponent on his action but it does no damage (cannot be blocked)

The symbol  makes your opponent lost the equivalent of 10% of your power gauge, which is consumed.

The symbol  paralyzes the opponent for about 2 seconds.

Counter Attack

Inspired by the counter attack of Dudley. When you execute this move you are immobile for a few secondes. While this period of time if you're hit by a stand or an air attack you fight back automatically by a sweep followed by a blow which send the opponent to the wall. Your target rebounds on it then allowing you to catch him. Obviously before to fight back, you get the damage of the blow you received.

Akuma Teleport

Inspired by the teleport from Akuma, this is a movement which can be done only versus opponent named « Akuma, Shin Akuma, Gouki, Shin Gouki or Oni ». You'll be automatically teleported to the opposite edge of the screen.

Rainbow Jump

This super attack is efficient against oppopents who are in the airs. There are 3 levels of distance. With **LP**, she jumps and goes down quickly on the spot.

With **MP**, she describes an arch for a small range.

With **HP**, she stays a moment in the air to finish with a big kick which send to opponent harshly to the ground.

SFIV Ultra combo 1

Inspired by her Ultra combo 1 from Street Fighter IV. Once an opponent is caught, Elena is invincible until she finished the move (for a total of 15 hits).

Some combos

The basic ones :

(Air) LP > MK
(Air) MP > HP
MK > D+ HP
HP > HK

In addition to the already existing combos in the original game, there are :

D+ LK > D+ MK > DB+ MK
LK > B+ HP
MK > DF+ HK

Mallet Smash > B+ HP

Plus these possible chains from Street Fighter IV :

D+ LP > LK
D+ LP > D+ LP > etc...

D+ LK > D+ LP
D+ LP > D+ MP

HP > Spinning Scythe
MK > Spinning Scythe
D+ MK > Mallet Smash (EX)

Credits

A great thanks to :

Elecbyte for creating MUGEN, SprMaker and SndMaker

, the beginning of all, it's what I have been waiting for since my childhood.

Capcom for creating SFIII and Elena of course

, their universe is Awesome.

Joram Nowak for the sprites ripping and sounds

, the biggest work, luckily he ripped perfectly sprites. Great contributor for SFIII creations.

Those who made MCM

, which is easy to use and is my main software for working.

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, indispensable tools for working in good states.

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, a good memento for the all programmers

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, a reference for the French Mugen Community.

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, thanks to him you have a beautiful ending with the character.

The God Bogard for releasing Elena's sounds pack

, luckily **Corntortillas** directed me to this resource.

GM who developped SF3 characters that are way more accurate than mine

, he got soundpack that we cannot find anymore.

Joseph Christopher, **Star Scream** and **Shiki Dan** for their faqs at Gamefaq.com

, I've learned all on Elena from their well complete faqs

Creators of movies where Elena appears at ComboVideo.com

, in particular **KYSG** with his marvelous combos.

Creators of other SF3 characters for their well-made fighters

, we can learn a lot of how we must see the conversion work.

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, especially the last corrections I brought and some suggestions on Custom Mode

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End.