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Street fighter 4 ultra roster

Ultra Street Fighter IV REVIEW: First announced in EVO '13, Ultra Street Fighter IV is the successor to SSF4: Arcade Edition (Ver. 2012), and is possibly the final version of Street Fighter IV (one can expect). It's been two years since the release of SSF4: Arcade Edition, and nearly 5 exact years since Street Fighter IV first fell into Japanese arcades. Not many fighting games have lived to see 5 years of continuous updates and endless community support. While it's natural for non-SF4 enthusiasts to mock another slightly tight iteration of SF4, one cannot really blame Capcom for his latest effort to extend the life of the reigning, undisputed and most popular fighting game of this era. Considering SF4's undeniable popularity among the crowd of the hardcore tournament, we hopefully a definitive update and certainly welcome among the staunch players... but is Ultra enough to bring back the casual SF4 player/on and off? ... or maybe the old-school Street Fighter player? Ultra SF4 Character Selection Full Screen... including Cammy's clone, Decapre. To quickly cover the basics of this update, Ultra features 5 new characters. Elena, Hugo, Poison & Rolento make the jump of Street Fighter X Tekken, and the mysterious and masked Shadaloo Doll named Decapre finally goes from being a supporting character in 1998's Street Fighter Alpha 3 to a playable character in Ultra SF4. Although Decapre is literally a clone of Cammy, its set of load style moves and unique attacks make it a rather interesting new addition. Veterans returning from SFXT are not total reshases at least and show some new moves and animations, including all new Ultras. Many of its new Ultras & Supers are also taken from previous titles, which is naturally a cool fan service for old-school players. To be more specific: Rolento's Mine Sweeper & Take No Prisoners (from the SFA series), Hugo's Hammer Mountain & Megaton Press (from the SFIII series), Poison's Thunder & Poison Kiss (from Final Fight Revenge) and finally Elena's Spinning Beat & Healing (from the SFIII series). Ultra SF4 launches 6 new stages into the mix, all of which are in fact recycled from SF X Tekken. While those strange and random SFXT stages received some small visual adjustments, none of the returning SF4 stages were retouched or remixed at all... And that's sad. (Sorry for being a 90s Capcom fan). In addition, the classic BPM stage has also not been updated in the last 5 years. And as a Street Fighter fan as I was standing in a box to get to the controls of the Street Fighter arcade cabinet (1), I find it disappointing too. It's understandable that Capcom will focus in the balance of the game these days, but watching the artistic direction of Street Fighter IV not evolve at all in the last 5 years, is a shame. *In the best gordon Ramsay accent * ... What-to-shaiime. It's BLAND. Call it nitpicking, but any long-time fan can clearly remember the effect that new (or remixed) remixed) BGMs & artwork had in the SF2 series, SFA & SFIII (not to mention many other fighting games). Come on, something as simple as changing the color of the sky, the weather or mixing other background elements can go so far to make a game look cool and exciting. Because right now in Ultra SF4, two original SF4 characters fighting in any of the original stages still look exactly like 2009. In fact, I don't think there's a single fighting game in history that's changed visually for so long from sequel to sequel. Ultra SF4 introduces some new universal gameplay mechanics, such as: Ultra Double Combo (allowing players to fight with the Ultras of their two characters in a game, in exchange for doing less damage), Red Focus Attack (allowing fighters to absorb multiple attacks at once by sacrificing part of their meter) and Delayed Awakening (allowing characters to delay standing after being knocked down). Simply put, the new mechanic manages to fight the 5-year-old engine, tested and true. Red Focus costs quite a meter, so it's risky, but it can also be very rewarding with the right time and score a luxury counterattack or end. The Ultra Combo Double is another great addition, offering a few more options during the game (which is something I wanted to see in previous SF4 iterations). Also new in Ultra is the new Edition Select option. Like Hyper Street Fighter II: Anniversary Edition, Edition Select allows players to select each and every previous version of the SF4 series characters, with their original balance (currently offline only). This is definitely a fun option for hardcore players who have followed the competitive SF4 scene from the start. Other new options include: button settings on the character selection screen, Battle Request in training mode (which allows players to practice freely between online battles) and Offline Battle Log (which automatically archives offline games for easily accessible replays). A Upload to Youtube feature has also been added for players who don't already own a capture device and want to share their replays online. Hugo's backbreaker is still great... but it looked much better in 2D. As you know, Ultra SF4 introduces a total of character balance changes based on recent community feedback. Although I understand the point and (sometimes) the need for balance patches, I can't say that I'm sold into pressing the reset button and changing a game so many times. There are a lot of... and I mean a lot... of the classic fighting games that remained competitive for years, however, they did not need to be altered a fifth as much as SF4. Of course, the best half of Balance changes can add years to a game's competitive life, but while the benefits and nerfs will cater to some, others will end up upset or discouraged. It certainly takes a little study and commitment to a little re-learn a game, and if you're like me ... you already have too many other games (or real commitments) on the agenda. Relearning my previous SF4 network and all the new pairings just isn't on my itinerary. On the other hand of all this, this continuous trend formula of adding chess pieces to a game and making new rules for existing ones is mostly accepted and appreciated among serious players. I'm just making the simple point that many games of the past were balanced when they were released the FIRST time, and never had to change once... I'm just saying. Oh Capcom... I've supported Street Fighter for the last 25 years. I bought SF4 three times already, even though I was never a serious SF4 player (and I picked up SFXT too), and still want more of my money? I guess \$15 is reasonable for an upgrade of this size, but I expected more heart from the final iteration of SF4. No one can deny that Ultra SF4 could have been much more Ultra. Let's not forget the super update that added 10 new characters? And what about the many minor sequels to fighting games of the past also introduced new victory animations and gain poses for ALL characters, a whole new set of character artworks, a new soundtrack, and the list goes on and on. Come on, yes... and what about these NEW stages, too!!! (In case the entire paragraph of the previous paragraph has been lost in the review). Of course, all the ultra hardcore SF4 tournament FGC bros would be fine fighting in the SF4 training phase for the rest of their lives... But... some of us have higher standards. Yes, believe it or not... some of us really care about other things besides who was improved and who was denifred. Yes... Hadokens remain effective in Ultra SF4. Imagine that. I hope I don't sound too much like a Namco fanboy when I say this, but... in case you forgot... Namco's FREE play fighting game, Tekken Revolution, introduced an all-new soundtrack (and it's good), an updated graphic filter (enhanced graphics on TTT2), new facial representation for female characters, new projectile effects (and premium effects) and visually altered stages (as light as they are, count). So, I wouldn't say I'm wearing nostalgia glasses when I reflect on past Street Fighter installments, because other developers of fighting games are clearly still able to worry about other things besides balance changes. And that matters, because this is a review of fighting games. Not to mention what Ultra SF4 lacks from an aesthetic and artistic perspective would be an injustice to all the other fighting games of the past that cared enough to add those additional details in addition to implementing balance changes and new characters. Recycled SFXT stages and characters and some new BGMS only go so far. There should be more than something. Nothing. Even though it would have been nice to see more (and actually new) favorite Street Fighter characters make the cut to Ultra... the 5 new additions to the list are definitely good. Turns out I'm a big final fight fan (since (since so watching classics like Hugo, Poison & Rolento on the SF4 engine is however impressive. On the other hand, although I've always loved what Elena looks like in the SF3 series, her transition to 3D didn't go so well. Elena is another SF3 character who looked and animated much better in SF3. It's hard for me to accept any kind of degradation after enjoying 2nd Impact and 3rd Strike for so many years - another reason why I'm not yet interested in SF4 animation style or art style. What worked pretty well as in 2009-2010 is starting to look old-fashioned, in my eyes. Click here for all alternative art costumes! Click here for more screenshots! Updated page: February 2, 2020 Developer(s): Dimps, Capcom Publisher(s): Capcom Designer(s): Yoshinori Ono Producer Daigo Ikeno Character Design Artwork by: Daigo Ikeno Platform(s): PS4, PS3, Xbox 360, PC Release Date(s): Apr. August 16, 2014 Arcade June 3, 2014 / PS3 / 360 August 7th, 2014 PS3 / 360 Aug. 9th, 2014 PC December 15, 2014 1.04 Update May 26, 2015 / PS4 Characters: Ryu, Ken, Chun Li, Dhalsim, Zangief, E. Honda, Blanka, Guile, Sagat, Bison, Balrog, Vega, C. Viper, El Fuerte, Abel, Rufus, Seth, Akuma, Gouken, Cammy, Rose, Gen, Fei Long, Dan, Sakura, T. Hawk, Dee Jay, Cody, Guy, Adon, Juri, Dudley, Ibuki, Makoto, Hakan, Yun, Yang, Evil Ryu, Oni Akuma, Elena, Poison, Hugo, Rolento, Decapre Featured Video : Super SF4: Arcade Edition, Super Street Fighter 4, Super SF4: 3D Edition, Street Fighter 4, Ultra SF2, Street Fighter X Tekken, Street Fighter Alpha 3, Street Fighter 3: 3rd Strike, Final Fight Revenge, BlazBlue: ChronoPhantasma, King of Fighters XIII, Guilty Gear Xrd -SIGN-, Xuan Dou Zhi Wang, Crow Legend, Chaos Code, Tekken Revolution Game Engine 8.5 / 10 Story / Theme 7.0 / 10 General Graphics 8.5 / 10 Anima 8.58.0/10 Music/Sound Effects 7.0/10 Innovation 6.5/10 Art Direction 6.0/10 Customization 8.5/10 Options/Extras 9.0/10 Enter/Presentation 6.TM5 /10 Replayability / Fun 8.0 / 10 Ouch Factor 8.0 / 10 Characters 9.0 / 10 BOTTOM LINE 8.1 / 10 Review based on PS3 Final Words version: Ultra Street Fighter 4 is the culmination of many things... the end of an era. The final delivery has everything that defines SF4, good and bad. USF4 is also a perfect example of current social technology and Capcom's innovative connection with SF4 players... an update created for players, by players if you want. You don't need to be an expert to enjoy Ultra SF4, but if you plan to be competitive online or elsewhere, you better know your stuff or you'll be dismantled by players who have lived and breathed Street Fighter IV since 2009. At this point in time, Ultra SF4 is not a game that would refer to me as totally casual friendly (unlike some critics out there)... But as always, game definitely does a great job making players feel like they're good at the game (until you come up with a real skill lol). While there are 100 balance updates that could be named, immediately noticeable game changes can be counted on one or two hands. We all know that Ultra will be an instant hit among hardcore tournament players... but there's always the other side of the coin. Street Fighter players/fans who do not see each SF4 tournament final and are not 125% behind each and every minor update to a 5-year game. No, you certainly won't hear those voices as loud as those that speak frame traps, pairings and new technology... But they're out there. Respect SF4 for turning the mainstream in the direction of fighting games after 2009... but to be honest, I'm done with Street Fighter IV for a while. Ultra is not going to bring me back to play SF4 regularly, but nevertheless I'm glad it exists. Maybe if I didn't have a million other games to play right now, I might have the motivation to spend more time on Ultra and relearn some pairings... but I don't aspire to join any 300-man SF4 tournaments anytime soon (even though my local scene is pretty strong). To be honest, I currently find other more fun fighting games to play online in this era... Ultra SF4 just wasn't made for me, I guess. I've been playing Street Fighter ever since SF1 was a brilliant arcade cabinet in a dark, smoky arcade arcade in the late 1980s. I never took a break from the series either (until SF4). I own virtually every iteration, but I never fell in love with the SF4 series. Where to start? ... Wanky animations that looked much better in 2D, terrible English voices (Rolento someone?), silly costumes, strangely animated, super repetitive moves (with much and much spin and then more spin), no free hit fun after KNOCK, silly and meaningless ending movies, and a little too many shoto-clones. I'm also not too much of a fan of the original SF4 soundtrack. Of course, there are some exceptions in all the above categories that I just mentioned... but these are all the things that go under the main radar, and I know that other old-school fighting fans out there share some of my opinions. And that's precisely why they're in this review. The FGC has a lot of community leaders to clean up Ultra SF4... so I can be honest in my review. The game will attract large crowds of tournaments for years to come (up to SFV). For any player who has remained dedicated to SF4 in the last 4-5 years, I actually RESPECT THAT. That's the dedication all the old school kids had in the mid-90s and early 2000s as well. Hey, if you like your Ultra SF4... good work and I'm happy for you. I had fun with SF4 in the early days, but I've moved on. tired of the recycled engine, and I think it's about time Street Fighter was taken to the next level, and taken seriously again from an artistic and animation point of view, I'm ready to see what's next of Capcom... So I say bring Street Fighter 5. Darkstalkers 4, or grant my wildest dreams and let's see some damn Capcom VS SNK 3 3 Finally, Ultra SF4 is still a solid fighting game... and possibly the most balanced in the series to date. One thing's for sure, Street Fighter 4 had a great run. Ultra will give a little new life in the game for a while, but once the obvious novelty disappears... it's still a lot of SF4 at the end of the day (and how good and bad it comes with that)... so... is it mostly good or mostly bad? That's your decision. •TFG Webmaster Click here for all posters/illustrations in the box! Click here for all character artworks! Click here for all the chibi character art! .

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