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Street Fighter IV is a game that returns Street Fighter to the map. Street Fighter IV was released in the arcade before being ported to the console about six months later. The arcade version consists of the cast of Street Fighter II: Champion Edition and four completely new characters for the series plus three boss characters. In the console release, six more characters were added. The game features a new 2.5D gameplay style, in which characters and environments are rendered in full 3D but gameplay is played in a fixed 2D field of the old Capcom standard, with the camera just moving away from a fixed position during Ultra Combos and some Super Combos. The Street Fighter IV version was subtly followed up with Super Street Fighter IV in 2010 and finally Super Street Fighter IV AE in 2011. The information below refers only to the original Street Fighter IV. Character Control List Changes and Full SFIV Terminology Throughout the guide, there will be a lot of jargon thrown in, and unless you know what these terms refer to, it can be difficult to understand some of the more complex lingo and slang used. So before we are, please take a moment to look at the next few sections to familiarize yourself with some of these terms, so that the rest of the guide will make more sense. The FAQ System Half of this FAQ will tell you how everything in Street Fighter IV works. From Dashing to Attack Focus to Blocking to Throwing to Ultra Combos to Stuns... Almost every technical aspect of almost anything will be described in half of this Guide. So take a look, and learn how Street Fighter IV works from the inside.... Basic Elements In each Fighting Game, there are basic and common factors that exist. Life Meters is in almost every Fighting Game, just like a Timer, for example. This section discusses these matters, factors that can influence the outcome of a battle that cannot be controlled by the player. Life Meter Super Meter Ultra Meter Stun Meter Universal Timer Ability is a capability shared by all characters in Street Fighter IV. This includes your most basic abilities, such as Walking, Blocking, Squatting, Jumping, Buffering, Mocking, and Throwing. Systems Street Fighter IV game contains many rules and systems that drive gameplay. This section talks about how and why the system is, as well as includes some really unclear rules that you might not be aware of. For faster navigation, this lframe contains the Wikiwand page for Super Street Fighter IV: Arcade Edition. {{:readMoreArticle.title}} {{bottomLinkPreText}} {{bottomLinkText}} This page is based on Wikipedia articles written by contributors (read/edit). Text is available under the CC BY-SA 4.0 license; additional requirements may apply. Images, videos, and audio are available under their respective licenses. Thank you for reporting this video! Please we resolved this error by emailing us at Tell us what you've done that caused this error, what browser you're using, and whether you have a dedicated extension/add-on installed. Thank! Edit Game Share The Street Fighter IV is a series of 2.5D fighting games. In-game characters and environments are rendered as 3D models with polygons but gameplay remains in the traditional 2D field. The game also uses stylish effects to give them a hand-drawn look, with certain attacks featuring ink spray during the fight. The original Street Fighter IV game, released in 2008, was the first Street Fighter game released by Capcom since the arcade release of Street Fighter III: 3rd Strike in 1999. The story in this series is chronologically set between street fighter ii series and Street Fighter V. Game[edit | edit source] History[edit | edit source] This section is currently incomplete. Please help the Street Fighter Wiki, and complete the section if you can. Character[edit | edit source] Symbol Meaning a Playable a Hidden playable a Only computer-controlled a Not appear Trivia[edit | edit source] Regarding the installment theme, Street Fighter IV is the series' official transition to 3D outside street fighter EX; the visual use of ink and brushwash is likely used to communicate that although the series can go into 3D, Street Fighter as a 2D-style game still retains its 2D origins and spirit. The use of such a theme may also refer to references and word games about how the game always displays literal martial arts. The number four is considered a rather unattractive number in Asia, and without exception Japanese superstitions. In Japanese, the pronunciation shares the word for death, being shi. In Japanese astrology and prophecy, the age of unefitable numbers is said to be related to exams and time tries, and is also considered years of unfavorable and pleasant events. Regarding ink and paint such as the visuals used to display ki and energy, it is noteworthy that in black and white ink gameplay, as well as the white background for Ultra Combos is actively depicted. It can be used to represent the concept of yin and yang, two important principles of Taoist philosophy that also bear great influence into Asian martial arts; among the natural dualities in the world of martial arts are the hard and soft aspects, and external and internal. Into greater detail, yin and yang also correspond to evil and goodness, destruction and creation, and darkness and light respectively; it should be noted that attacks that bear black ink are related to yin and more brutal measures, including Focus Attacks and certain Ultra and Super Combo attacks. In Ultra Combos that utilize white and black backgrounds, these attacks have a more bleak meaning: in cosmology Enma's residence, Judge of the Dead, is said to see a list bearing the names of all who live in the world today. Top Top from one passing, Enma is said to mark the person's name from the list, and thus the individual is subject to their death. The use of such backgrounds can therefore relate to such symbolic themes, inching representatives toward the frontier of death and marking a person's life. Notably, the winning screen of Ultra and Super Combo by Akuma, Evil Ryu (only for his Super Combo) and Oni has gray and black visuals compared to the bright orange flame standard for everyone in the series. Super Street Fighter IV: Arcade Edition and Ultra Street Fighter IV are the only installments in the series where the characters that appear in those games don't get rival cutscene. The only characters to retain their Japanese voice/seiyū actors from their last few Previous Street Fighter games and previous Capcom-based crossover games are Makoto, Yun, Yang, Hugo, Poison and Roletto. Community content is available under CC-BY-SA unless otherwise stated. Arcade, PlayStation 3, Xbox 360, Windows, iPhone, iPod Touch ArcadeJP July 18, 2008ConsolesJP February 12, 2009NA February 17, 2009EU February 20, 2009Windows PCNA 2009 iPhone/iPod Touch NA February 23, 2010 Single-player, multiplayer 720p/1080i/1080p 16:9 LCD screen Street Fighter IV (スーリーファイターⅣ, Sutorito Faitā Fō?) is a 2008 fighting game produced by Capcom. It is the first Street Fighter game in the main series released by Capcom since the arcade release of Street Fighter III: 3rd Strike in 1999 and the first game in sub-series IV. The arcade version was released in Japan on July 18, 2008 and was given a limited release in North American arcades in August. Home versions were released for PlayStation 3 and Xbox 360 on February 12, February 16, and February 20 respectively in Japan, North America, and Europe. The Windows version of the game was released on July 2, July 3, and July 7, 2009, respectively in Japan, Europe, and North America. The iOS version of the game was released on March 10, 2010. The latest release of this game is on the Android OS, released on January 5, 2012. Gameplay[edit | edit source] Abel in battle against Ryu. While Street Fighter IV features fighter aircraft and rendered backgrounds in 3D, gameplay remains on traditional 2D aircraft. Producer Yoshinori Ono has stated that he wants to keep the game closer to Street Fighter II than the sequel, and thus the parry system of Street Fighter III has been dropped. A new system called Focus Attacks (Saving Attack in the Japanese version) has been introduced, as well as Ultra Combos. The traditional six-button back control scheme, with new features and custom gestures integrated into the input system, mixes classic gameplay with additional innovations. Pictures of Ryu and Ken will fight in Street Fighter IV This game has a very similar feel to Super Street Fighter II Turbo, but also has some properties Street Fighter III 3rd Strike. Pressing both light attack buttons is still to throw, and both attacks are heavy heavy is for personal acts or ridicule. Both medium attack buttons are for the newly added Focus Attack. Dashes and quick standing are also in the game. Crimson Viper is the only character who can do high jumps. Ibulki then joined him in the group when he was added to Super Street Fighter IV. It is intended that the car-smashing bonus round from the previous Street Fighter game will return. Ono then stated that the bonus stage will not exist in the arcade game, citing the reason for the time the player spends on the bonus stage taking money from the arcade operator. It can also explain the option to turn off the bonus stage in arcade mode on the home console version of Super Street Fighter IV. Visuals[edit | edit source] Characters and environments in the game are rendered as 3D models with polygons but use stylish effects to give them a hand-drawn look, with certain attacks featuring ink spray during combat. The art director and character designer is Daigo Ikeno, who previously worked on Street Fighter III: 3rd Strike, aiming to stay true to the Street Fighter II style. Focus Attacks[edit | edit source] Focus Attacks, known as Saving System in the Japanese version, is a new system introduced in Street Fighter IV. Focus Attack is a movement that allows players to absorb attacks and launch counterattacks, and that's done by pressing the punch and medium kick buttons simultaneously. The system aims to make ground attacks a viable way to approach opponents because jumping is in the previous game. The Focus Attack system is a core part of Street Fighter IV gameplay. Ono has stated that the system is incorporated to shift emphasis away from combos and towards a more realistic system that he has compared to boxing; skills in reading your opponent's steps before he starts moving... We haven't forgotten the combos and linked moves, but focus on making them so you have to read your opponents. [Citation needed] Ultra Combos[edit | source edit] Crimson Viper executes its Burst Time Ultra Combo in Guile. Super Combos, a specially powered move that has been a mainstay of the series since Super Street Fighter II Turbo, is back in Street Fighter IV. Similar to Super Turbo, each character has a set of super moves. The game also features EX Special Moves, a Powered-up version of Special Moves from the home version of Street Fighter: The Movie. In addition to Super Combos, the game also comes with Ultra Combos. Ultra Combos are performed similarly to the character's Super Combo but are executed with three attack buttons (such as Lv. 3 Super Combos in the Street Figher Alpha series and Meteor Combos in Street Fighter EX3). Ultra Combos are long and cinematic movements usually featuring a long combination of punches, kicks and Other. Just like there is a Super Combo Gauge, there is also an Ultra Combo gauge (officially known as a Revenge Gauge), but while the Super Combo meter fills as Hit the opponent, the Revenge Gauge fills in when someone takes the damage from the opponent. Along with Super Combos, Ultra Combos is the only time the camera breaks from a normal fixed position to show a more dynamic, or cinematic gameplay look. In addition, when the camera shifts to this cinematic display, the opponent's facial expression will turn into a display of surprise and panic. It's easier to see on some Ultra Combos than others, especially if the camera pans around people in some way. Plot[edit | edit source] Full character selection screen featuring Rose and Ryu. Street Fighter IV took place a few months after the events of Street Fighter II. After Seth's escape, the S.I.N. company embarks on another battle tournament to pull out the most powerful fighter on Earth to complete the BLECE project. Each character has their own reasons for entering the tournament, but S.I.N.'s real desire is to lure Ryu to analyze Satsui no Hado, which is believed to be the last piece of data needed to complete the BLECE. The tournament, held publicly by the S.I.N., appears to use preliminary matches and a points system to determine who is allowed in (as demonstrated by the conversation between Seth and his henchmen about how Dan Hibiki was able to squeak with just enough points to qualify). It can be assumed that the only participant in the tournament is a playable character in SFIV excluding Seth. Characters[edit | edit source] Arcade roster[edit | edit source] Chronologically arranged between the Street Fighter II series and the Street Fighter III series, Street Fighter IV was originally intended as a return to the series' roots, namely Super Street Fighter II Turbo, which Ono considered the king of street fighter games. Thus, the experience provided by Super Street Fighter II Turbo became a major influence for the Street Fighter IV development team, and all of its characters were meant to be in the game. However, the four characters introduced in Super Street Fighter II were dropped for the arcade version of the game, so the list of the last playable characters becomes Street Fighter II' - Champion Edition, along with four additional characters, new to the series. However, Cammy and Fei-Long were later added to the home console version of SFIV, while T. Hawk and Dee Jay were added to Super Street Fighter IV. Returning characters[edit | source edit] New characters[edit | source edit] Japanese voice actor Character English voice actor Profile Abel Kenji Takahashi Jason Liebrecht Abel is a French mixed martial artist. He is described as an amnesiac man with no past who wants to defeat the living members of Shadaloo. C. Viper Mie Sonozaki Michelle Ruff Crimson Viper is a female American spy wearing sunglasses, leather hands, boots, and a suit that fits. Rufus Wataru Hatano Chris Kent Rufus is a fighter with Kung Fu moves and decaying looks, who tries to fight Ken to prove himself to be the best in the United States. El Fuerte Daisuke Ono J.B. Blanc El Fuerte (Spanish for The Strong One) is a Mexican luchador and aspiring gourmet cook. Hidden bosses and characters[edit | edit source] Japanese voice actor Character Seth Akio Ohtsuka's Profile British voice actor Michael McConnohie Seth, also known as The Puppet Master, is the new boss character. He's the CEO of S.I.N., Shadaloo's weapons division. His body has been modified using advanced technology. Movement In particular is a technique used by other characters. Akuma (Gouki in Japan) Taketora Dave Mallow Akuma appears in the arcade version as the secret final boss in single-player mode as well as a character that can be played in secret. Gouken Tōru Ōkawa Rod Clarke Gouken, sensei Ryu and Ken and older brother Akuma, appear in the arcade version as a secret computer-controlled challenger at the end of single-player mode, making his debut, albeit highly anticipated in a fighting game. The character is featured in the game as a tribute to the Sheng Long hoaks initiated by the original Street Fighter II. Home version addition[edit | edit source] Street Fighter IV home version features additional characters not included in the arcade version of the game. They are Cammy (the recommended top choice character for the home version of the game in an online poll posted on the English site Capcom), Fei-Long from Super Street Fighter II, Dan and Rose from Street Fighter Alpha, Sakura from Street Fighter Alpha 2, and Gen from the original Street Fighter and Street Fighter Alpha series. In addition, two computer-specific boss characters from the arcade version, Seth and Gouken, can also both be played in the home version, and Akuma is a hidden character. iPhone/iPod addition[edit | edit source] Dee Jay (playable character) - Cannot be opened when Arcade is completed 1 time (in latest update). Dojo Mode - Exactly the same as Test Mode. Comic Books Reading - Read some SSFIV comic books. Stage Trailer Super Street Fighter IV[edit | source edit] East Asia: Old Temple - Sacred Shrine in Japan. Africa: Small Airfield - Shadaloo's secret airport located in the African savanna. South America: Inland Jungle - Amazon Forest in the morning, where Blanka lives. East Asia: An overpass - A road next to a river and under a Highway Bridge in Japan. East Asia: Deserted Temple - Old Temple destroyed in Japan. East Asia: Crowded Downtown - A number of restaurants in China in the afternoon. Europe: Stern Cruise Ship - Battle stage on Shadaloo Cruise Ship. Europe: Snowy Rail Yard - Railway station in Russia. U.S.A.: Drive - In At Night - A busy street filled with cars. Europe: Historic Distilleries - Shadaloo Distilleries in Scotland. Unknown: Secret Laboratory - S.I.N.'s secret laboratory in the Bermuda Triangle. East Asia: Run-Down Back Alley - A number of restaurants in China at night. South Asia: Mist Bay - A fishing boat in Ha Long Bay Vietnam in Oceania: Volcanic Rim - An Oni sanctuary after the sinking of Goukuento Island. South Asia: Beautiful Bay - A fishing boat in Vietnam's Ha Long Bay at sunset. South America: Pitch-Black Jungle - Amazon Forest at night, where Blanka lives. Unknown: Training Stage Development[edit | edit source] Before producer Yoshinori Ono pitched the idea to the former head of R&D Capcom Keiji Inafune, the prevailing attitude around Capcom is that a new numerical entry to the Street Fighter series will not be made. Initially, there was a lot of resistance to the Ono pitch for a new Street Fighter game many years after the original. The gap from 2000 to 2008, since Street Fighter EX3, the latest Street Fighter game at the time, represents the longest time the series has gone without a sequel. However, given the fan demand plus positive reception for Street Fighter II' Hyper Fighting on Xbox Live Arcade, Inafune finally allowed the project to begin. [1] This was Ono's first entry for the Street Fighter series as a producer, although he previously worked on Street Fighter III 3rd Strike as sound management director and previously produced Capcom Fighting Jam. The experience provided by Super Street Fighter II Turbo was a major influence for the Street Fighter IV development team. [2] The original game concept, titled Street Fighter IV Flashback, envisioned in part by David Sirlin, designer of the Super Street Fighter II Turbo HD Remix, never made it past the proposal stage. The flashback will also feature 2.5D gameplay and a list made of classic Street Fighter II characters plus Sakura and some new characters. The game will also feature a single-player mode with third-person 3D action (similar to Sony's God of War series) focusing on Ryu's backstory, as well as all Street Fighter arcade games in their original form and the 3D version of Super Turbo. Flashback's proposed easy control system is then used in Tatsunoko vs. Capcom: Ultimate All-Stars, minus its titular flashback gameplay feature. [3] While Street Fighter IV features models and backgrounds rendered in 3D, gameplay remains on traditional 2D aircraft, with the camera having the freedom to move in 3D at certain times during combat, to dramatic effect, similar to the Street Fighter EX Capcom series produced with Arika. Originally the title had been developed to use the 3D hit box, but testers felt it did not have the pixel perfect precision of the Street Fighter game, and therefore the game was changed to use the 2D hit box. [4] Ono also cited the arcade version of Arc System Works' Battle Fantasia as the inspiration for the game's three-dimensional art style. [5] Art director and character designer Daigo Ikeno, who previously worked on Street Fighter III 3rd Strike,[6] chose non-photorealistic renderings to give them a hand-drawn look, with effects accented calligraphy strokes, ink stains, and ink sprays during combat. The game goes on to the Taïto Type X2 arcade board is inside the Taïto Vexlix cabinet[7] and utilizes the capabilities of the X2 network and allows players in separate machines in the same LAN to fight each other. Version[edit | edit source] Home version[edit | edit source] North American cover artwork. European box and cover artwork from Collector's Edition (Xbox 360 version). Street Fighter IV has been released for Xbox 360, PlayStation 3, and Microsoft Windows. The home release features additional playable characters and online play functionality. The North American and European localizations of the home port feature English sounds that act for all characters, as well as a fully animated final sequence. North American, European and Japanese releases are available in standard packaging and in Collector's Edition variants. Collector's Edition is only available for the console version of the game, and comes with a statue (Crimson Viper for Xbox 360 owners; Ryu for PS3 owners), Aratanaru Kizuna's animated short, (New Bond) called The Ties That Bind, in North America, is produced by Studio 4°C, the game soundtrack, and the Prima guide guide. Collector's Edition retails for \$79.99 USD. Downloadable Content[edit | edit source] The Street Fighter IV console version has received downloadable content upon release, which is available for download via Xbox Live Marketplace and PlayStation Network. The first expansion pack, titled Championship Mode, is free of charge and provides players with replay mode, a new points system, and an improved tournament matching system. In addition, five alternative costume packages are available for purchase through Xbox Live and PlayStation Network. The costume package includes alternative costumes included in the arcade version of the game. Downloadable Content Release Date Descriptions Brawler Pack February 17, 2009 This package includes alternative costumes for: Zangief, E. Honda, Rufus, El Fuerte, and Abel. Femme Fatale Pack February 24, 2009 This package includes alternative costumes for: Chun-Li, Cammy, Sakura, Rose, and Crimson Viper. Shoryuken Pack March 3, 2009 This package includes alternative costumes for: Ryu, Ken, Akuma, Gouken, and Dan. Shadaloo Pack Package March 10, 2009 This package includes alternative costumes for: Seth, M. Bison, Sagat, Balrog, and Vega. Classic Package March 17, 2009 This package includes alternative costumes for: Guile, Dhalsim, Fei-Long, Blanka, and Gen Championship Mode. Championship Mode April 24, 2009 Championship mode is a game mode in which series compete against each other for ranking points. Mobile version[edit | source edit] In the iPod Touch/iPhone version of the game, Abel, Blanka, Chun-Li, Dhalsim, Guile, M. Bison, Ken, and Ryu are the only eight playable characters, before the update adds Cammy and Zangief, and then another update comes along, adding E. Honda and C. Viper. Recent updates include Sagat and Dee Jay which could not be opened. Other iPod Touch/iPhone games called Fighter IV was Protocol will be established. All characters from the original iOS version will be here. Balrog, Vega, Cody, and the hidden character, Akuma, will also be added to the roster. The update adds Sakura and Makoto to the roster. Another update adds Yun and Fei Long. However, another iPhone game was created called Street Fighter IV Champion Edition, released on July 6, 2017 and added three new characters, Dudley, Ibulki and Poison. Updates added Guy, Gouken and Evil Ryu to the list. Another update adds Elena, Juri and Rose. Reception[edit | source edit] Site Score 1up.com A Game Informer 9.25 IGN 9.3 Official Xbox Magazine 9.5 PlayStation Magazine 5/5 Edge Magazine 9/10 X-Play 5/5 GamePro 5/5 Metacritic 93/100 GameSpot 9.0/10.0 Giant Bomb 5/5 Reception for the game has been very positive, with the score appearing at the top of the reviewer rankings. Joe Juba of Game Informer states that the game, ... is a distillation of everything the genre does right. It gives the intensity of the competition ... all through elegant techniques that are easy to learn and difficult to master. James Meilke of 1up.com writes that, This is a brave and confident fighter who celebrates his legacy while bringing fresh new ideas to the table, arriving in a very complete package... while Dan Amrich of Official Xbox Magazine states that, If you're a beginner, the training mode and eight levels of difficulty will help you find your way. If you're a professional, SFIV contains all the depth you've ever liked about this series, without compromise. In the Plus section of the review, he states that it is, What is impossible: Preserving the past, embracing the future. Criticism comes down to anime-style scenes,... These cutscenes are almost a disgrace to anime because they are so poorly animated and tell you there is almost nothing about the story or context for each character's participation in the tournament, writes Ryan Clements of IGN. James Mielke also added words about the game's flagship stages, stating that, Sure, Drive-in at Night, Bustling Downtown, Pitch Dark Forest, Deserted Temple, Cruise Ship Stern, and Small Airfield are pretty good, but anyone who misses the E. Honda onsen hot springs will be left wanting. Street Fighter IV is also rated on Gamestats.com. The Xbox 360 version has an overall score of 9.0 and the PlayStation 3 version has an overall score of 9.1. Merchandise[edit | edit source] Controllers[edit | edit source] MadCatz has released two licensed FightSticks and five wireless GamePads to coincide with the game's release. The Tournament Edition FightStick features a Sanwa joystick and 30mm buttons, as well as a variety of modification capabilities. GamePro's official review[8] of the cane states that the Tournament Edition is also equipped with compartments for storing stick cables, along with rubber legs located at the bottom. Tournament edition will be sold \$150.00 USD, but only 3000 produced with MadCatz received over 20,000 pre-orders. Basic Basics it is much smaller in size, but has been reviewed[9] for intermediate players, and has the ability to rest comfortably on the player's lap. The controller's face is marked with graphics featuring eight original fighters from Street Fighter II, but clearly the stick can be moped. The model retails for \$79.99 USD for the Xbox 360, and \$69.98 for the PS3. Both FightSticks position the Start/Select button on the back side of the model. The Turbo, Home (PS3) and Guide (360) buttons are located in the upper left corner of the model, as well as a key switch to guard against accidental initiation during play. Also both fightsticks ship with removable cables, for easier switching out buttons and joysticks. [10] GamePads feature graphics of Ryu, Ken, Chun-Li, Blanka, and Akuma, and retail for \$39.99 USD. The pad has an 8 Way floating D-Pad, along with trigger buttons (R1 and R2 for PS3) located directly to the face. The button layout is similar to FightSticks, with the Guide (Home) button located in the lower area of the controller. Trivia[edit | edit source] The abbreviation / common name of this game is Street IV. Understandably, there are no fighters to play in this game that debuts in the Street Fighter III series. Although Super Street Fighter IV eventually added three fighters from the series, two more were later added in arcade edition followed by the other two in Ultra. Street Fighter IV can actually be considered the third tournament, with Street Fighter V being fourth, and III being the 5th (canonically, fourth). The character who debuted in the Street Fighter III series, however, can be considered new. Since Street Fighter IV took place before Street Fighter III, Super Street Fighter IV marked the first actual tournament that Ibulki, Makoto, Dudley, Yun, Yang, Elena and Hugo participated in. The opening theme of the Street Fighter IV console version is THE NEXT DOOR / THE NEXT DOOR - INDESTRUCTIBLE- by the J-Pop EXILE unit. There are 3 versions of this track, the Japanese version, the normal English version and the expanded English version, in which it features American rapper Flo Rida. The song is featured on the albums THE MONSTER -Someday-, THE MONSTER -FIREWORKS- and Aisu beki Mirai e (未 The song was also performed during their 2009 live tour called THE MONSTER. Gallery[edit | edit source] Official Art[edit | edit source] To view all official character artworks, see: Official Art. Video[edit | edit source] See also[edit | edit source] Updated version[edit | edit source] Other[edit | edit source] List of movements in Street Fighter IV References[edit | edit source] External links[edit | edit source] Official website in the US. PlayStation.com S. PlayStation.com

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