

Capcom vs. SNK Pro Version Changes 4

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Capcom vs. SNK Pro ----- Changes FAQ V .004

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Revision History

V. 004 - More details on how to fight E. Ryu and O. Iori (still no full method). Added to the Groove Point Explanation in "Standard Gameplay Changes". A few character moves and tweaks (mostly for ratio 3's) added to the "Character Specific" section.

V. 003 - A few fixes to some incomplete move descriptions (such as Joe's Slash Kick), lots of changes once again added to many characters for the "Character Specific" section. Updated "Tricks" section with new info on fighting CPU versions of O.Iori and E. Ryu.

V. 002 - Lots of changes and tidbits added to many Characters in "Character Specific" section. A few new notes added in "Standard Gameplay" and "Aesthetic" Sections. New uses detailed for Dan's Dankukyaku. New taunt and EX Beni glitch info added into "Tricks and Secrets" section. Cleaned up the text in general a little bit for consistency.

-- Introduction --

This faq is intended for those who are already VERY familiar with the original Capcom vs. SNK (I would argue this is also who the game itself was intended for) who want to know what has changed between the first Capcom vs. SNK and the updated "PRO" edition. If you want to learn how to play the game from scratch or find move lists please consult any of the numerous Capcom vs. SNK faqs on www.gamefaqs.com. The other faq writers are much better at doing this sort of thing than I am :) Once you are familiar with the first CVS you can appreciate the changes made to Pro better.

This document is a work in progress, and it will take a lot of input to find completion because I am too lazy to find everything myself :) If you find a new change from CvS added to CvSPro that isn't already listed here, or have a correction or better method/explanation for anything posted in this faq, please email me at: fibers@pacbell.net...and I'll add it to the faq (I'm going to be moving pretty soon so if I don't reply to this email address after awhile don't be mad...I'll answer any emails I read).

All contributors get full credit down in the credits section at the bottom of the faq.

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-- Move List Key --

Direction button abbreviations

Forward = F
Down Forward = DF
Down = D
Down Back = DB
Back = B
Jump Back = UB
Jump Up = U
Jump Forward = UF (written as "Jump towards" if used to describe starting a
combo)

Other Button Abbreviations

Light Punch/Jab = LP
Fierce Punch/fierce = FP
Light Kick/short = LK
Heavy Kick/roundhouse = HK

Special moves (example)

F, D, DF --> LP or FP

This means to do the motion F, D, DF and then press LP or FP to execute this
move. With Ryu, this is an example of how to do a Shoryuken (aka Dragon Punch).

Super Motions (example)

D, DF, F (x 2) --> LP or FP

This means do the motion D, DF, F twice and then press LP or FP to execute the
move. If using Capcom groove, to do a level 3 super move you need to press both
LP and FP simultaneous (SNK groove only requires you to press either button by
itself). With Ryu, this motion is an example of how to do a super fireball.

Combos (example)

(Jump towards) FP, standing FP (cancel) ---> Level 3 Serpent Wave

This means jump towards the opponent and hit them with a deep FP while still in
the air, perform a standing FP when you land, and then cancel the animation for
the standing FP into the Level 3 Serpent Wave. If done correctly, all three

moves should connect and display the correct "hits" number in the display onscreen to let you know you comboed successfully. Note that the directions for special moves or supers will not be included when explaining combos as it takes up too much space and time. If confused over which move to end the combo with, see the instruction manual or pause the game and check the movelists to see the motion needed to perform the moves.

See the instruction manual if you need more help, or consult other Capcom vs. SNK faqs on www.gamefaqs.com

-- Standard Gameplay Changes --

Capcom Groove's super bar now fills when you hit your opponent successfully or when you block their attack successfully. It no longer fills when you take damage. SNK Groove's super bar has a slow startup now, when you hold FP+FK to charge it starts out charging slow then speeds up the longer you hold the buttons down. SNK Groove fills when you take damage but not when you block (moves like Vice's Outrage fills SNK super meters like mad when they hit).

Ratio 1's take more damage when hit by higher ratio characters (especially ratio 3 and 4), they also do much less life to higher ratio characters. All Ratio 3 and 4 characters inflict significantly more damage on both ratio 2 and especially ratio 1s (there are some ratio 3 characters combos that instantly kill a ratio 1 even if they have a completely full life bar, see Character Specific changes for more details).

Most jumping LP and LK attacks don't stay out for as long as they used to, and uppercuts in general have less priority as anti air attacks. It's also harder to chaing from ducking LP and LK into FP and HK in chain combos in general. The glitches from the first game appear fixed (Only ONE chunk of super bar is awarded for an entire multi-hit throw, so this means the Capcom multi-hit throw glitch is fixed at the very least).

Also, corner juggles perform differently with juggles off of special moves or supers now, many times the juggle will miss unless you execute the super to juggle super early while you opponent is still high in the sky. Gone are the days of Chun Li super juggle craziness in the corner.

Taunting your opponent adds to THEIR super meter a little bit (around 12%). Useful against people who like leaving their SNK bar almost charager, you can taunt to set it to MAX and then run away as their meter runs down...other than that it's not all that helpful:) (found by James Naumann).

Groove Point System is slightly changed. Using weak attacks will still get you D or C grade which lower your overall groove points. Using a special move or fierce attacks usually gets you either a B or an A grade which slightly raises your groove points (A points occur when your special move hits the opponent as a counter when they are trying to attack you). S points occur when you successfully hit your opponent with a normal move, special move, or super at *any any point* while your oppoent is still in their super animation. S points also occur if you hit your opponent with your super while they are either just about to hit you with a normal attack or while still in the process of throwing out their special move or super. This means that if you block Kens shoryureppa, and super him as he comes down you will get credit for an S grade (it's much more forgiving to get an S grade in CvSPro). If you finish a match with an S grade, you will be awarded a finest KO, which will cause your GP to soar. To balance this out, the only way to really get high groove points is to

get a lot of S grades...as other moves don't cause the groove meter too move much.

CPU AI is much improved in 1 player modes...the CPU does a lot of delayed get ups now and is much more adept at fighting against you in general. Sometimes it does some pretty impossible things...like three Blanka balls in a row without landing (!).

All secrets that are unlockable from the first game are already unlocked from the get go in Pro such as run/dash, hidden backgrounds and EX characters, etc. A new turbo option has also been added to the options menu to allow you to adjust game speed. Since there is nothing else to unlock, the Secret mode from the first game has been removed.

A link mode was added ("Color Convert") that allows you to import your custom colors from CVS 1, or you can use the "Secret Data" option to create a save file for CvS 1 with all the secrets unlocked (for the Japanese version these options only work with the Japanese version of CVS1 only, will not work with the US CvS).

Each of the characters have been altered as well to either balance out loopholes or to make some moves better. These will be explained on a move by move basis in "Character Specific Changes" section below.

-- New Characters --

Joe Higashi -- Ratio 1

Origin: Fatal Fury series, King of Fighters series
Fighting Style: Muy Tai

Special Moves:

Hurricane Upper - B, DB, D, DF, F --> LP or FP

Joe's fireball move, using LP throws one slow moving tornado, using FP throws two tornados in rapid succession. The move comes out too slow to combo, but can still cancel from standing or crouching FP into it. The FP version is pretty easy to super jump over and should only be used while a fair distance away to cancel your opponents long range fireballs, or when the opponent is getting up from the ground to trap them there. LP is more effective when used inclose for general purposes. Both moves are strangely easy to roll through so be warned.

Tiger Kick - F, D, DF --> LK or HK

Joe's typical dragon punch style anti-air move. He shoots out at around a 45 degree angle and has semi decent priority against most air and standing ground attacks on the way up. This move can be crossed up pretty easily by characters with large super jump (such as Benimaru and Chun Li) so be warned. Since this is the only standard anti air that Joe has you have to make due with it.

Slash Kick - B, DB, D, DF, F --> LK or HK

Joe flies forward and kicks straight out. Not useful as an anti air and has a huge delay when blocked. Hits very reliable in combos out of standing/crouching FP due to it's quick horizontal range. Used at a distance Joe keeps his leg tucked in until close to the opponent where the leg then

extends to hit (before it extends he is vulnerable). This goes over more low attacks and even low fireballs (such as regular Terry's Power Wave) and lands a hit.

Screw Upper - D, DF, F (x2) --> LP or FP

Joe's lone super move (what's up with that?). It's similar to the Hurricane Upper except it comes out faster and has almost no range. It can be cancelled into from an upclose crouching FP, and if done early it is very useful as an anti air (since the hurricanes have great vertical range and stay out on screen for a while). If this move misses completely at Level 2 or 3, Joe recovers while the super is still onscreen allowing him to advance or retreat using the super as sort of a "shield" in the process (if blocked the second part of the super disappears, so no shield in that case). Keep in mind that Joe himself has NO invincible frames at start up (even as a level 3/MAX), so this should not be used in close when your opponent sticks out a poke (if the poke is out, it will hit Joe and your super will be stopped). Best used in combos or from a few steps away from an opponent to counter.

- Initial Impression -

Joe can combo in his super hurricane out of his ducking fierce REALLY easily, but you have to be super deep (or in the corner) or the second hit misses. The second hit of his super hurricane stays out on screen to act as a shield against normal attacks for Joe, but the cheap part is that Joe recovers while the hurricane is still out! If you opponent is in the corner with no super, you can throw it out and walk up and throw them while they turtle from your hurricane shield. Aside from that, he really has very little to work with...his twin hurricane fireball is good in fireball fights (but who's stupid enough to get into a full screen fireball throwing contentst with Joe?) but you can't combo into it...even off of a standing fierce, and both his lunging kick and his upward knee dp have pretty awful delay and questionable priority against jump ins. His standing fierce kick though is a nice poke.

Dan -- Ratio 1

Origin - SFII character art (Sagat's picture), Street Fighter Alpha series
Fighting style - Eh?

Special Moves:

Gadouken - D, DF, F --> LP or FP

Dan's infamous fireball. It doesn't travel anywhere near full screen and disappears after a second leaving Dan no time to persue. To top it off it has horrible start up and finish delays and can only combo off of close standing or crouching FP as opposed to LK.

Koryuken - F, D, DF --> LP or FP

Dan's dragon punch wannabe move. It's actually better than it's ever been, with decent priority and it retains the ability to flash "white" randomly giving it total invincibility as a counter hit! Poor horizontal range though, limiting it's combo potential.

Dankukyaku - D, DB, B --> LK or HK (air or ground)

This kinda crap move can only be considered a hurricane kick in Street Fighter

EX :). You can't combo either version worth a crap on the ground. The LK version hits once using Dan's knee, the HK version hits three times with Dan's outstretched legs. Both versions have pretty lousy delay when blocked on the ground. Using the LK version in the air can allow you to juggle the falling opponent in mid air afterwards with a super if it hits at just the right angle (do the super when you land if it looks like it might connect in mid air) and it has decent priority for an air move. The HK version can be used in mid air when jumping away to retreat quickly...something that might be a good idea with Dan :)

More tricks with this move from setsuna.lee at shoryuken.com forums: you can cancel a midair LK into the LK version of this move while still in mid air. It doesn't seem to combo but it is cancelable. Also the LK version of this move acts as Dan's crossup (?!). For an additional runaway tactic, if you add to the motion on the ground so that D, DB,B, UB --> LK or HK, Dan will do the move with a shorter arc and go backwards instead of forwards!

Shinkuu Gadouken - D, DF, F (x2) --> LP or FP

Dan's super fireball is a much improved version of the standard version. It comes out quicker and hits for decent life. Can be cancelled into from standing and crouching FP or even a crouching LK (even a level 1 links from the LK). The level 1 used on it's own can be stuffed pretty easily up close, so this is best reserved for being used as a level 3/MAX super against jump ins from across the screen or in combos.

Koryurekka - D, DF, F (x2) --> LK or HK

Dan's uppercut super. Level 1 acts kind of like Ken's Vaccum dragon punch super...he stands in the place and juggles any opponents above him. Has some priority against jump in attacks. It's better to reserve higher level supers for use in combos as Dan goes out into the opponent and then up for the juggle. This move can be cancelled from standing and crouching FP, crouching LK, or even juggled from a crouching roundhouse making it pretty useful.

Hishoburaiken - D, DB, B (x2) --> LK or HK

Dan's multi-hitting...errr, frenzy. It can only be used up close and can be juggled off of the ducking roundhouse but not for much damage. Does decent damage as a level 3/Max, the initial hit for a level 2 seems to hit weird or late in the animation and should be avoided as it can be stuffed up close. Try to combo this off of the ducking fierce whenever possible for the most damage and hits that Dan can muster.

Chouhatsu Densetsu (means "legendary taunt" ^_^) - D, DF, F (x2) --> LK + START

Dan's super taunt. He jumps around the screen taunting the opponent (completely defenseless) for awhile. This move cannot do any physical damage (only mental damage it seems) and Dan is open to punishment for a ridiculously long time while in the process of doing it. Strangely, it doesn't seem that much more useless than some of his other moves...

- Initial Impression -

Dan sucked before...but now there are 4 buttons. To make matters worse (unlike the other shotos), Capcom saw fit to ONLY give him a ducking roundhouse, no forward kick to combo specials off of. The most disappointing part is that you can't juggle his fireball super off of the ducking roundhouse, it two in ones but the fireball wiffs even at level 3 :(The good news? He dizzys opponents REALLY easily...3 or 4 good fierces or so and they see stars. His ducking

fierce is pretty good (it's more like his ducking stong in Alpha 3 only it does more damage) and it is his best tool for combos. He has a decent combo with (Jump towards) HK, crouching FP (cancel) --> Level 3 Hishoburaiken ...but the only way to really get that in is when they are dizzy. He can also combo all of his supers off his crouching LK, but not specials. He does retain the ability to taunt in the air and in the ground as in Alpha but be wary...taunting against someone using Capcom groove causes THEIR super meter to get bigger (not a good thing if you actually are trying to win...). Other weirdness? He now auto taunts after both his fierce throw and his roundhouse throw making it so you can't pursue (although the question is what the hell *would* you pursue with anyway?).

-- Character Specific Changes/New Combos --

**** RATIO 1 - CAPCOM ****

Sakura

- * Her standing roundhouse is much faster and has better priority.
- * She has two new jumping fierce punches, the normal one hits straight out and is good for air to air but not for jump ins, pressing down + FP causes her to do her old two fisted smackdown, but now it knocks down on contact (much like Kyo's) so you can't combo after it.
- * Better anti air priority it seems on her jab dragon punches in both regular and EX.

Cammy

- * (EX mode) She can use cannon spiral just like regular Cammy and can combo it in the same way.
- * (EX mode) Loses the Hooligan combo.
- * (EX mode) Her mid air dive kick no longer has that horrible rebound when blocked.

Dhalsim

- * His Yoga Tempest super inflicts much more damage than before.
- * Less priority on his jumping drill attacks.
- * (EX mode) Yoga Inferno seems to do more damage while retaining the same priority as before.
- * Recovers slightly faster from a Yoga Teleport.

Blanka

- * Regular Blanka's ball is much faster and has more priority over ground attacks.
- * He doesn't bounce as far away when the ball is blocked in regular allowing him to be punished easier (from Laicram at shoryuken.com forums).
- * His electric ball super is also much improved and comes out faster.
- * No vertical ball for regular Blanka anymore.
- * Getting his electricity to come out requires you to really jam on those buttons.
- * EX Blanka now has the vertical ball!
- * Regular Blanka no longer has his suprise forward or suprise back (found by basic at shoryuken.com forums).
- * Regular Blanka's Back Step Rolling knocks down if it hits (found by bellreisa at shoryuken.com forums).

**** RATIO 1 - SNK ****

Yuri

- * Regular Yuri's uppercut super has way more invincible frames that it used to at startup, and will go through many close range ground attacks even as a level 1. Does decent damage now too.
- * Upgraded damage for her bitch slap move, even though it appears to have lost some priority.
- * Improved Speed on the startup for the Haoshokoken, better as an anti air.
- * The Haoshokoken increases in speed as the level of super used increases. Much faster and more effective at full screen distance as a level 3.

Vice

- * (EX mode) Her shoulder charge hits deferently making it easier to anticipate when to cancel into the upwards Decide Slayer.
- * The Gorefest has longer animation after you connect with it allowing you to juggle with the Tranquility. You can juggle with the LP tranquility anywhere on screen, not just in the corner.

Benimaru

- * (EX mode) He can no longer use his glitch with the Electrigger in 1P Arcade mode to get mass amounts of Groove Points. No more quick and easy 100 GP finishes like in CvS...
- * (EX mode) His special command throw takes less frames to initiate and has a much faster recovery when missed (found by setsuna.lee at shoryuken.com forums).

King

- * Can throw in the silent flash after nearly ANYTHING now in the corner (even after her two hit Tornado kick).
- * Harder to combo into the silent flash on the ground (most of the time the second hit whiffs even if you are in the corner unless you are super deep).
- * The range has been increased on her crouching HK.
- * Better priority against air attacks with her crouching FP and it comes out faster (from Setsuna.lee at shoryuken.com forums).
- * Universal roll has a faster recovery.
- * Ducking FP is harder to combo into in general with regular King, when comboed into the silent flash the second hit whiffs, and she cannot connect into the trap shot with it. Only useful to combo into the Venon and Double Strike.

**** RATIO 2 - CAPCOM ****

Ryu

- * Opponents can trade hits with his jab dragon punch as easy as in Super Turbo now. To hit this consistently with Ryu you now have to wait until the opponent is SUPER SUPER deep before doing the jab dragon punch.
- * The shin shroyuken juggles but only for air counter damage instead of the full damage it used to do...so if you combo off of the low roundhouse, say hello to a pixel of life damage. Ditto off of a deep jab dp. You can still combo for the full damage off of a super deep DB + HK, or crouching LK, but even his cross up HK, standing FP, shin shroyuken combo DOESN'T connect (the standing FP pushes your opponent too far away)!

* His hurricane kick super seems to be improved somewhat, does more damage and has better priority on the ground.

Ken

* New motion for his Ryusenkaku, it is now performed by B, D, DB, LK or HK. He jumps higher in the air with this move than before and it only hits once, but it now knocks down making it REALLY useful (the delay afterwards isn't as bad as if was before when blocked on the ground, but you are vulnerable in the air for much longer).

* The first hit of his thee hit FP Dragon Punch knocks down, meaning that even if the next hits whiff you aren't left vulnerable as you are in CvS and the Alphas.

* All three hits of his FP Dragon Punch connect in the air if used as an air counter. (found by Laicram at shoryuken.com forums).

* Timing on his juggle combo in the corner has changes somewhat, after juggling with the level 1 shoryureppa, you have to do the vaccum dp super earlier to juggle (the bottom portion whiffs), but it still hits for decent life.

Chun Li

* Her lighting legs special move comes out much slower than before, you have to jam on the buttons much faster and for longer than before.

* No longer can juggled multiple level 1 tenshoukyaku in the corner (can still juggle once after hitting a senrestukyaku in the corner).

Guile

* Juggle combos in the corner have changed somewhat. It's still possible to juggle a level 1 rush punch super into the level 2 somersault kick super (thanks to Omni on the shoryuken forums for the tip), but is no longer possible to just juggle levels ones over and over again in SNK.

* His sonic boom has a much longer delay than before.

* His LK somersault kick has lowered priority above him, it is very possible to knock him out of it with crossups or attacks that land on top of Guile.

E. Honda

* His headbut super now air juggles! Now even as a level 1 you can use it as an air counter that can hit multiple times.

* As with everyone else, you have to mash on the buttons like mad to make his hundred hand slap come out, it's not as casual as it was in CvS.

Zangief

* Air Super grab does significantly less damage than before.

* Zangief is now the anti air king, standing roundhouse has pretty insane priority now (even better than before)

* Spinning closelines are more effective against ground attacks and seem to come out faster.

* His level 3/Max super spinner does much more damage than before.

* Faster Vanishing Flat, can sometimes link with the LP spinner after it hits or is blocked (only way out of this is to jump at the right moment). It also has improved speed and better priority. Still not as effective as it was in Super Turbo...

M.Bison

* His crouching LP and LK are much slower and harder to combo off of with normal straight punches (normal M.Bison seems to combo easier with his downward

sweep punches). Much more fair now in EX mode.

* (EX mode) His Final Punch (hold for 60 seconds) seems to take off considerably less life than it used to.

Morrigan

* Toned up damage on her level 3/MAX supers, especially with the Darkness Illusion.

* Longer delay on her ground fireball.

* Less range on all of her mid attacks, forcing you to poke with her fierces at a disatance and making her chains harder to do.

* Can only juggle off a jab dragon punch into her dragon punch super with level 2 and 3 (level 1's whiff)...makes her SNK a lot worse...

* Her darkness illusion goes full screen (found by jchensor at shoryuken.com forums).

**** RATIO 2 - SNK ****

Kyo

* R.E.D kick performs differently, the HK version now travels in a shorter but much higher ark. It's just as useless as ever, only use seems to be if you happen to do the move at the exact same time as the opponnet jumps in (R.E.D. kick will go over the top of them, hit and knockdown).

* Better priority and faster speed can be observed on the standing LP (from Setsuna.lee at shroyuken.com forums).

* His crouching LK has less range than before, it will whiff if just Kyo's white shoes overlap your opponnets sprite (his pants have to overlap for the hit to connect).

* The second hit of his alternate wicked chew 3 hit mixup combo (done with a reverse motion where Kyo uses his elbow as an overhead) comes out faster. It also has better recovery if you do not follow it up with the ground punch.

* More priority against air attacks with the first hit of his wicked chew (especially the FP version), less priority against ground attacks it seems.

* His Fireball (aka Dragon Punch move) often whiffs if used as an anti air against opponnet who don't attack...especially the FP version. Weird. It does however, knock down on the first hit meaning that Kyo is not punished if the second hit whiffs.

* (EX mode) He can no longer combo into his LK New Wave Smash (two kick launcher) off of crouching LK.

* When juggling with the level 3/MAX serpent wave, the opponnet flies higher after the first three hits and the second part comes out much faster, after the inital three hits you have to hold the button down a little longer than you used to for the last three hits to connect.

* You can combo into the serpent wave in a few new ways if you do NOT hold down the button after executing it: try (Jump towards) FP, standing FP (cancel) --> Level 3/MAX Serpent Wave...or with EX mode try (Jump towards) HK, standing FP (cancel) --> New Wave Smash 2 hits (use LK version) --> Level 3/MAX Serpent Wave for a mid air juggle.

Iori

* Can no longer combo into his Deadly Flower from LP and LK, only FP.

* Much Improved priority on his Fireball (aka Dragon Punch move). The first hit of the fierce version knocks down so that Iori is not left vulnerable if it doesn't get all the hits.

* Faster special throw...still a bitch to combo after though and it still has pitiful range :(

* Wine Cups super comes out closer together, and doesn't allow Iori as much

time to charge his SNK bar when blocked (can still link from a MAX wine cups into his MAX Maiden Masher if it hits from a distance).

- * Dark thrust recovery seems a bit better.

- * Much harder to combo off of his crossup, doesn't seem to "pull" your opponent towards you after a hit as much as it used to.

Mai

- * (EX mode) Her Swan Fandago super comes out a lot faster. Seems to make the last hit miss when used as an anti air juggle tho. This also makes it possible for characters like Zangief to roll past it, as it was virtually impossible in the old CvS. (note added by bellreisa at shoryuken.com forums).

- * Lands on the ground faster after the Deadly Ninja Bees.

Terry

- * Can now follow up a level 3/MAX Buster Wolf with a level 1 Power Geyser from anywhere on screen (also can follow up with a LP Burning Knuckle if you don't have a super stocked). Can also be done if you land a VERY close level 2 Buster Wolf.

- * You can now combo into his Power Wave Into any fierce including crouching (this also works for EX Terry now making his fireball usefull).

- * EX Terrys FP Power Wave has much more range than it has before and it comes out faster making it useful for snuffing standing ranged pokes, regular Terry's LP Power Wave comes out slower and his FP version faster.

- * The Universal roll on the ground is slower than before and has slightly longer recovery.

- * You can also combo into his LP burning knuckle from any fierce after it connects, so no more penalty for missing a fierce combo into the power geyser when a burning knuckle comes out...

- * His burning knuckle seems to come out faster, his crackshoot seems a little slower.

- * His crouching HK comes out slower and has less priority.

Ryo

- * Improved vertical priority on his dragon punch.

- * Can cancel into a regular fireball from any of his two standing fierces.

- * Lower Priority on his level 1 Ryoku Ranbu...even if done very close to the opponent if they have a roundhouse out it will likely trade hits instead of connect.

- * Improved Speed on the startup for the Haoshokoken, better as an anti air.

- * (EX mode) His special EX level 3/MAX super punch has nearly twice as much range as before...can hit from nearly a three character distance away!

- * (EX mode) Can no longer combo into his 3 hit auto combo special from the crouching LK (from Laicram at the shoryuken.com forums).

- * His Hienshippukyaku also goes fullscreen on HK, the second part of the kick no longer misses a lot after the first hit connects like it used to. (found by bellreisa at shoryuken.com forums).

- * The Haoshokoken increases in size as the level of super used increases. Much bigger and more effective as a level 3. (found by bellreisa at shoryuken.com forums).

Kim

- * He can now combo into his footstomp (down, down, short kick) off of his normal crouching LP or LK or even the first hit of his in close standing FP. In EX mode, this makes for some very stylish combos such as (Jump towards) HK, crouching LK (cancel) --> footstomp (cancel) --> Phoenix Flattener!

- * (EX mode) His kick launching super (Phoenix Tornado Kick) takes off a LOT

less life than it used to, tho it does retain the ability to juggle after a level 2 or even a level 3/MAX with the level 1 Phoenix Flattener for decent life.

* Lowered priority on his level 1 Phoenix Flattener. It will trade hits a lot more than it used to.

* Kim's Hangetsuzan hits "higher" now; it feels a bit like the KoF version. This means it's harder to do stuff like Cannon Spike him out of it after he buffers it from a Roundhouse sweep... (found by bellreisa at shoryuken.com forums).

* Less priority on his footstop when used on it's own, it hits slightly different now and doesn't seem to "pound the ground" as forcefully as it used to (found by Laicram at shoryuken.com).

Raiden

* His charging shoulder special has a much faster startup when using the LP version.

* Can no longer combo from LK into the double body combination in regular mode.

* Raiden's Shoulder Ram goes farther: half screen on LP, full screen on HP. (found by bellreisa at shoryuken.com forums).

Nakoruru

* Toned down priority on many of her moves.

* Longer delays at the end of her bird attacks or any of her annu mutsube or Lela musube.

* Annu mutsube has shorter distance.

* Seems to have altered timing on her death combo.

* Less recovery after her healing super.

* Nakoruru's Mutsubes (both of them) are slower (she can't do low short x 3 + stand fierce + Annu Mutsube anymore, as the Mutsube doesn't land in time). Her Hawk Dive is definitely slower (it can't combo anymore), but still pretty fast. (found by bellreisa at shoryuken.com forums).

**** RATIO 3 - CAPCOM ****

Vega

* (EX mode) Faster recovery on his Psycho Crusher.

* Much improved faster universal roll with quicker recovery.

* More horizontal movement on the Somersault Skull Diver, after pressing any P in mid air you can retreat quite a distance with his arms stretched out.

* (EX mode) His devil reverse now hits in front of your opponent instead of behind. Why the heck is this still called devil reverse when it doesn't hit from the reverse side? (found by Bastion at shoryuken.com forums).

* Slightly more delay on his blocked LK version of the scissor kick (found by ultima at shoryuken.com forums).

* If his level 3 scissor kick super is blocked, the final three hits don't connect, allowing the opponent time to retaliate with a projectile super on the rebound.

* Slightly less delay on a blocked LP version of his 2 hit Psycho Impact. Vega bounces back slightly after both hits connect if performed correctly (found by bellreisa at shoryuken.com forums).

Sagat

* Much faster Fireballs when using FP, slower fireballs when using LP.

* (EX mode) Can combo into a super after the second hit of his standing roundhouse (can cancel the first hit into a special move still). This allows

for (Jump towards) HK, Standing HK 2 hits, level 3/MAX High Tiger Shot super...that's a lot of damage.

* Improved priority, speed, and recovery time on his Tiger Uppercut.

* First hit of his Tiger knee knocks down the opponent even if the second hit misses.

Balrog

* His standard jump is faster (found by Laicram at shoryuken.com forums).

* His jumping HK crosses up VERY easily (found by Laicram at shoryuken.com forums).

* Improved Speed off the wall, all moves off the wall are much faster than before.

* There are changes to 3 of his normal attacks. His F+HK (normal vega) is faster and has a new blur animation to his foot. His jumping straight up short sticks straight out(new). His standing HK is new and can combo off of jumping HK (sweep might be a better option) (found by Laicram at shoryuken.com).

* Can two in one into his specials such as the wall grab out of DB+HK. Can also two in one out of a crouching FP (found by Laicram at shoryuken.com).

**** RATIO 3 - SNK ****

Geese

* His counters now counter ANY physical attack move in their range...including supers. I did a shin shroyuken up close against CPU Geese, and he high countered it and threw my ass to the ground. Scary.

* Recieved the typical tonedown in that he cannot combo reppukens off the short in either EX or regular.

* All that time spent practicing Rising Storm pays off :) Geese's has the most damaging combo in all of Pro so far with (Jump towards) HK, standing FP, level 3 Rising Storm...it instantly kills ratio 1's, and takes off 95% of a ratio 2's full life bar. WOW!

* Regular Geese's single reppuken is much slower and he has a longer delay when throwing it.

* Regular Geese can no longer combo into his double reppuken from the first hit of standing roundhouse.

* Can cancel his forward+FP move into a counter at various new points in it's animation (can still be cancelled into a reppuken upon contact as in CvS 1).

* (EX mode) The first hit of his double reppuken no longer "holds" them in place but instead pushes them back. This means that the second hit is no longer guaranteed, even off a clean low Fierce. (found by bellreisa at shoryuken.com forums).

Rugal

* His Wing Slice comes out faster on the ground and has less delay in regular.

* His Kaiser Wave also comes out faster.

* Genocide Cutter is faster and has more priority, the HK version travels really high in the air so you can no longer cross it up easily. It can even catch high jumpers like Benimaru.

* (EX mode) His Dark Smash on the ground comes out slightly faster and has better priority.

* (EX mode) His Rugal Execution grab has more priority on the ground (even against high priority specials such as Dan's LK Dankyaku). It has a longer delay when missed or blocked though.

* Can juggle into his Total Annihilation super in the corner from just about anything in both regular and EX. This includes the super press, the gigantic

pressure super, his air or ground dark smash in EX, or his Rugal Execution in EX. This makes for some pretty messed corner combos such as regular Rugal's (Jump towards) HK, crouching HP (cancel) --> Super Press --> Total Annihilation level 1 for the juggle... this can take around 75% of a ratio 2's characters life bar using only one level of super...

* He cannot combo out of a crouching LK into his super press...he can however still combo off the crouching LK into his Genocide Cutter or Total Annihilation super (found by Laicram at shoryuken.com).

Yamazaki

- * They added a new delay after his missed drill super (he swings his arm instead of just lowering his hand) making it easier to punish him.
- * All three of his Serpent Slashes have increased speed allowing you to use them as counters outside of combos for poking.
- * It's harder to combo into the serpent slash from his crouching HK (timing must be during the first part of animation).
- * If you press and hold down the Punch button for the Serpent Slash, the cancel with HK the taunt will be faster and Yamazaki will recover sooner.
- * He loses his overhead hit (F+LP in the original CvS).
- * Hydra's Judgement with FP no longer knocks down after the second hit.
- * (EX mode) Gains the overhead hit that regular mode lost (found by Laicram at shoryuken.com forums).

**** RATIO 4 - CAPCOM ****

Evil Ryu

- * Much improved damage over the previous game. His fierces seem to take off as much as solid ratio 2 combos!
- * Teleport is faster to execute and recovers sooner.
- * Timing on his dragon punch super juggle has changed. You now have to hit your opponent while they are very high onscreen for the juggle to connect. Only juggles as a level 2 or 3 (the dragon punch super can still be juggled after low hitting knockdowns, such as after a crouching HK, or a level 1 shinkuu hadoken in the corner) (notes added by bellreisa at shoryuken.com forums).

Gouki

- * Can combo into his reverse "charge" fireball off of a ducking fierce, it takes off more life.
- * Can cancel his jumping forward FP or FK in mid air into his level 3 air fireball! Not sure if he could do that in the first CvS?
- * He no longer has his hop kick. Not a bad thing! It makes it much easier to perform Raging Demon.
- * Timing on his dragon punch super juggle has changed. You now have to hit your opponent while they are very high onscreen for the juggle to connect. Only juggles as a level 2 or 3 (move can still be juggled after low hitting knockdowns, such as after a crouching HK) (notes added by bellreisa at shoryuken.com forums).

**** RATIO 4 - SNK ****

Orochi Iori

- * Speed massively toned down, he's not much faster than regular Iori now.
- * Cannot combo into the deadly flower from LP or LK.
- * Easier to combo into his dragon punch super off of the second hit of the

deadly flower in the corner.

-- Tricks and Secrets --

* With regular Kyo, perform a level 1 Final Showdown [D, DF, F (x2) --> LP]. While the super is being performed rapidly tap the LP button for the duration of the move, when the super is finished, Kyo will shake his finger at the opponent and taunt. He is very vulnerable while this taunt is out, so don't do this if the opponent blocks the super or if the super connects when you are near a corner. Note this can be used to taunt even if the level 1 finishes your opponent, making Kyo the only character who can taunt after scoring the finishing hit on an opponent.

* EX Benimaru's step kick (F + LK) has a glitch to it. If you do the move from the 1P side he will take about 2 steps (covering a large distance) and then release the kick, if you do the move from the 2P side he will take one step (very short distance) and then release the kick. (found by setsuna.lee at shoryuken.com forums).

* Yuri supposedly has a new hidden win pose, I have yet to see it so maybe it's really rare just like her hidden win pose in CvS 1. Can anyone confirm this and provide more details?

* Dan has a special intro taunt when fighting against Sagat, also if you actually manage to beat Sagat with Dan (might want to set the difficulty lower for this one...) he has a special win quote.

* Joe's taunt against Sagat is different than normal (what is it with the new characters only special taunting against Sagat?).

* Get to the last boss with over 85 groove points to fight Shin Gouki. He is more powerful than regular Gouki and can throw two air fireballs at once. Not sure if you need a lot of super finishes to get him to appear, but to get 85 groove points by the end of the game it's pretty much a given that you would need a lot of super finishes.

* Have your Groove Points top 60,000 and get about 4 or 5 super finishes by the end of the 3rd match to fight either Morrigan (if you are using Capcom Groove) or Nakoruru (if you are using SNK Groove).

* It's confirmed that there is a way to fight against CPU versions of both O.Iori (using SNK groove) and E. Ryu (using Capcom groove). It takes place after the 3rd match (in place of Nakoruru). Personally I have witnessed this 4 times in Arcade mode while meeting the following requirements: get 7 or 8 super finishes by the end of the 3rd match (finish the 3rd match with a super finish, does not have to be a finest KO), and end up with anywhere between 71,000 and 85,000 GP. The hidden boss will show up roughly 1-10 times when you get challenged by Nakoruru upon meeting these conditions. I highly suggest using Terry in SNK, as his power geyser can be thrown out immediately after blocked special moves and super combos to get you easy finest KOs (which send your GP soaring and makes doing this much easier). Pretty hard to see, but that's all the info to go on so far...things that can be eliminated from the steps:

- You don't need to win every single round (if one of your characters is knocked out once, you still have a chance for your partner to come in and finish the round with a super and the hidden boss can still appear).

- You don't need to win EVERY round with a super finish (each time I fought him I flubbed up one of the rounds and finishes with a special move instead). Most need to be finished with supers to meet the requirements.

- You do not need to finish the last match with a finest KO...though you may still need to finish it with a super. Once I counted exactly 7 super finishes using Terry, did not get a finest KO to end the 3rd match and got over 80,000 GP and O.Iori still appeared. (However, each time Orochi Iori appeared I did get multiple finest KO throughout the three matches...).

Easy ways to get finest KOs against the CPU (at level 8 difficulty) are against Dan and Ken (turtle until you block their level one dragon punch supers and then nail them with a super while they are coming down to land to finish the match). Use EX Kim's level 3 Phoenix Kick or EX Ryo's level 3 Tenchi Hao Ken punch super against regular jumping attacks...if you hit them while they are trying to stick out a jump in attack you will get a finest KO easily as these supers take off a LOT of life.

For more info on how to get S points like no tomorrow see the "Standard Gameplay Changes" section for more detailed info. If you know the exact method, please email me at: fibers@pacbell.net (super props to Alejandro on the Gamefaqs forum for not only pointing me in the right direction, but for helping narrow this crazy easter egg down some).

-- Other Asthetic Changes --

- Life bar is now green for the entire match.

- Endings changed, now each character you pick on your team is interviewed and gets to give their own quote during the ending sequence (the previous screen that showed Dan and Joe winning the tournament has been replaced with this).

- Characters flash blue on a reversal instead of white.

- Backgrounds have a few more subtle details in them. It's easier to bring down the support beams in the stage with Takuma and Duck King in the background. There are now two places where shadows appear in the outside nightcube stage, crowd in the shopping district has more animation, etc.

- Lots of new after match winning quotes, characters will address other defeated opponents specifically (i.e. if Ryu beats Joe, he may have a comment to make about Mui Tai, if Yuri beats Ken she may ask Ken directly what's wrong). Also, multiple members of your teams sometimes taunt at once instead of just the first character all the time.

- The main logo for the game on the title screen now has a lot of blue features (whoopie...).

- At the end of the intro sequence, at the title logo, the announcer only says "Capcom vs. SNK" at the title screen instead of stating the whole title as in first game. (found by basic at shoryuken.com).

- In the intro animation new images can be seen flashing on screen of Joe and Dan.

- Lots of subtle new animation frames added to all characters, compare Mai in regular CvS to the Mai in CvS Pro if you want to see what I mean (females may

not want to do this ^_^).

- During King's intro at the start of the match, she kicks her hat at a lower angle than in the first CvS.
- When you select a character they taunt instead of saying their names, some of these are pretty funny (Dan says "Let me show you the legend" in Japanese ^_^).
- Balrog (Vega in the US) has a new win pose where a snake extends out from his arm.

-- Credits --

- Capcom for making such a fun and mostly balanced fighting game. SNK for providing the awesomest character designs ever. And whomever green lighted such a psycho crossover game such as this in the first place. Thanks!
- Brian, for dragging his feet a little bit on the upcoming move to give my currently unemployed self enough time to write this faq (not that I can really complain about having all this free time to play CvS while I wait ^_^).
- Various people on the shoryuken.com forums for providing many move changes, hints, corrections, and other tidbits. I tried to give specific credit whenever possible, but it's hard to keep track of where I first saw some of this stuff (of course, I didn't give credit to the stuff I posted on there as that would be redundant ^_^).

This faq was written and maintained by D'Ary Greene in June/July of 2001. Please distribute it freely. Normal faq etiquet applies, please leave this faq as is, and don't needlessly copy information from it to place in your own faq. The world only needs ONE mostly useless Capcom vs. SNK PRO changes faq, not two. Please don't change anything or correct my spelling errors (everybody already knows I can't write worth a shit so you wouldn't be helping any by doing this). Please email with any gameplay corrections or clarifications to fibers@pacbell.net so I can keep the faq updated and accurate. Hope this document proved to be of some use.