

# Capcom vs. SNK FAQ/Move List

by Shin Pikachu

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Capcom Vs Snk  
Millenium Fight 2000  
Faq By:Shin Pikachu-Andres Araujo-(shinpika@adinet.com.uy)  
version 1.0  
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For Sega Dreamcast (us version)

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CAPCOM

Vs

SNK

MILLENIUM FIGHT 2000  
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CapcomvsSnk and all Capcom characters are (c) Capcom co,ltd.  
All snk characters are (c) of SNK corp.  
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A word from the author:

Hi ,this is my first faq so be nice to me.First let me say  
you'll probably encounter a lot of errors here because my  
english sucks, i speak spanish.

All in this faq was taken from the us version of the sega dreamcast  
and most of the japanese names and translations were taken  
from the faqs at www.gamefaqs.com ,especially from Kao megura's  
faqs, this guy is a faq king.-(See Credits Section)-  
I haven't seen a CapvsSnk faq from him, i think he got tired  
of plagiarism and gave it up.  
Come on man there always be someone that will steal your work,  
put his name on it, make money and don't even mention your  
name.

Anyway , you must do a CvsS faq because all of your fans want  
it ,so put your hands at work ,stop breathing if necessary  
and do it.  
You can't stop people from selling faqs if there are morons  
who buy them.

As you all will notice i haven't put a section saying :  
"if you reproduce this faq in any way to make money of it  
i will hunt you and kill you".

There is no sense in doing so , they will make it anyway.

So enough of complaining , thank you Mr.Kao for your great  
work i hope somehow this thought gets to you .

Enjoy this pitiful faq. :P  
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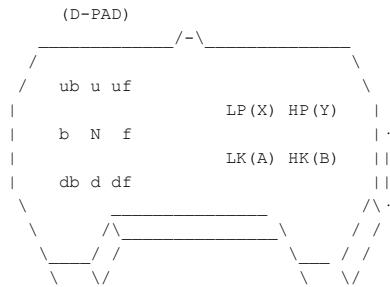
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I.Legend

.This section shows how to read this faq.



Directions:

u : press up in the d-pad.  
 ub: press up and back at same time in the d-pad.  
 uf: press up and forward at the same time in the d-pad.  
 b : press back in the d-pad.  
 db: press back and down at the same time in the d-pad.  
 df: press down and forward at the same time in the d-pad.  
 d : press down in the d-pad.  
 f : press forward in the d-pad.  
 n : neutral position on d-pad , don't hold any direction at all.

Buttons:

LP :light punch , X button  
 HP :hard punch , Y button  
 LK :light kick , A button  
 HK :hard kick , B button

P :Press any punch button

K :Press any kick button

?+ζ :Press ? and ζ at the same time.

Hold ? ζ.sec :hold the '?' direction or button for 'ζ' seconds.

360 :rotate the d-pad 360 degrees , just push the d-pad from any point in a continuous circular motion until reaching the same point.

?/? :any of the '?' directions or buttons can be pressed.

(air only) :the preceding move must be done in the air.

(air) :the preceding move can be done in ground and air.

(low) :the move hits low , must be crouch blocked.

(high):the move hits high ,must be high blocked.

Direction and button presses separated by ',' must be pressed in an interrupted and continuous motion like the '360' move.

(c) :the following move can be cancelled into special moves or super moves.

(C) :the following move can be cancelled into super moves but not into special moves.

qcf :enter d,df,f in the d-pad.

hcf :enter b,db,d,df,f in the d-pad.

qcb :enter d,db,b in the d-pad.

hcb :enter f,df,d,db,b in the d-pad.

(lvl-3):the move is a level 3/Super desperation move.

Can only be done at level 3 in Capcom groove.  
Can only be done with the energy bar flashing  
red and the super bar at max.

Cross up:You must jump and hit the back of your enemy  
with the indicated attack.

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## II.Game menu

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Arcade Mode-Play the Arcade version of the game.

Vs Mode -Play Against an human opponent.

Pair Match Mode-Arcade Mode but all characters are Ratio 2.

Game Replay Mode-Save Vs Replay-Play against an human or com player and save the match.  
Load Replay-Load an view the saved replay.

Training Mode-Practice your moves against a dummy,com or human opponent.

Secret Mode-Neo Geo Pocket Link-Load vs points from Neo Geo Pocket Snk vs Capcom game.

Secret Shop-Buy secret stuff.(new colors,characters,stages,music,options-see secrets section)

Secret List-A list of the secrets you have already bought.

Command List-The command list for all the characters actually availables.

Color Edit Mode-You can make two of your own colors per character.

Options Mode-Difficulty 1-8(easy-Hard)

Time infinity-111-333-666-999.

Damage 1-4(1-low damage-4 most damage)

Speed Free-Normal-Turbo(free lets you choose the speed at the character select)

Gauge Normal-Max(in normal you start with the super bar empty ,  
in max you start with the super bar at max or lvl-3)

Sound Monaural-Stereo(obvious)

Music Test-(listen to the different stages music)

Game Music Normal-Original(when original is selected the game music played  
is from Capcom and Snk past fighting games.  
Select normal and the default music is back)

Run on-off(when run is on you can make your character run-see general characters  
moves and secrets section)

Dash on-off(when dash is on you can make your character perform alittle hop forward  
-see general characters moves and secrets section)

Default Settings-(sets :difficult to 2  
time 999  
damage 2  
speed free  
gauge normal  
sound stereo  
run off  
dash on)

Button Config.(obvious)

Display Adjust-(adjust the center of the screen)

Memory Card-Load and save the game data.(autosave makes the game save data automatically)

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## III.Super moves

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You can input a super move at certain points during battle .  
There are three levels for each super move with some exceptions,  
like Ryu's Shin Shoryuken wich is level 3 only, that means if  
you are in Capcom groove and your super bar displays 1 or 2 you



-Your character will pass through most of the attacks with this,  
can only be stopped by throws or special throws.  
Can pass through your opponent too.

Retarded Stand up:After being knocked to the floor hold HP+LP , your character  
will stand up half a second later than normaly would.

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-Characters movelist Format-

.Name.Ratio  
-Throw moves  
Throw name Command Motion -Number of hits  
-Command moves  
Command name Command motion -Number of hits  
-Special moves  
Move name Command motion -Number of hits  
-Super moves  
Move name Command Motion -Number of hits lvl-1/lvl-2/lvl-3  
-Cancelable attacks  
-Number of hits(normal attacks)  
-Combos  
-EX differences  
-EX only moves  
-Comments

/-----\  
1.Akuma/Gouki-Ratio 4.

-Throws  
Seoi Nage f/b + HP close to the opponent .1 Hit  
Tomoe Nage f/b + HK close to the opponent .1 Hit

-Command moves  
Forward Kick(low) db + HK .1 Hit  
Zugai Hasatsu(high) f + LP .2 Hits  
Tenma Kuujin Kyaku(air only) d + HK (at top of the jump) .1 Hit  
(high)

-Special moves  
Gou Hadou Ken qcf + P .1 Hit  
Shakunetsu Hadou Ken hcb + P .1/3 Hits  
Gou Shouryuu Ken f,d,df + P .3 Hits  
Zankuu Hadou ken (air only) qcf + P .1 Hit  
Tatsumaki Zankuu Kyaku(air) qcb + P .1/3 Hits  
Ashura Senku b,d,db/f,d,df + LP+HP/LK+HK

-Super moves  
Messatsu Gou Hadou hcbx2 + P .4/6/8 Hits  
Tenma Gou Zankuu(air only) qcfx2 + P .4/6/8 Hits  
Messatsu Gou Shouryuu qcfx2 + P .4/6/7 Hits  
Shun Goku Satsu LP,LP,f,LK,HP .15 Hits

-Cancellable attacks- LP HP LK HK (Forward Kick)  
-Far c - c c -  
-Close c c C - -  
-Crouch c c c c c  
-Jump c C c C -

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 2  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-Comments-

-The Shun Goku Satsu can pass through anything at the starting point,  
it's also a throw based move so you can block it.  
You can avoid it jumping ,however you're not always allowed to  
evade it.  
-Use the Ashura Senkuu Punch version to avoid getting cornered.  
-The Zankuu Hadou ken can be used in the combos listed above ,use it  
in place of jumping HK/HP, this move is very useful.  
-The Forward Kick is his crouch medium kick from street Fighter.  
-The Shun Goku Satsu can be cancelled out of any normal move,  
even if the move you are cancelling it from doesn't connect.  
-In order to cancel the far HK you must be close.  
-The jumping HK can be cancelled into special moves if done  
jumping upwards and at the first part.  
-His name is Gouki in Japan.  
-The far HK is cancellable but you must be close enough.

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2.Balrog(M.Bison in Japan)-Ratio 2.

-Throws

Gut Bomber                   b/f + HP close to the opponent .1 Hit  
Shoulder Throw               b/f + HK close to the opponent .1 Hit

-Command moves

Strong Punch                 db + HP .1 Hit  
Forward Punch(low)           db + HK .1 Hit  
Moving HP(air only)         in air b/f HP.1 Hit

-Special moves

Dash Straight                Hold b/db 2.sec.then f + P .1 Hit  
Dash Ground Straight(low)   Hold b/db 2.sec.then df + P .1 Hit  
Dash Uppercut                Hold b/db 2.sec.then f + K .1 Hit  
Dash Ground Uppercut        Hold b/db 2.sec.then df + P .1 Hit  
Turn Punch                    Hold any P/K then release .1 Hit  
Buffalo Headbutt             Hold db/d/df 2.sec.then ub/u/uf + P .1 Hit

-Super moves

Crazy Buffalo                Hold db/b 2.sec.then f,b/db,f + P .3/4/5 Hit(can hold K after move starts)  
Gigaton Blow(lvl-3)         Hold db/b 2.sec.then f,b/db,f + K .6 Hit

-Cancellable attacks- LP   HP   LK   HK   (Strong Punch) (Forward Punch)

-Far	c	-	c	-	-	-
-Close	c	C	c	C	-	-
-Crouch	c	C	c	C	c	C

-Number of hits-

	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	1	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-Balrog supers no longer juggles the enemy like they did in Street Fighter Alpha , you'll only get one hit of the blue then your foe falls to the floor.

-EX differences-

-No Gigaton Blow  
-No Buffalo Headbutt  
-Changes Shoulder Throw for Head Bomber .9/15 Hits  
-No ground versions.  
-Close HP changes to his Close MP from Alpha 3, is super cancellable.  
-Crouch LK changes to a rapid version of the Strong Punch.

-Comments-

-His name is M.Bison in Japan.  
-The Dash Ground punch versions will knock down the opponent.  
-The Turn Punch can be charged , it has 10 levels,when you release the button at level 10 he'll say Final!! and deliver the most damaging version of the Turn Punch.  
You can charge four Turn Punches by pressing the for buttons , then you can release them one by one.(good luck trying to fight in that way)  
The levels of the Turn Punch charges like this:

Level	Hold the button for
1	2 sec.
2	3 sec.
3	4 sec.
4	7 sec.
5	13 sec.
6	20 sec.
7	28 sec.
8	38 sec.
final	48 sec.

-----  
3.Benimaru Nikaido-Ratio 1.

-Throws

Front Suplex                 b/f + HP close to the opponent .1 Hit  
Catch and Shoot              b/f + HK close to the opponent .1 Hit  
Spinning Knee Drop(air Only) db/df/ub/uf + HP .1 Hit

-Command moves

Forward/Back HK              b/f + HK .1 Hit  
Drill Kick(air only)         d + HK .Number of hits depends on the opponent height.

-Special moves

Raijin ken                   qcf + LP .1 Hit

qcf + HP .1 Hit  
 qcf + HPx2 .2 Hits  
 qcf + HPx3 .3 Hits  
 Tai Geri qcf + K .1 Hit  
 Shinkuu Katate-goma hcb + K .1 Hit  
 Shinkuu Katate-goma cancel LP+LK+HP+HK

-Super moves  
 Raikou Ken qcfx2 + P.5/8/10 Hits  
 Denei Spark qcbx2 + P.3/4/5

-Cancellable attacks- LP HP LK HK  
 -Far c C C -  
 -Close c c c c  
 -Crouch c C c C

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 1 1  
 -Crouch 1 1 1 1  
 -Jump 1 1 1 1

-EX Differences-  
 -No 2 hits,3 hits Raijin Ken versions.  
 -Shinku Katate-goma hits 5 times before knocking down,  
 also pushes your foe away if blocked, instead of sucking  
 it.  
 -No Denei Spark.  
 -No Forward/Back HK.  
 -Taikuu Raikou Ken can be used in some combos instead of  
 Raikou Ken.

-EX only moves-

-Command Moves  
 Jackknife Kick f + LK.1 Hit

-Special Moves  
 Taikuu Raijin Ken f,d,df + P.1 Hit  
 Benimaru Corridor Crunch hcb,f + P close to the opponent .1 Hit

-Super Moves  
 Taikuu Raikou Ken qcfx2 + K.5/8/10 Hits  
 Elec-Trigger hcbx2 + P close to the opponent .?

-Comments-  
 -His Drill Kick is hard to combo from ,but possible.  
 It can be crouch blocked.  
 -The Forward/Back HK can pass over most sweeps.

-----  
 4.Blanka-Ratio 1.

-Throws  
 Head Bite and Kick b/f + HP close to the opponent then push P rapidly .7/11 Hits  
 Head Bite and Roll b/f + HK close to the opponent .1 Hit

-Command Moves  
 Rock Cruch b + HP .2 Hits  
 Amazon River Run(low) df + HP.1 Hit  
 Forward Kick(low) db + HK.1 Hit

-Special Moves  
 Rolling Attack Hold b/db 2.sec.then f + P.1 Hit  
 Vertical Rolling Attack Hold d/db 2.sec.then ub/uf/u + k.1 Hit  
 Backstep Rolling Attack Hold b/db 2.sec.then f + K.1 Hit  
 Electric Thunder Press any P rapidly.1 Hit  
 Surprise Forward n/f + HK+LK.  
 Surprise Back b + HK+LK.

-Super Moves  
 Direct Lightning Hold b/db 2.sec.then f/df,b/db,f + P.1 Hit  
 Shout of Earth Hold d/db/df 2.sec.then df/f,b/db,ub/u/uf + P then push P rapidly.7/9/15 Hit

-Cancellable Attacks- LP HP LK HK (Rock Crush) (Forward Kick)  
 -Far c C C - c -  
 -Close c C C - c -  
 -Crouch C C c C - c

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 2 1

-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX Differences-  
-No Vertical Rolling Attack.  
-No Backstep Rolling Attack.  
-No Shout of Earth.  
-No Direct Lightning

-EX only moves  
-Super Moves  
Ground Shave Rolling Hold b/db 2.sec.then f/df,b/db,f + P Hold P to delay .3/4/5 Hits

-Comments-  
-The Ground Shave Rolling can be delayed after the first hit.  
-The Surprise Back/Forward moves can go over most Sweeps.  
-The Amazon River Run can go under firebals  
-The Rock Crush is only cancellable on the first hit

-----  
5.Cammy-Ratio 1.

-Throws  
Hooligan Suplex b/f + HP close to the opponent .1 Hit  
Frankensteiner b/f + HK close to the opponent .1 Hit  
Flying Neck Hunt(air only) Any direction but u/d + HP  
Air Frankensteiner(air only) Any direction but u/d + HK

-Command Moves  
Strong Punch db + HP.1 Hit  
Forward Kick(low) db + HK.1 Hit

-Special Moves  
Spiral Arrow qcf + K.1/2 Hit  
Cannon Spike f,d,df + K.1 Hit  
Axle Spin Knuckle hcb + P.2 Hit  
Hooligan Combination db,qcf,uf + P  
Razor Edge Slicer(low) Do nothing after Hooligan Combination.1 Hit  
Fatal Leg Twister b/f + K when close to the head after Hooligan Combination.1 Hit  
Cross Scissor Pressure b/f + K when close to the body after Hooligan Combination.1 Hit

-Super Moves  
Spin Drive Smasher qcf,d,df + K .6/7/9 Hits

-Cancellable Attacks- LP HP LK HK (Storng Punch) (Forward Kick)  
-Far c c C - - -  
-Close c c c - - -  
-Crouch c - c C c c

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX differences-  
-No Spiral Arrow

-EX only moves  
-Special moves  
Cannon Strike(air only) qcb + K  
or  
K after Hooligan Combination.1 Hit

-Super Moves  
Reverse Shaft Breaker qcb,d,db + K press K rapidly .9/12/15

-Comments-  
-Only the first part of the far HP is cancellable ,  
however it's super cancellable at any point.  
-You can combo after a Cannon Strike but very is difiult,  
try hitting the toe part of your foe.  
-The Spiral Arrow can go under firebals

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6.Chun li-Ratio 2.

-Throws  
Koshuu Tou b/f + HP close to the opponent .1 Hit  
(back kick throw) b/f + HK close to the opponent .1 Hit  
Ryuusei Raku Any direction but u/d + HP .1 Hit



-Command moves  
 Kaku Kyaku Raku(high) df + LK .1 Hit  
 Yousou Kyaku(air only) d + HK .1 Hit  
 Sankaku Tobi Jump against a wall, press uf  
 Forward Kick db + HK .1 Hit

-Special moves  
 Kikou Ken hcf + P .1 hit  
 Hyakuretsu Kyaku Press K rapidly .3-5 Hit  
 Tenshou Kyaku Hold d/db/df 2.sec. then ub/u/uf + K .2/3 Hits  
 Spinning Bird Kick(air) Hold db/b 2.sec. then f + K .1 Hit

-Super moves  
 Kikou Shou qcf,qcf + P .4/6/9 Hits  
 Senretsuyaku Hold db/b 2.sec. then f/df,db/b,f + K .5/6/7 Hits  
 Hazan Tenshou Kyaku Hold db 2.sec. then f/df,db/b,ub/u/uf + K .7/8/9 Hits

-Cancellable Attacks- LP HP LK HK (Forward Kick)  
 -Far c c C C -  
 -Close c c c C -  
 -Crouch c c c C C

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 1 1  
 -Crouch 1 1 1 1  
 -Jump 1 1 1 2

-EX differences-  
 -No Kikou Ken  
 -No Tenshou Kyaku  
 -No Kikou Shou.  
 -No Hazan Tenshou Kyaku  
 -Different jump up HK  
 -Different Far HK(C)  
 -EX only moves-

-Special moves  
 Spinning Bird Kick Hold d/db/df 2.sec. then ub/u/uf + K .1/2 Hits

-Super moves  
 Spinning Hornet Kick Hold db 2.sec. then f/df,db/b,ub/u/uf + K .5/11/15 Hits

-Comments-  
 -The Yousou Kyaku can be repeated or do other move after it.

-----  
 7.Dhalsim-Ratio 1.

-Throws  
 Yoga Noogie b/f + HP close to the opponent then push P rapidly .7/15 Hits  
 Yoga Throw b/f + HK close to the opponent.1 Hit

-Command moves  
 Strong Punch b + HP .1 Hit  
 Yoga Palm f + LP .1 Hit  
 Low Jab db + LP.1 Hit  
 Low Fierce db + HP.1 Hit  
 Short Kick b + LK .1 Hit  
 Roundhouse Kick(low) b + HK .1 Hit  
 Low Short(low) db + LK.1 Hit  
 Low Roundhouse(low) db + HK.1 Hit  
 Drill Zutsuki(air only) d + Hp.1 Hit  
 Drill Kick(air only) d + Hk.1 Hit  
 Jump Jab(air only) u then b + LP.1 Hit  
 Jump Strong(air only) ub/uf then b + LP.1 Hit  
 Jump Fierce(air only) ub/u/uf then b + HP.1 Hit  
 Jump Short(air only) ub/u/uf then b + LK.1 Hit  
 Jump Roundhouse(air only) ub/u/uf then b + HK.1 Hit

-Special moves  
 Yoga Fire qcf + P.1 Hit  
 Yoga Flame hcb + P.1 Hit  
 Yoga Blast hcb + k.1 Hit  
 Yoga Teleport b,d,db/f,d,df + LP+HP/LK+HK

-Super moves  
 Yoga Stream(low) qcfx2 + P.3/4/5 Hits  
 Yoga Vulcan qcfx2 + K.3/4/5 Hits

-Cancellable Attacks- LP HP LK HK  
 -Far c - C -  
 -Crouch - - c C

(Low jab) (Low Fierce) (Low Short) (low Roundhouse) (Yoga Palm) (Strong Punch) (Low Short) (Low Roundhouse)  
 c c c c c c c c

(Far Forward) (Far Strong) (Double Headbutt)  
 C C cC

-Number of hits-	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	1	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX differences-  
 -No Yoga Stream.  
 -No Yoga Tempest.  
 -No Strong Punch.

-EX only moves-

-Command moves  
 Double HeadButt close to the opponent n/b + HP.2 Hits  
 Far Strong n/b + Hp.1 Hit  
 Fierce Punch f + HP.1 Hit  
 Far Forward n/b + HK.1 Hit  
 Roundhouse Kick f + HK.1 Hit  
 Drill Kick(air only) d + K.1 Hit

-Special moves  
 Yoga Flame hcf + P.1 Hit  
 Yoga Blast hcf + K.1 Hit

-Super moves  
 Yoga Tempest hcfx2 P.3/4/5 Hits

-Comments-

-The first hit of the Double Headbutt is cancellable ,  
 but the second hit is super cancellable.  
 Use this move instead of the Strong Punch in EX mode.  
 -In EX mode the LK Drill Kick is the Normal HK Drill ,  
 the HK Drill Kick is the Roundhouse Drill from Alpha 3.  
 -Use the Teleport move to avoid getting cornered.  
 -The Roundhouse and Far Forward are really fast to come  
 out unlike in previous versions.

-----  
 8.Edmond Honda-Ratio 2.

-Throws  
 Tawara Nage b/f + HP close to the opponent.1 Hit  
 Saba ori b/f + HK close to the opponent then push K rapidly .7/11 Hits

-Command moves  
 Flying Sumo Press(air only) d + HK.1 Hit  
 Harai-Geri(low) b/f + HK.1 Hit

-Special Moves  
 Super Zutsuki Hold b/db 2.sec.then f + P.2/1 Hit  
 Super Hyakkan Otoshi Hold d/db 2.sec.then ub/u/uf + K.1 Hit  
 Ooichou Nage 360 + P close to the opponent.2 Hits

-Super moves  
 Oni Musou Hold b/db 2.sec.then f/df,b/db,f + P.4/5/10 Hits  
 Orochi Kudaki(lvl-3) 360x2 + P close to the opponent.3 Hits

-Cancellable Attacks-	LP	HP	LK	HK
-Far	c	-	c	-
-Close	c	C	c	C
-Crouch	c	C	c	C

(Crouch Strong) (Stand Strong) (Crouch Forward) (Stand Forward)  
 C C cC -

-Number of hits-	LP	HP	LK	HK
-Far	1	1	1	2
-Close	1	1	1	2
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX differences-  
 -No Super Hyakkan Otoshi  
 -No Orochi Kudaki

-EX only moves

-Command Moves  
 Stand Strong b + HP.1 Hit  
 Crouch Strong db + HP.1 Hit  
 Stand Forward Close to your opponent n + HK.2 Hits  
 Crouch Forward db + HK.2 Hits

-Comments-

-The Crouch Forward is special cancellable in the first hit and super cancellable at any hit.  
 -His HK is super cancellable in the first hit.  
 -The Oni Musou no longer juggles your enemy.

-----  
 9.Geese Howard-Ratio 3.

-Throws  
 (over the head throw) b/f + HP close to the opponent.1 Hit  
 (ground slam) b/f + HK close to the opponent.1 Hit

-Command moves  
 (Forehand Blow) f + HP.1 Hit

-Special moves  
 Reppu Ken qcf + LP.1 Hit  
 Double Reppu Ken qcf + HP.2 Hits  
 Shippu Ken(air only) qcb + P.1 Hit  
 Atemi Nage-Joudan hcb + LP  
 Atemi Nage-Chuudan hcb + HP  
 Atemi Nage-Gedan hcb + LK

-Super moves  
 Raising Storm db,hcb,df + P.3/4/5 Hits(good luck!)  
 Deadly Rave(lvl-3) hcb + LK after move hits LPx2,LKx2,HFx2,HKx2,qcb + HP.10 Hits

-Cancellable Attacks- LP HP LK HK (Forehand Blow)  
 -Far c - c - c  
 -Close c c c c c  
 -Crouch c c c c -

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 1 2  
 -Crouch 1 1 1 1  
 -Jump 1 2 1 1

-EX diferences-  
 -No Atemi-Nage Gedan  
 -No Shippu Ken

-EX only moves  
 -Special moves  
 EX Reppu Ken qcf + LP.1 Hit  
 EX Double Reppu Ken qcf + HP.2 Hits  
 Jaei Ken hcb + K .3 Hits

-Comments-  
 -The EX Reppu Kens are the his wind versions of KOF 96.  
 -The Raising Storm is a hell of a dificult move to use in combos (not to mention in the heat of a battle)  
 -The Atemi-Nage(Joudan) can stop Special moves like Balrog's Dash Punches ,Blanka's Rolling Attack, Vice's Da Cide ,Ryu's Shouryuu Ken, etc.  
 It can't stop Super moves.

-----  
 10.Guile-Ratio 2.

-Throws  
 (shoulder throw) b/f + HP close to the opponent.1 Hit  
 (dragon suplex) b/f + HK close to the opponent.1 Hit  
 (flying side throw)(air only) Any direction but u/d + HP.1 Hit  
 (flying back breaker)(air only)Any direction but u/d + HP.1 Hit

-Command moves  
 Spinning Backfist f + HP.1 Hit  
 Rolling Sobat b/f + LK.1 Hit  
 Roundhouse Kick(low) df + HK.1 Hit

-Special moves  
 Sonic Boom Hold b/db 2.sec.then f + P.1 Hit  
 Somersault Kick Hold db/d/df 2.sec.then ub/u/uf + K.1 Hit

-Super moves  
 Total Wipeout Hold b/db 2.sec.then f/df,b/db,f + P.3/4/5 Hits  
 Somersault Strike Hold db 2.sec. then f/df,db/b,ub/u/uf + K .6/8/10 Hits

-Cancellable Attacks- LP HP LK HK (Roundhouse) (Crouch Strong)  
 -Far c C C - - -  
 -Close c c C - - -  
 -Crouch c C C C C c

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1

-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX differences-  
-No Total Wipeout.  
-No Rolling Sobat.

-EX only moves  
-Command moves  
Crouch Strong db + HP.1 Hit

-Comments-  
-The crouch strong is his middle punch from Alpha 3.  
-He's a damn killer , throw a Sonic Boom then run  
behind , you'll hit before the Sonic Boom.  
-You can charge db while rolling , that allows you  
to advance and do a special move anytime.

-----  
11.Iori-Ratio 2.

-Throws  
Sakahagi b/f + HP/HK close to the opponent.1 Hit

-Command moves  
Ge Shiki :Yuri Ori(air only) b + LK.1 Hit  
Ge Shiki :Goufu In "Shinigame" f + LK.1 Hit(high)

-Special moves  
108 Shiki: Yami Barai qcf + P.1 Hit  
100 Shiki: Oniyaki f,d,df + P.1/3 Hits  
127 Shiki: Aoi Hana qcb + P x3.3 Hits  
212 Shiki: Kototsuki In hcb + K.2 Hits  
Kuzukaze hcb,f + P close to the opponent.1 Hit

-Super moves  
Kin 1211 Shiki: Ya Otome qcf,hcb + P.9/11/13 Hits  
Ura 108 Shiki: Ya Sakazuki qcb,hcf + P.4/5/6 Hits

-Cancellable Attacks- LP HP LK HK  
-Far c c C -  
-Close c c c C  
-Crouch c c c -

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-Comments-  
-Good recovery time after fireballs.  
-Excellent speed in Kin 1211 Shiki: Ya Otome.  
-Crouch HK has very good range.

-----  
12.Orochi Iori-Ratio 4.

-Throws  
Sakahagi b/f + HP/HK close to the opponent.1 Hit

-Command moves  
Ge Shiki :Yuri Ori(air only) b + LK.1 Hit  
Ge Shiki :Goufu In "Shinigame" f + LK.1 Hit(high)

-Special moves  
108 Shiki: Yami Barai qcf + P.1 Hit  
100 Shiki: Oniyaki f,d,df + P.1/3 Hits  
127 Shiki: Aoi Hana qcb + P x3.3 Hits  
212 Shiki: Kototsuki In hcb + K.2 Hits  
Kuzukaze hcb,f + P close to the opponent.1 Hit

-Super moves  
Kin 1211 Shiki: Ya Otome qcf,hcb + P.9/11/13 Hits  
Fire Wave qcf,d,df + P.4/6/7 Hits

-Cancellable Attacks- LP HP LK HK  
-Far c c C -  
-Close c c c C  
-Crouch c c c -

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-Comments-  
 -Good recovery time after fireballs.  
 -Excellent speed in Kin 1211 Shiki: Ya Otome.  
 -Crouch HK has very good range.  
 -Very high but quick jump.  
 -Impressive speed.  
 -The Fire Wave is a Shouryuu Reppa clone.

-----  
 13.Ken Masters-Ratio 2.

-Throws  
 Seoi Nage f/b + HP close to the opponent.1 Hit  
 Jigoku-Guruma f/b + HK close to the opponent.1 Hit

-Command moves  
 Inazuma Kakato Wari (high) f + LK.1 Hit

-Special moves  
 Hadou Ken qcf + P.1 Hit  
 Zempou Tenshin qcb + P  
 Shouryuu Ken f,d,df + P.1/3 Hits  
 Ryusen Kyaku (high) f,d,df + K.2 Hits  
 Tatsumaki Senpoo Kyaku (air) qcb + P.4/7 Hits?

-Super moves  
 Shouryuu Reppa qcf,d,df + P.4/6/7 Hits  
 Shinryuu Ken qcf,d,df + K then press b/f + K rapidly.9/13/17 Hits  
 Shippu Jinrai Kyaku (lvl-3) qcbx2 + K.11/12 Hits

-Cancellable Attacks- LP HP LK HK  
 -Far c C c -  
 -Close c c c -  
 -Crouch c c c c  
 -Jump c - c C (up)

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 1 1  
 -Crouch 1 1 1 1  
 -Jump 1 1 1 1

-EX differences-  
 -No Ryusen Kyaku.  
 -No Zempou Tenshin.  
 -No Shinryuu Ken.  
 -No Shippu Jinrai Kyaku.

-EX only Moves  
 -Special moves  
 Nataotoshi-geri f,df,d + K.1 Hit  
 Kamabarai-geri d,df,f + K.2 Hits  
 Oosoto Mawashi-geri hcf + K.1 Hit  
 Inazuma Kakato Wari Hold K after any of the special kicks.1 Hit

-Comments-  
 -Holding K after Kamabarai-geri will make it hit only once then go into the Inazuma Kakato Wari.  
 -The Inazuma Kakato Wari won't combo from the special kicks.  
 -The Shippu Jinrai Kyaku will hit 12 times if done in the corner.

-----  
 14.Kim Kaphwan-Ratio 2.

-Throws  
 (triple kick) b/f + HK close to the opponent.3 Hits  
 Sakkyaku Nage b/f + HP close to the opponent.1 Hit

-Command moves  
 Neri Chagi (high) f + HK.1 Hit

-Special moves  
 Hangetsu Zan qcb + K.2 Hits  
 Haki Kyaku d,d + K.1 Hit  
 Hishou Kyaku (air only) qcf + K.3/5 Hits (variable hits)  
 Hien Zan Hold db/d/df 2.sec.then ub/u/uf + K.1 Hit  
 Tenshou Zan After HK Hien Zan d + HK.1 Hit  
 stance change After HK or Neri Chagi Hold HK.  
 side jump HK After stance change b/f LP.Hit  
 Reverse Neri Chagi After stance change HP.1 Hit  
 spin side kick After stance change LK.1 Hit

-Super moves  
 Hou'ou Tenbu Kyaku qcb,db,f + K.7/9/11 Hits  
 Hou'ou Kyaku (air only) qcf,hcb + K.14/16/17 Hits

-Cancellable Attacks- LP HP LK HK  
 -Far c - C -

-Close c c c -  
 -Crouch c C c c  
 -Jump C C - -

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 2 1 1  
 -Crouch 1 1 1 1  
 -Jump 1 1 1 1

-EX differences-  
 -No stance change.  
 -No Hien Zan  
 -No Tenshou Zan.  
 -No Hou'ou Tenbu Kyaku.

-EX only moves  
 -Special moves  
 Kuu Sajin Hold db/d/df 2.sec.then ub/u/uf + P.2/3 Hits

-Super moves  
 Hou'ou Hiten Kyaku qcfx2 + K.1 Hit

-Comments-  
 -The side jump HK goes over sweeps.  
 -The Hien Zan is not invincible at the start,  
 unlike Guile.

-----  
 15.King-Ratio 1.

-Throws  
 Hook Buster b/f + HP close to the opponent.2 Hits  
 Hold Rush b/f + HK close to the opponent.1 Hit

-Command moves  
 Sliding Kick(low) df + HK.1 Hit

-Special moves  
 Venom Strike qcf + K.1 Hit  
 Double Strike qcfx2 + K.2 Hits  
 Surprise Rose f,d,df + K.5 Hits  
 Trap Shot b,d,db + K.6/10 Hits  
 Tornado Kick hcb + K.2 Hits

-Super moves  
 Illusion Dance qcf,hcb + K.9/11/13 Hits  
 Silent Flash qcbx2 + K.3/6/11 Hits

-Cancellable Attacks- LP HP LK HK  
 -Far c C c C  
 -Close c c c -  
 -Crouch c c c c  
 -Jump - - - -

-Number of hits- LP HP LK HK  
 -Far 1 1 1 1  
 -Close 1 1 1 2  
 -Crouch 1 1 1 1  
 -Jump 1 1 1 1

-EX differences-  
 -No Surprise Rose.  
 -No Silent Flash.  
 -Double Strike is a super move.  
 -No Tornado Kick.

-EX only moves  
 -Special moves  
 Moshu Kyaku qcb + K.5/7 hits  
 Tobi Nidan Shisshukuri f,d,df + K.2 Hits

-Super moves  
 Double Strike f,b,f,df,d + K.4/6/8 Hits

-Comments-  
 -Use the lvl-1 Silent Flaash as an anti-air move.  
 -The Sliding Kick goes under fireballs.  
 -Use the Double Strike super to snuff Shinkuu Hadouken style supers.

-----  
 16.Kyo Kusanagi-Ratio 2.

-Throws  
 Hatsugane b/f + HP.1 Hit  
 Issetsu Seoi Nage b/f + HK.2 Hits

-Command moves  
 Ge Shiki: Naraku Otoshi(air only)d + HP

Ge Shiki: Goufu You(high) f + LK  
88 Shiki(low) df + HK

-Special moves

114 Shiki: Aragami qcf + P.1 Hit  
128 Shiki: Kuno Kizu After Aragami qcf + P.1 Hit  
127 Shiki: Yano Sabi(high) After Aragami hcb + P.1 Hit  
127 Shiki: Yano Sabi(high) After Kuno Kizu press P.1 Hit  
Ge Shiki : Migiri Ugachi After Yano Sabi press P.1 Hit  
125 Shiki: Nanase After Kuno Kizu/Yano Sabi press K.1 Hit  
100 Shiki: Oniyaki f,d,df + P  
R.E.D. Kick(high) b,d,db + K  
202 Shiki: Kototsuki You hcb + K

-Aragami Combo Chart-

```

                                     3
                                     -Yano Sabi
                                     / (Rusting Eight Combos)
          2
          -----Kuno Kizu-----
          / (Nine Scars Maker) \
----Aragami---- / (Seven Hurting Combos) \
(Wicked Chew) \
          -----Yano Sabi-----
          (Rusting Eight Combos) \
                                     -Migiri Ugachi
                                     (Flashing Slash)

```

-Super moves

Ura 108 Shiki: Orochi Nagi qcb,hcf + P then hold P to delay.1/2/6  
Saishuu Kessen Ougi "Mu Shiki" qcfx2 + P.5/9/11 Hits

-Cancellable Attacks-

	LP	HP	LK	HK
-Far	c	-	-	-
-Close	c	c	c	c
-Crouch	c	c	c	-
-Jump	-	-	-	-

-Number of hits-

	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	1	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX differences-

-No Aragami combos.  
-No R.e.d. Kick  
-No Saishuu Kessen Ougi "Mu Shiki"

-EX only moves-

-Special moves

Yami Barai qcf + P.1 Hit  
75 Shiki Kai qcf + K,K.2 Hits  
Oboro Guruma f,d,df + K.1/3 Hits

-Comments-

-You can hit the opponent with anything after the HK 75 Shiki Kai version , but only with the lvl-3 Orochi Nagi after the LK version.  
-Despite what other people thinks i find Kyo's Oniyaki better than the Shouryuu Ken because of the ground range.  
It also has better invulnerability than in KOF.  
-See final comments for more.

-----  
17.Mai Shiranui-Ratio 2.

-Throws

Shiranui Gourin b/f + HP close to the opponent.1 Hit  
Fuusha Kuzushi b/f + HK close to the opponent.1 Hit  
Yume Zakura Any direction but u/d + HP .1 Hit

-Command moves

Sankaku Tobi Jump b against a wall, then press uf  
(upwards fan strike) f + HP.1 Hit

-Special moves

Kachou Sen qcf + P.1 Hit  
Ryuu Enbu qcb + P.1/2 Hits  
Hissatsu Shinobi Bachi hcf + K.2 Hits  
Musasabi no Mai(Chijou) Hold db/d/df 2.sec.then ub/u/uf + P.1 Hit  
Musasabi no Mai(Kuuchuu) (air only) qcb + P.1 Hit

-Super moves

Chou Hissatsu Shinobi Bachi qcb,hcf + K.7/8/11 Hits  
Beni Suzaku(air only) qcb,qcb + P.3/4/5 Hits

-Cancellable Attacks-

	LP	HP	LK	HK
-Far	C	c	-	-
-Close	c	c	c	C
-Crouch	c	c	c	c
-Jump	C	C	C	C

-Number of hits-	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	1	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX diferences-

-No Hissatsu Shinobi Bachi  
-No Beni Suzaku

-EX only moves

-Special moves

Kagero no Mai Hold db/d/df 2.sec.then ub/u/uf + P.1/3 Hit

-Super moves

Mizutori no Mai qcfx2 + P.3/3/5 Hits

-Comments-

-Difference between (Chijou) and (Kuuchuu):

(Chijou) :performed in ground.

Doing ub + P makes Mai go to the wall behind her.

Doing uf + P makes Mai go to the wall in front of her.

If you are close to the wall behind and do ub + P ,  
she'll not go to the top of the screen before diving,  
instead she'll bounce at a less height than normal.

(Kuuchuu):performed in air.

You can do it at any time in air.

-The Kagero no Mai must be used as an anti-air move ,  
but is difficult not to be hit out of it.

-The lvl-3 Chou Hissatsu Shinobi Bachi works different from  
the lvl-1/2 , it jumps directly ,it won't roll before and  
is way faster.

-The Ryu En Bu can negate fireballs

-Fast jump.

-----  
18.M.Bison(Vega in Japan)-Ratio 3.

-Throws

Deadly Throw b/f + HP close to the opponent.1 Hit

Dead Rise b/f + HK close to the opponent.2 Hits

-Special moves

Psycho Vanish f,d,df + P.3/5 Hits

Psycho Impact Hold b/db 2.sec.then f + P.2 Hits

Double Knee Press Hold b/db 2.sec.then f + K.2 Hits

Head Press Hold db/d/df 2.sec.then ub/u/uf + K.1 Hit

Somersault Skull Diver After Head Press press P.1 Hit

Somersault Skull Diver Hold db/d/df 2.sec.then ub/u/uf + P to jump then P to attack.1 Hit

-Super moves

Heartbreak Despair Hold b/db 2.sec.then f/df,b/db,f + P.5/6/7 Hits

Knee Press Nightmare Hold b/db 2.sec.then f/df,b/db,f + K.4/5/8 Hits

-Cancellable Attacks-	LP	HP	LK	HK
-----------------------	----	----	----	----

-Far	c	c	c	-
------	---	---	---	---

-Close	c	C	c	-
--------	---	---	---	---

-Crouch	c	C	c	C
---------	---	---	---	---

-Jump	-	-	-	-
-------	---	---	---	---

-Number of hits-	LP	HP	LK	HK (Double HP)
------------------	----	----	----	----------------

-Far	1	1	1	1	-
------	---	---	---	---	---

-Close	1	1	1	1	-
--------	---	---	---	---	---

-Crouch	1	1	1	1	-
---------	---	---	---	---	---

-Jump	1	1	1	1	2
-------	---	---	---	---	---

-EX diferences-

-No Heartbreak Despair.

-No Psycho Vanish.

-No Psycho Impact.

-Somersault Skull Diver d then u + P Changes  
to Devil Reverse.

-Jump HP Changes to Double HP.

-EX only moves

-Command moves

(Double HP) (air only) jump ub/uf then HPx2.1 Hit (each punch)

-Special moves

Psycho Crusher Hold b/db 2.sec.then f + P.1 Hit

Devil Reverse Hold db/d/df 2.sec.then ub/u/uf + P to jump then P to attack.1 Hit

-Comments-

-The Far HP is special-cancellable in the first part and  
super-cancellable at any point.

-The Double HP will knock if hits someone in the air ,  
hit HP again to hit with another HP.

-The Far HP is a good anti-air move

-The Psycho Crusher is very fast.(use it a lot)



-----  
 19.Morrigan Aensland-Ratio 2.

-Throws  
 (over the shoulder throw) b/f + HP close to the opponent.1 Hit  
 (extended arm throw) b/f + HK close to the opponent.1 Hit

-Command attacks  
 Fierce Punch df/f + HP.1 Hit  
 Roundhouse Kick df/f + HK.1/4 Hits  
 Shell Kick(air only) d + K.3 Hits

-Special moves  
 Soul Fist(air) qcf + P.1 Hit  
 Shadow Blade f,d,df + P.1 Hit  
 Vector Drain hcb + P close to the opponent.1 Hit

-Super moves  
 Cardinal Blade qcf,d,df + P.6/8/8 Hits  
 Valkyrie Turn(air) qcb + K then press K again.variable Hits  
 Darkness Illusion(lvl-3) press LP,LP,f/df,LK,HP.27 Hits

-Cancellable Attacks-

	LP	HP	LK	HK (Fierce Punch)	(Roundhouse Kick)
-Far	c	-	c	-	-
-Close	c	c	C	c	c
-Crouch	c	C	c	C	-
-Jump	c	-	c	-	-

-Number of hits-

	LP	HP	LK	HK (Fierce Punch)	(Roundhouse Kick)
-Far	1	1	1	1	1
-Close	1	1	1	4	1
-Crouch	2	1	1	1	1
-Jump	1	1	1	1	1

-Comments-  
 -You can cancel the Darkness Illusion from any attack  
 -The Fierce Punch and Roundhouse Kick have close versions.  
 -Morrigan can do her chain combo from Dark Stalkers ,  
 there go that way:

-combo chart-

LP->LK->HP->HK->Fierce Punch->Roundhouse Kick.

You can mix the Stand/Crouch versions in the middle of the combo.

You can also omit the moves in the middle and jump to the next but not go back ,the combo chart only works the forward way.

-See the Combo Section for examples.

-----  
 20.Nakoruru-Ratio 2.

-Throws  
 (stomach stab) b/f + HP close to the opponent.1 Hit  
 (triple kick throw) b/f + HK close to the opponent.3 Hit

-Command moves  
 (crouch fierce) (low) df + HP.1 Hit  
 Sankaku Tobi Jump against a wall, press uf

-Special moves  
 Annu Mutsube(low) b,db,d + P.1 Hit  
 Lela Mutsube qcf + P.1 Hit  
 Amube Yatoro hcb + P.1 Hit  
 Shichikapu Etu Brute hcf + K.1 Hit  
 Mamahaha Grab qcb + K  
 Mamahaha Slash after Mamahaha Grab press LP.1 Hit  
 after Mamahaha Grab press HP.1 Hit  
 after Mamahaha Grab press LK.1 Hit  
 Mamahaha Release after Mamahaha Grab press HK.  
 Kamui Mutsube after Mamahaha Grab qcf + P.1 Hit  
 Shichikapu Ai after Mamahaha Grab qcb + P.1 Hit

-Super moves  
 Shichikapu Kamui Irushika hcbx2 + P.3/4/5 Hits  
 Shirikoro Kamui Nomi(lvl-3) qcfx2 + K press LP+HP+LK+HK to cancel.

-Cancellable Attacks-

	LP	HP	LK	HK (crouch fierce)
-Far	c	c	C	-
-Close	c	c	C	-
-Crouch	c	c	c	C
-Jump	-	-	-	-

-Number of hits-

	LP	HP	LK	HK (Fierce Punch)
-Far	1	1	1	1
-Close	1	2	1	2
-Crouch	1	1	1	1

-Jump 1 1 1 1 -

-Comments-

-The Shirikoro Kamui Nomi is a healing move ,it will recover 1/5 of your health.  
-The Shichikapu Etu Brute will make Mamahaha hit and stay a second in front of your foe , if close enough Mamahaha will hit again.  
-In order to be able to do some of the moves Mamahaha must be above you , it doesn't count if she's in your shoulder.  
-Also if you're hit before the move comes out , Mamahaha will stop the move and go back.  
See below to know wich moves must be done with Mamahaha above.

Mamahaha move list:

Amube Yatoro  
Shichikapu Etu Brute  
Mamahaha Grab  
Shichikapu Kamui Irushika

-----  
21.Raiden-Ratio 2.

-Throws

Piledriver b/f + HP close to the opponent.1 Hit  
Bear Hug b/f + HK close to the opponent.7/11 Hit

-Command moves

Bear Stomp df + HK close to the opponent.1 Hit  
Body Press(air only) (high) db/d/df + HP.1 Hit

-Special moves

Doku Giri hcb + P.1 Hit  
Giant Bomb Hold b/db 2.sec.then f + P.1 Hits  
Super Drop Kick Hold K then release.1 Hit  
Thunder Crush Bomb 360 + K close to the opponent.1 Hit  
Raiden Combination Body Blow b,d,db + P.1 Hit  
Headbutt after Raiden Combination Body Blow d,db,b + P.1 Hit  
Front Suplex after Raiden Combination Body Blow d,db,b + K.1 Hit

-Super moves

Destruction Drop 360x2 + K close to the opponent.2/3/4 Hit  
Flame Breath hcbx2 + P.3/4/5 Hits

-Cancellable Attacks- LP HP LK HK

-Far c - C -  
-Close c C c -  
-Crouch c c c -  
-Jump - - - -

-Number of hits- LP HP LK HK

-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX Diferences-

-No Raiden Combination  
-No Flame Breath

-EX only moves

-Special Moves

Jumping Lariat Drop f,d,df + P.1 Hit

-Super Moves

Crazy Train qcfx2 + P.3/5/7 Hits

-Comments

-The Front Suplex is easily escapable just jump.  
-The Jumping Lariat Drop is easily escapable just crouch.  
-The Super Drop Kick can be charged , it has ? levels,when you release the button the most damaging version of the Turn Punch.  
You can charge two Super Drop Kicks by pressing the two Kick buttons , then you can release them one by one.  
(good luck trying to fight in that way)  
The levels of the Super Drop Kick work like this:

Level	Hold the button for
1	2 sec.
2	3 sec.
3	4 sec.
4	7 sec.
5	13 sec.
6	20 sec.
7	28 sec.
8	38 sec.
final	48 sec.

-----  
22.Rugal Bernstein-Ratio 3.

-Throws  
(scorpion deathlock) b/f + HP close to the opponent.1 Hit  
(scorpion blow) b/f + HP close to the opponent.1 Hit

-Special moves  
Reppu Ken qcf + P.1 Hit  
Kaiser Wave f,hcf + Hold P then release.1/2/3 Hits  
Dark Brarrier hcf + K.1 Hit  
Genocide Cutter f,d,df + K.1 Hit  
Super Press hcb + P.2 Hits

-Super moves  
Gigantic Pressure qcf,hcb + P.2/3/3  
Total Annihilation qcf,d,df + K.3/6/7

-Cancellable Attacks- LP HP LK HK  
-Far c - C -  
-Close c c c c  
-Crouch c c c c  
-Jump - - - -

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX Diferences-  
-No Reppu Ken  
-No Kaiser Wave  
-No Super Press

-EX only moves  
-Special Moves  
Dark Smash(air) qcf + P.1 Hit  
Rugal Execution hcb + P.2 Hits

-Comments-  
-The Kaiser Wave can be charged up to 3 levels ,  
just hold P .  
The level is increased each time he leans back,  
if you don't release P after level 3 is charged,  
it will come out anyway.  
-The Dark Barrier reflects normal fireballs.  
-The Dark Smash and Rugal Execution are slow to  
come out but have almost no recovery time.

-----  
23.Ryo Sakazaki-Ratio 2.

-Throws  
Hyouchuu Wari Nage b/f + HP close to the opponent .1 Hit  
Tomoe Nage b/f + HK close to the opponent .1 Hit

-Command moves  
Hyouchuu Wari(high) f + LP.1 Hit

-Special moves  
Ko'ou Ken(air) qcf + P.1 Hit  
Hien Shippuu Kyaku Hold db 2.sec.then f + K.2 Hits  
Kohou f,d,df + P.1 Hit  
Zanretsu Ken f,b,f + P.10/14 Hits

-Super moves  
Ryuuko Ranbu qcf,hcb + P.11/12/15 Hits  
Haou Shoukou Ken f,hcf + P.2/3/5

-Cancellable Attacks- LP HP LK HK  
-Far c c C C  
-Close c c c -  
-Crouch c c c c  
-Jump c - c -

-Number of hits- LP HP LK HK  
-Far 1 1 1 1  
-Close 1 1 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX Diferences-  
-No air Ko'ou Ken.  
-No Zanretsu Ken.

-Special moves  
Mouko Raijin Setsu(high) b,d,db + P.1 Hit  
Ko'ou Ken qcf + P.1 Hit  
Kyokugen-ryuu Renbu Ken hcb + P.4 Hits

-Super moves  
Tenchi Haou Ken(lvl-3) qcf,qcf + P.1 Hit

-Comments-

-The EX Ko'ou Ken is his short fireballs from KOF 96  
-The Kyokugenryuu Renbu Ken will only hit 4 times if  
the first part connects.  
-The Zanretsu Ken will suck the opponent in if  
the first part connects.  
-The Kohou is an excellent anti-air move unlike in KOF.  
(sorry for the reach) :P

-----  
24.Ryu-Ratio 2.

-Throws

Seoi Nage f/b + HP close to the opponent .1 Hit  
Tomoe Nage f/b + HK close to the opponent .1 Hit

-Command moves

Forward Kick(low) db + HK .1 Hit  
Sakotsu Wari(high) f + LP .2 Hits  
Senpuu Kyaku f + LK .1 Hits

-Special moves

Hadou Ken qcf + P .1 Hits  
Shakunetsu Hadou Ken hcf + P .1 Hits  
Shouryuu Ken f,d,df + P .1 Hits  
Tatsumaki Senpuu Kyaku(air) qcb + P .1 Hits

-Super moves

Shinkuu Hadou Ken qcfx2 + P .3/4/5 Hits  
Shinkuu Tatsumaki Senpuu Kyaku qcbx2 + K .4/8/13 Hits  
Shin Shouryuu Ken(lvl-3) qcf,d,df + K.1/4 Hits

-Cancellable Attacks- LP HP LK HK

-Far c C c c  
-Close c c - -  
-Crouch c c c c  
-Jump c - c c(up)

-Comments-

-The Shin Shouryuu Ken must be connected from the first hit in order to inflict  
the most damage(4 hits), if done from afar it'll only hit once doing little  
damage.  
Great anti-air move.(the best one)

-----  
25.Evil Ryu-Ratio 4.

-Throws

Seoi Nage f/b + HP close to the opponent .1 Hit  
Tomoe Nage f/b + HK close to the opponent .1 Hit

-Command moves

Forward Kick(low) db + HK.1 Hit  
Sakotsu Wari(high) f + LP .2 Hits  
Senpuu Kyaku f + LK .1 Hits  
Tenma Kuujin Kyaku(air only) d + HK .1 Hit

-Special moves

Hadou Ken qcf + P .1 Hits  
Shakunetsu Hadou Ken hcf + P .1 Hits  
Shouryuu Ken f,d,df + P .3 Hits  
Tatsumaki Senpuu Kyaku(air) qcb + P .2 Hits  
Ashura Senku b,d,db/f,d,df + LP+HP/LK+HK

-Super moves

Shinkuu Hadou Ken hcbx2 + P .3/4/5 Hits  
Messatsu Gou Shouryuu qcf,d,df + P.4/6/7 Hits  
Shun Goku Satsu LP,LP,f,LK,HP .15 Hits

-Cancellable attacks- LP HP LK HK (Forward Kick)

-Far c - c c -  
-Close c c C - -  
-Crouch c c c c c  
-Jump c C c C -

-Number of hits- LP HP LK HK

-Far 1 1 1 1  
-Close 1 1 1 2  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-Comments-

-The Shinkuu Hadou Ken move is more difficult to do.  
 -The air Tatsumaki Senpuu Kyaku travels like the ground version and not describing an arc.  
 -The Shun Goku Satsu can pass through anything at the starting point, it's also a throw based move so you can block it.  
 You can avoid it jumping ,however you're not always allowed to evade it.  
 Use as a wake up move.

-----  
 26.Sagat-Ratio 3.

-Throws  
 Tiger Carry                    b/f + HP close to the opponent .1 Hit  
 Tiger Rage                    b/f + HK close to the opponent .2 Hits

-Command moves  
 Crouch forward                db + HK.1 Hit

-Special moves  
 Tiger Shot                    qcf + P.1 Hit  
 Ground Tiger Shot            qcf + K.1 Hit  
 Tiger Uppercut                f,d,df + P.1 Hit  
 Tiger Crush                   f,d,df + K.2 Hits

-Super moves  
 Tiger Genocide                qcf,d,df + P.7/10/14 Hits  
 Tiger Raid                    qcbx2 + K.6/7/7 Hits

-Cancellable attacks- LP    HP    LK    HK    (Crouch Forward)  
 -Far                    c    -    c    c    -  
 -Close                  c    c    c    c    -  
 -Crouch                c    C    c    -    c  
 -Jump                   -    -    -    -    -

-Number of hits-    LP    HP    LK    HK  
 -Far                    1    1    2    2  
 -Close                  1    1    2    2  
 -Crouch                1    1    1    1  
 -Jump                   1    1    1    1

-EX differences-  
 -No Tiger Genocide  
 -No Tiger Raid

-EX only moves  
 -Special moves  
 Tiger Knee                    d,df,f,uf + K.2 Hits

-Super moves  
 Tiger Cannon                qcfx2 + P.4/5/6  
 Ground Tiger Cannon        qcfx2 + K.4/5/6

-Comments-  
 -The Tiger Crush changes to the Tiger Knee.  
 -The Tiger Shot comes out faster than the Ground Tiger Shot.  
 You can do LP/LK->Tiger Shot but not LP/LK->Ground Tiger Shot.

-----  
 27.Sakura Kasugano-Ratio 1.

-Throw moves  
 Sakura-jime                   b/f + HP close to the opponent .7/11 Hit  
 Sailor Shoot                b/f + HK close to the opponent .1 Hit

-Command moves  
 Flower Kick                   f + LK.1 Hit

-Special moves  
 Hadou Shou                   qcf + P.1/2 Hit  
 Shou'ou Ken                  f,d,df + P.1/6 Hits  
 Shunpuu Renkyaku            qcb + K.1 Hit  
 Forward Kick                After Shunpuu Renkyaku qcb + HK.1 Hit  
 Crouch Forward              After Shunpuu Renkyaku qcb + LK.1 Hit  
 Ouka Kyaku (air only)        qcb + K.1 Hit

-Super moves  
 Shinkuu Hadou Ken            qcfx2 + P.3/4/5  
 Haru Issen                    qcbx2 + K.5/6/7

-Cancellable attacks- LP    HP    LK    HK    (Crouch Strong)  
 -Far                    c    -    c    -    -  
 -Close                  c    c    c    C    -  
 -Crouch                c    c    c    C    C  
 -Jump                   c    -    c    -    -

-Number of hits-	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	1	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX differences-  
 -No Shupuu Renkyaku  
 -No Ouka Kyaku  
 -No Hadou Shou

-EX only moves  
 -Command moves  
 Crouch Strong(low) db + HP.1 Hit

-Special moves  
 Hadou Ken qcf + P.1 Hit  
 Hadou Ken qcf + P,P.1 Hit  
 Hadou Ken qcf + P,P,P.1 Hit  
 Shou'ou Ken f,d,df + P.1/6 Hits  
 Shunpuu Kyaku(air) qcb + K.1 Hit

-Super moves  
 Midare-zakura qcf,d,df + K.4/6/7 Hits  
 Haru Ichiban qcbx2 + K.5/6/7 Hits

-Comments-  
 -The EX Sho'ou Ken jump at the end of the move.  
 -The Haru Issen and Haru Ichiban are the same move  
 with different names. :| !!!????

-----  
 28.Terry Bogard-Ratio 2.

-Throws  
 Grasping Upper b/f + HP close to the opponent .1 Hit  
 Buster Throw b/f + HK close to the opponent .1 Hit

-Command moves  
 Rising Upper df + HP.1 Hit

-Special moves  
 Power Wave qcf + P.1 Hit  
 Burning Knuckles qcb + P.1 Hit  
 Crack Shot qcb + K.1 Hit  
 Rising Tackle Hold db/d/df 2.sec.then ub/u/uf + P.1/6 Hits

-Super moves  
 Power Geyser qcb,db,f + P.1/2/3 Hits  
 Buster Wolf qcf + P.4/5/6 Hits

-Cancellable attacks-	LP	HP	LK	HK	(Rising Upper)
-Far	c	C	C	-	-
-Close	c	c	c	c	-
-Crouch	c	c	c	-	c
-Jump	-	-	-	-	-

-Number of hits-	LP	HP	LK	HK
-Far	1	1	1	1
-Close	1	2	1	1
-Crouch	1	1	1	1
-Jump	1	1	1	1

-EX differences-  
 -No Rising Tackle

-EX only moves  
 -Special moves  
 Power Wave qcf + P.1 Hit  
 Power Dunk f,d,df + K.2 Hits

-Comments-  
 -The EX Power Wave is the short fireball version from KOF 96.  
 (very slow)  
 -The Buster Wolf lvl-2-3 juggles the opponent for a free hit.  
 (throw anything you want and it will connect)  
 -The Crack Shot has an excellent recovery time.

-----  
 29.Vega/Balrog-Ratio 3.

-Throws  
 Rainbow Suplex b/f + HP close to the opponent.1 Hit  
 (leg throw) b/f + HK close to the opponent.1 Hit  
 Stardust Drop(air only) Any direction but u/d + HP.1 Hit

Crescent Line(air only) Any direction but u/d + HK.1 Hit

-Command moves

Sankaku Tobu Jump against a wall, press uf  
Cosmic Smart f + HK.1 Hit  
Crouch Strong db + HP.1 Hit

-Special moves

Rolling Crystal Flash Hold db/b 2.sec. then f + P.3/5 Hits  
Scarlet Terror Hold db 2.sec.then f + K.1/2 Hits  
Sky High Claw Hold db/d 2.sec. then ub/u/uf + P.1 Hit  
Flying Barcelona Attack Hold db 2.sec. then ub/u/uf + K , then move ub/db/b/df/f/uf press P.1 Hit  
Izuna Drop Hold db 2.sec. then ub/u/uf + K , then move ub/db/b/df/f/uf press ub/db/b/df/f/uf + P close to the opponent.1 Hit  
Backslash press LP+HP.  
Short Backslash press LK+HK.

-Super moves

Flying Barcelona Special Hold db 2.sec. then f/df,db/b,ub/u/uf + K  
move ub/db/b/df/f/uf press ub/db/b/df/f/uf + P.2/3/4 Hits  
Rolling Izuna Drop Hold db 2.sec. then f/df,db/b,ub/u/uf + K then  
move ub/db/b/df/f/uf press ub/db/b/df/f/uf + P  
close to the opponent.2/3/4 Hits  
Scarlet Mirage(lvlv-3) Hold db/b 2.sec. then f/df,db/b,f + P.2 Hits  
Red Impact Hold db/b 2.sec. then f/df,db/b,f + K.3/4/6 Hits

-Cancellable attacks- LP HP LK HK (Crouch Strong) (Stand Forward) (Crouch Forward)

-Far c - c - - C -  
-Close c - c - - C -  
-Crouch c - c - C - C  
-Jump - - - - - - -

-Number of hits- LP HP LK HK

-Far 1 2 1 1  
-Close 1 2 1 1  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX differences-

-No Cosmic Smart.  
-No Flying Barcelona Special.  
-No Scarlet Mirage.  
-No Red Impact.  
-No Crouch Strong.

-EX only moves

-Command moves  
Stand Forward b + LK.1 Hit  
Crouch Forward(low) db + HK.1 Hit

-Comments-

-Damn hell Fast.

-----  
30.Vice-Ratio 1.

-Throws

Death Blow b/f + HP close to the opponent.1 Hit  
Back Rush b/f + HK close to the opponent.1 Hit

-Special moves

Nail Bomb hcf + P close to the opponent.1 Hit  
Gore Fest hcb,f + P close to the opponent.1 Hit  
Tranquility f,d,df + K.1 Hit  
Outrage qcb + K.3/8 Hits  
Ravenous(air only) qcb + K.3/8 Hits  
Da Cide hcf + K.1 Hit

-Super moves

Whitering Surface qcfx2 + P.3/4/5 Hits  
Negative Gain hcbx2 + K close to the opponent.3/4/5 Hit

-Cancellable attacks- LP HP LK HK

-Far c - C C  
-Close c c c -  
-Crouch c c c C  
-Jump c - c -

-Number of hits- LP HP LK HK

-Far 1 1 1 1  
-Close 1 1 1 2  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX differences-

-No Ravenous.

-No Tranquility.

-EX only moves

-Special moves

Da Cide Slayer f,d,df + K.1 Hit  
Mayhem hcb + P.1 Hit

-Comments-

-You can cancel the HP Ravenous into the Tranquility.  
-You can cancel the HP Mayhem into the Da Cide Slayer.  
-Only the farthest part of the Da Cide and Da Cide Slayer hits.

-----  
31.Yamazaki-Ratio 3.

-Throws

Shime Age b/f + HP close to the opponent.1 Hit  
Bun Nage b/f + HK close to the opponent.1 Hit

-Command moves

Bussashi (high) f + LP.Hit 1

-Special moves

Hebi Tsukai (Joudan) qcb + LP Hold to delay.1 Hit  
Hebi Tsukai (Chuudan) qcb + HP Hold to delay.1 Hit  
Hebi Tsukai (Gedan) qcb + LK Hold to delay.1 Hit  
Hebi Damashi during Hebi Tsukai Hold press HK.  
Sadomaso hcb + K.1 Hit  
Sabaki no Aikuchi f,d,df + P.1/2 Hits  
Yakiire (high) f,d,df + K.1 Hit  
Dokusyu b,d,db + P Hold to delay.1 Hit  
Bai Gaeshi qcf + P.1 Hit

-Super moves

Guillotine f,b,db,d,df + P.8/10/13 Hits  
Drill 360 + P close to the opponent then press P rapidly.

-Cancellable attacks- LP HP LK HK

-Far c c C -  
-Close c c c C  
-Crouch c c c c  
-Jump - - - -

-Number of hits- LP HP LK HK

-Far 1 1 1 1  
-Close 1 1 1 2  
-Crouch 1 1 1 1  
-Jump 1 1 1 1

-EX differences-

-No Dokusyu.  
-No Yakiire.

-EX only moves

-Special moves

Bakudan Pachiki hcb,f + P.1 Hit  
Suna Kake f,d,df + K.1 Hit

-Super moves

Guillotine qcfx2 + P.  
Drill hcbx2 + P.

-Comments-

-The Suna Kake can be cancelled into the Hebi Tsukai.  
-The Hebi Tsukai moves have excellent range and speed.  
-Delaying the Dokusyu will make it more damaging.  
-The Bai Gaeshi can reflect fireballs.  
-The Hebi Damashi cancels the Hebi Tsukai moves.  
-After Yamazaki punches you to the sky in the Drill move rapidly tap P ,every time the pose changes the form changes.  
-In EX mode only the pad motion changes for the Drill and Guillotine.

Drill levels

lvl-1	number of hits	Punch taps
1-Bussashi Combo	5	
2-Yakiire Combo	6	between 5 and 10
3-Pachiki Combo	7	between 11 and 15
4-Hebi Tsukai Combo	8	16 or more
lvl-2		
1-Punch&Kick Combo	6	
2-Punch&Kick Combo	7	between 5 and 10
3-Shime Age Combo	7	between 11 and 15
4-Hebi Tsukai Combo	11	16 or more



-lvl-3				
1-Kick Combo		8		
2-Bakudan Pachiki Combo		8	between 5 and 10	
3-Stomp Kick Combo		9	between 11 and 15	
4-Hebi Tsukai Combo		14	16 or more	

-----  
32.Yuri Sakazaki-Ratio 1.

-Throws  
Oni Harite                   b/f + HP close to the opponent.1 Hit  
Silent Nage                   b/f + HK close to the opponent.1 Hit  
Tsubame Otoshi(air only)   Any direction but u/d + HP.1 Hit

-Command moves  
Tsubame Yoku                 f + LK.1 Hit

-Special moves  
Ko'ou Ken                   qcf + P.1 Hit  
Raiou Ken                   qcf + K.1 Hit  
Yuri Chou Upper             f,d,df + P.1/2 Hits  
Double Yuri Chou Upper     After Yuri Chou Upper f,d,df + P.1 Hit  
Hyakuretsu Binta           hcb + K.7/10 Hits

-Super moves  
Haou Shoukou Ken           f,hcf + P.2/3/5 Hits  
Hien Rekkou                 qcf,qcf + K.5/6/8 Hits ?

-Cancellable attacks-

LP	HP	LK	HK
-Far	c	-	C
-Close	c	c	c
-Crouch	c	c	c
-Jump	-	-	-

-Number of hits-

LP	HP	LK	HK
-Far	1	1	1
-Close	1	1	1
-Crouch	1	1	1
-Jump	1	1	1

-EX differences-  
-No Hien Rekkou.  
-No Yuri Chou Upper.

-EX only moves-  
-Special moves  
Ko'ou Ken                   qcf + P.1 Hit  
Saiha                       qcb + P.1 Hit  
Raiou Ken                   qcf + K.1 Hit  
Hyakuretsu Binta           f,b,f P.? Hits

-Super moves  
Hien Hou'ou Kyaku           f,b,f,hcb + K. ? Hits

-Comments-  
-The normal Ko'ou Ken and Raiou Ken are short attack versions of KOF 96 , the EX versions are far versions.  
-The Hyakuretsu Binta changes the pad motion.

-----  
33.Zangief-Ratio 2.

-Throws  
Back Drop                   b + HP close to the opponent.1 Hit  
Pile Driver                  f + HP close to the opponent.1 Hit  
Kamitsuki                   b/f + HK close to the opponent.? Hit

-Command moves  
Body Press(air only)       db/d/df + HP.1 Hit  
Flying Knee Drop(air only)  db/d/df + LK.1 Hit

-Special moves  
Banishing Flat              f,d,df + P.1 Hit  
Double Lariat               press LP+HP then move b/f.1 Hit  
Quick Double Lariat        press LK+HK then move b/f.1 Hit  
Screw Piledriver            360 + P close to the opponent.1 Hit  
Flying Powerbomb           360 + K.1 hit  
Atomic Suplex               360 + K close to the opponent.2 Hits

-Super moves  
Final Atomic Buster         360x2 + P close to the opponent.2/3/4 Hits  
Aerial Russian Slam         qcf,d,df + K.1 Hit

-Cancellable attacks-

LP	HP	LK	HK
-Far	c	-	c
-Close	c	EX	c

```
-Crouch      c   -   c   -
-Jump        -   -   -   -
```

```
-Number of hits-  LP  HP  LK  HK
-Far              1   1   1   1
-Close            1   1   1   1
-Crouch           1   1   1   1
-Jump             1   1   1   1
```

-EX differences-

```
-No Flying Powerbomb.
-No Atomic Suplex.
-No Quick Double Lariat.
-No Banishing Flat.
-No Aerial Russian Slam
```

-EX only moves-

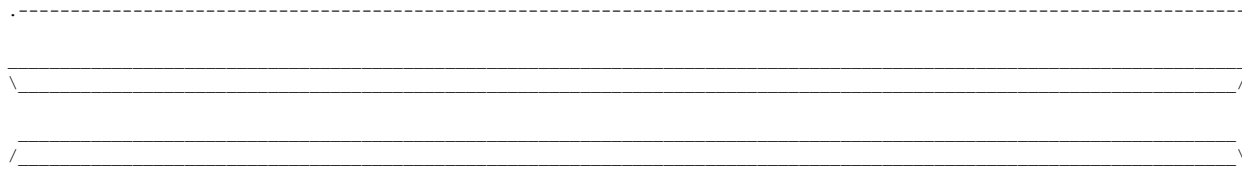
```
-Command moves
Kuuchu Headbutt(air only)      u + HP.1 Hit
```

-Special moves

```
High Speed Double Lariat      press LK+HK.1 Hit
```

-Comments-

```
-The Headbutt can dizzy in just two hits.
-The Final Atomic Buster has great grab range.
  (can grab out of range of a Double Lariat)
-The jump LK is different in EX mode.
-The Close HP is Special cancellable in EX mode.
-The High Speed Double Lariat it's immune to sweeps.
```



V.Combo Section

How to read this section:

```
-The numbers on top shows the different blocks of moves.
-In order to do a combo you must first do the move on the Step 1
then the move on Step 2 in the same line then Step 3 an so on.
-If there is a Step with a move and the preceding Step is empty
you must search up in the preceding Step until a move is found
that would the move that must be performed before.
```

For example:

When you see something like this ,

1	2	3
cross up with HK	Crouch/Close HP	Hadou ken.3 Hits
		Shouryuu Ken.3 Hits
	Crouch/Close LP	Tatsumaki Senpoo Kyaku.7 Hits

the first move you see is 'cross up with HK' after you saw that , continue with the next move on the right on the same line. That would be 'Crouch/Close HP' ,the '/' symbol assumes either of the directions or buttons separated by it can be pressed. The same as before ,continue to the right on same line to find the next move on following Step 'Hadou Ken', you'll know this is the end of the combo because the number of hits of the combo will be shown '3 Hits'. Now take a look to the second line on the third Step of the combo chart,it says 'Shouryuu Ken.3 Hits' but there's an empty space on the Step 2 line 2 , so do as i said before ,look up until a move is found. You found 'Crouch/Close HP' ,look on the preceding Step , you found 'cross up with HK'. So the combo is cross up with HK ,Crouch/Close HP,Shouryuu Ken. The same is applied to the third line the combo is :cross up with HK,Crouch/Close LP ,Tatsumaki Senpoo Kyaku.

```
-Understanding this simple rules you will have no problems to learn the combos ,as long
as you have the proper 'finger ability'.
All the combos i wrote WORK , if you don't make it the first time try again until it come
out ,i guarantee the combos were done by me and re-done to ensure perfection upon destruction
of your enemy.
Anyway if you think a combo is not working ,mail me ,put the character name and combo and
what part of it doesn't work .
I'll mail you back to send the proper explanation or the corrected combo , and update my
faq.
```

I can guarantee you'll find at least one combo you never saw before.

Also you'll notice there are more variations on some combos i wrote.  
 I don't posted every combo variation.

-----  
 1.Akuma/Gouki  
 -----

Steps	1	2	3	4	5	6
7						
	-Cross up with HK	Close/Crouch LP	Crouch/Close LP	Gou Hadou Ken.4 Hits		
				Crouch/Stand LP	Forward Kick	Messatsu Gou
	Hadou lvl 2-3.11/13 Hits					
			Gou Shouryuu Ken.5 Hits			
			LK Tatsumaki Zankuu Kyaku	Gou Shouryu Ken.5 Hits		
				Messatsu Gou Shouryuu.7/8/8 Hits		
			LK Tatsumaki Zankuu Kyaku	LK Tatsumaki Zankuu Kyaku	Messatsu Gou Shouryuu.6/7/7 Hits	
			HK Tatsumaki Zankuu Kyaku.5 Hits			
			Crouch/Close LP	Gou Hadou Ken.4		
			Crouch LK	Crouch/Close LP	Gou hadou Ken.5 Hits	
			Crouch/Close LP	Crouch LK/LP	Crouch HK	Tatsumaki Zankuu
Kyaku	Messatsu Gou Shouryuu lvl 2.11 Hits					
			Crouch/Close HP	Gou Hadou Ken.4 Hits		
			Crouch HK	Tatsumaki Zankuu Kyaku.5 Hits		
			Close HP	Gou Shouryuu Ken.5 Hits		
			Close HP	LK Tatsumaki Zankuu Kyaku	Gou Shouryuu Ken.5	
					Messatsu Gou Shouryuu.6/7/7 Hits	
			Close HP	Gou Hadou Ken.3 Hits		
				Shakunetsu Hadou Ken.5 Hits		

-----  
 Steps 1 2 3 4 5  
 6  
 -----

-Jump in HK/HP |Tenma Gou Zankuu lvl 2-3.7/9 hits  
 |  
 -----

-Tenma Kuujin Kyaku|Tenma Gou Zankuu.7/9 Hits

| Crouch LP | Crouch HK | Messatsu Gou Shouryuu.6/7/7 Hits|

| Forward Kick| Gou Hadou Ken.4 Hits

-The Tenma kuujin Kyaku must hit the highest part of the enemy in order to connect.

-Jump in LK |air Tatsumaki Zankuu Kyaku |LK Tatsumaki Zanku Kyaku |Gou Shouryuu Ken.4 Hits

|LK Tatsumaki Zanku Kyaku |Messatsu Gou Shoryuu.6/7/7 Hits

-In the corner |jump in HP/HK |Close/Crouch LP |Close/Crouch HP |Messatsu Gou Hadou |Tatsumaki Zankuu Kyaku.9/11/13 Hits

Ken.9/11/13 Hits |Gou Shouryuu

only)->Messatsu Gou Shouryuu.14 Hits| (Snk groove

2.Balrog/M.Bison

Steps	1	2	3	4	5	6
-Jump in HK/HP/LP/LK	Close/Crouch LP/LK	Close/Crouch LP/LK	Crouch LP/LK	Stand LP	Dash Straight.5 Hits	
					Crazy Buffalo.7/8/9 Hits	
					Gigaton Blow.10 Hits	
				Dash Ground Punch.4 Hits		
				Dash Ground Uppercut.4 Hits		
				Dash Uppercut.4 Hits		
				Buffalo Headbutt.4 Hits		
	Close/Crouch HP	Crazy Buffalo.5/6/7 Hits				
		Gigaton Blow.8 Hits				
	Close HK	Crazy Buffalo.5/6/7 Hits				
		Gigaton Blow.8 Hits				

3.Benimaru Nikaido

Steps	1	2	3	4	5
-Cross up with LK	Close LP	Stand/Crouch LP	Crouch LP/LK	Iai Geri.5 Hits	
				Raikou Ken.9/12/14 Hits	
				Denei Spark.7/8/9 Hits	
	Close HP	Raijin Ken.4 Hits			
		Shinku Katate-Goma.4/8 Hits			
		Iai Geri.4 Hits			
		Raikou Ken.8/10/13 Hits			
		Denei Spark.6/7/8 Hits			

| Stand/Crouch HP ->Denei Spark.7/8/9 Hits

| Close HP | Crouch HK | Raikou Ken.8/10/13 Hits

|Close HK/HP| Shinku Katate-Goma.3/7 Hits

-In the Corner , your opponent must be on the floor.

Before he gets up LP Raijin Ken | Crouch LP/LK/HP/HK | Raikou Ken.7/10/12 Hits

| Crouch LP/LK/HP | Denei Spark.5/6/7 Hits.

| Crouch LP/LK | Tai Geri.3 Hits

| Close HP | Raijin Ken.3 Hits

-In the Corner,Jump in Drill Kick| Raikou Ken lvl-3.Variable Hits(13-15)

| Denei Spark(any level).Variable Hits(6-10)

4.Blanka

Steps 1 2 3 4

-Cross up LK | Crouch LK | Forward Kick.3 Hits

| Rock Crush.4 Hits

-Jump in LK/HK/HP| Crouch LK | Rock Crush(first hit) | Rolling Attack.4 Hits

| Direct Lightning.4 Hits

| Forward Kick

| Rolling Attack.4 Hits

| Direct Lightning.4 Hits

| Vertical Rolling Attack.3 Hits

| Forward Kick | Vertical Rolling Attack.3 Hits

In the Corner,Shout of Earth lvl-1| Shout of Earth lvl 2.13 Hits

In the Corner,Electric Thunder | Shout of Earth lvl-2-3.14 Hits

-In order to do the Shout of Earth in combos easier input the command in this way:  
-hold 2.sec db then f,df,d,db,ub/u/uf + P easy motion for a difficult move to do.  
(believe me it's a hell of a easier way)

5.Cammy

Steps 1 2 3 4

-Cross up LK | Crouch LP/LK x2 | Cannon Spike.4 Hits

| Crouch LP | Spiral Arrow.5 Hits

| Crouch LP | Spin Drive Smasher.10/11/13 Hits

| Close HP | Forward Kick | Spiral Arrow.5 Hits

| Spin Drive Smasher.12/11/13 Hits

| Reverse Shaft Breaker.11/13/16 Hits

| Strong Punch | Forward Kick | Spiral Arrow.5 Hits

| Spin Drive Smasher.12/11/13 Hits

| Crouch HK | Reverse Shaft Breaker.10/14/17 Hits

-Jump in LK/LP/HK/HP | Crouch LP/LK | Cannon Spike.4 Hits

| Crouch LP | Spiral Arrow.5 Hits

| Crouch LP | Spin Drive Smasher.10/11/13 Hits

| Close HP | Forward Kick | Spiral Arrow.5 Hits

| Spin Drive Smasher.12/11/13 Hits

| Reverse Shaft Breaker.11/13/16 Hits

| Strong Punch | Forward Kick | Spiral Arrow.5 Hits

| Spin Drive Smasher.12/11/13 Hits |

|Crouch HK | Reverse Shaft Breaker.10/14/17 Hits |

6.Chun li

Steps 1 2 3 4 5

-Cross up LK | Close LPx2 | Far LK | Senretsu Kyaku | Tenshou Kyaku.13 Hits |

| | Close LPx2 | Senretsu Kyaku lvl-3 | Tenshou Kyaku.15 Hits |

| Close/Crouch HP | Kikou Ken.3 Hit |

In the corner ,Jump HP/HK | Crouch LK/LP | Senretsu Kyaku | Kikou Shou | Hazan Tenshou Kyaku.? Hits |

| Crouch LK/LP/HP | Tenshou Kyaku.4/5 Hits |

| | Kikou shou.7/10/12 Hits |

| | Hazan Tenshou Kyaku.7/9/11 Hits |

| | Spinning Hornet Kick.7/13/17 Hits |

| | Spinning Hornet Kick lvl-1 | Spinning Hornet Kick lvl-2.?Hits |

| Crouch HK | Kikou shou.7/10/12 Hits |

| | Hazan Tenshou Kyaku.7/9/11 Hits |

| | Spinning Hornet Kick.?Hits |

| | Spinning Hornet Kick lvl-1 | Spinning Hornet Kick lvl-2.?Hits |

| Forward Kick | Hazan Tenshou Kyaku.7/9/11 Hits |

| | Kikou shou.7/10/12 Hits |

| | Spinning Hornet Kick.7/13/17 Hits |

| | Spinning Hornet Kick lvl-1->Spinning Hornet Kick lvl-2.?Hits |

-Opponent in the corner , you must be two bodies before the opposite side of the screen then:

LK Spinning Bird Kick | Tenshou Kyaku.3 Hits |

| Hazan Tenshou Kyaku.6/7/8 Hits |

| Kikou Shou lvl-2-3.7/11 Hits |

-In order to do the Hazan Tenshou Kyaku/Spinning Hornet Kick in combos easier input the command in this way:

-hold 2.sec db then f,df,d,db,ub/u/uf + K easy motion for a difficult move to do.

(believe me it's a hell of a easier way)

7.Dhalsim

Steps 1 2 3

-Crouch LP | Crouch LP | Yoga Stream/Tempest.5/6/7 Hits |

| Crouch LK | Yoga Stream/Tempest.5/6/7 Hits |

| Low Fierce | HP Yoga Fire.3 Hits |

| | LP Yoga Flame.3 Hits |

| | Yoga Stream/Tempest.5/6/7 Hits |

| Strong Punch | HP Yoga Fire.3 Hits |

| | LP Yoga Flame.3 Hits |

| | Yoga Stream/Tempest.5/6/7 Hits |

| Low Roundhouse | Yoga Tempest.5/6/7 Hits |

| Double Headbutt | Yoga Tempest.6/7/8 Hits |

Crouch HK | Yoga Tempest/Vulcan.4/5/6 Hits |

-In the corner

Crouch LP/LK | Yoga Tempest lvl-1 | Yoga Tempest lvl-2.6 Hits  
| Low Fierce | HP Yoga Fire.3 Hits  
| LP Yoga Flame | Yoga Vulcan/Tempest lvl-1 | Yoga Vulcan/Tempest lvl-2.7 Hits

8.Edmond Honda

Steps	1	2	3
Cross up Flying Sumo Press	Crouch HP.2 Hits		
	Close HK.3 Hits		
	Stand Forward.3 Hits		
Jump in HK/HP	Stand/Crouch LP/LK	Super Zutsuki.3 Hits	
		Oni Musou.4/5/11 Hits	
	Crouch Forward	Super Zutsuki.3 Hits	
	Stand HP/HK	Oni Musou.4/5/11 Hits	
	Crouch Forward	Oni Musou.5/6/12 Hits	

9.Geese Howard

Steps	1	2	3	4
-Stand/Crouch LPx3	Stand LK	Deadly Rave.14 Hits		
		EX Double Reppu Ken.6 Hits		
-Stand HK	Double Reppu Ken.3 Hit			
	EX Double Reppu Ken.3 Hits			
-Jump in HP	Stand/Crouch LPx2	Stand LK	Deadly Rave.15 Hits	
			EX Double Reppu Ken.7 Hits	
	Stand/Crouch HP	Reppu Ken.4 Hits		
		EX Double Reppu Ken.5 Hits		
		Deadly Rave.13 Hits		
		LK Jaei Ken.6 Hits		
	Close/Crouch LK	Crouch HK	Raising Storm.7/8/9 Hits	
-In the corner				
Stand/Crouch LPx3	Stand LK	Deadly Rave	Raising Storm.17 Hits (snk groove)	
Stand/Crouch LPx2	EX Double Reppu Ken	Raising Storm.7/8/9 Hits		
-Stand/Crouch LP/LK	Crouch HK	Raising Storm.5/6/7 Hits		
	Close/Crouch HP.	EX Double Reppu Ken	Raising Storm.7/8/9 Hits	

10.Guile

Steps	1	2	3	4	5	6
Cross up LK	Crouch LPx2	Somersault Kick.4 Hits				
	Crouch LP/LKx3	Total Wipeout.6/7/8 Hits				

-----  
 | | Somersault Strike.10/12/14 | | |  
 -----  
 | Crouch LP | Crouch Strong | Stand HP | Somersault Strike lvl-3.12 Hit (against  
large opponents)
 in the game) |  
 -----  
 | Crouch Strong | Crouch Strong | Somersault Strike lvl-3.12 Hit (against any opponent)  
 |  
 -----  
 Jump in LK/LP/HP/HK | Close/Crouch LP | Close HP/Crouch Strong | Sonic Boom.4 Hits | |  
 |  
 -----  
 | | | Somersault Kick.4 Hits | |  
 |  
 -----  
 | | | Total Wipeout.6/7/8 Hits | |  
 |  
 -----  
 | | | Somersault Strike.9/11/13 Hits | |  
 |  
 -----  
 | Crouch Strongx2 ->Total Wipeout.5/6/7 Hits | |  
 |

Your opponent in the corner, you in the other side of the screen:  
 LP Sonic Boom | Run , any of the jump in combos

-----  
 | Crouch HKx2 .3 Hits (the first Crouch HK must hit before the Sonic Boom) | |  
 |  
 -----  
 | Run , Jump HP | Crouch LP | Crouch Strong | Stand HP | Somersault  
 Strike lvl-3.12 Hit |

-----  
 this one) ^ (good luck trying  
 (the most difficult combo  
 in the game)  
 (if you end a combo with a Sonic Boom , add a Spinning Back Fist , it will connect)  
 opponents) (against large

-In order to do the Somersault Strike in combos easier input the command in this way:  
 -hold 2.sec db then f,df,d,db,ub/u/uf + K easy motion for a difficult move to do.  
 (believe me it's a hell of a easier way)

11.Iori

Steps	1	2	3	4
-Cross up Ge with Shiki :Yuri Ori/HP	Crouch/Close LP/LK x2	100 Shiki: Oniyaki.4/6 Hits		
		127 Shiki: Aoi Hana.5 Hits		
	Close HP	100 Shiki: Oniyaki.5 Hits		
	Crouch/Close LP/LK x2	Crouch HP	127 Shiki: Aoi Hana.7 Hits	
			Kin 1211 Shiki: Ya Otome.13/16/17 Hits	
	Close HP	212 Shiki: Kototsuki In.4 Hits		
		108 Shiki: Yami Barai.3 Hits		
	Close/Crouch LP/LK x3	Kin 1211 Shiki: Ya Otome.13/16/17 Hits		
		Stand LK	Kin 1211 Shiki: Ya Otome.14/17/18 Hits	
-Jump in LP/LK/HP/HK	Crouch/Close LP/LK	100 Shiki: Oniyaki.3/5 Hits		
	Close HP	100 Shiki: Oniyaki.5 Hits		



			127 Shiki: Aoi Hana.5 Hits	
			Kin 1211 Shiki: Ya Otome.11/14/15 Hits	
		Crouch/Close LP/LK x2	Crouch HP	127 Shiki: Aoi Hana.7 Hits
			Kin 1211 Shiki: Ya Otome.13/16/17 Hits	
		Close HP	212 Shiki: Kototsuki In.4 Hits	
			108 Shiki: Yami Barai.3 Hits	
		Close/Crouch LP/LK x2	Stand LK	Kin 1211 Shiki: Ya Otome.13/16/17 Hits
Ura 108 Shiki: Ya Sakazuki		any of the above combos ,add +3/4/5 hits		

12.Orochi Iori

-Because of the massive Speed he has you can do some combos that normal Iori can't.

-All of normal Iori's Combos plus the following ones.

-Your opponent must not be in the corner , each one in the opposite sides of the screen:

-108 Shiki: Yami Barai		Run and Roll behind him/her		any of normal Iori's Combos without the jump/Cross up part.
		Run and do any of normal Iori's Combos even the Cross up ones.		

-You can change the ending move of some combos with the Fire Wave Super ,just the ones you are close enough.

13.Ken Masters

Steps	1	2	3	4	5
-Cross up with HK		Close/Crouch HP		Shouryuu Ken.3/5 Hits	
				Shinryuu Ken.11/15/17 Hits	
		Close/Crouch LP		Close/Crouch HP/Forward Kick	
				Tatsumaki Senpoo Kyaku.4/7 Hits	
				Hadou Ken.4 Hits	
				Shouryuu Reppa.7/9/10 Hits	
Kyaku.15 Hits				Crouch LP/LK x2	
				Forward Kick	
				Shippu Jinrai	
				Crouch HK	
				Shinryuu Ken.11/15/17 Hits	
-Jump in LK/LP/HK/HP		Close HP		LP Shouryuu Ken	
				Shinryuu Ken.12/16/18 Hits	
-Jump in LK		air Tatsumaki Senpoo Kyaku		Forward Kick	
				Shippu Jinrai Kyaku.13 Hits	
-In the corner					
-Jump in LK		air Tatsumaki Senpoo Kyaku		Crouch HK	
?				Shouryuu Reppa lvl-1	
				Shinryu Ken.11 Hits	
-Jump in LK/LP/HK/HP		Close HP		LP Shouryuu Ken	
				Shinryuu Ken.11/16/18 Hits	

14.Kim Khaphwan

Steps	1	2	3	4	5
-Cross up HK	Crouch LP	Close HP(1 Hit)	Hien Zan-Tenshou Zan.5 Hits		
			Kuu Sajin.5/6 Hits		
			Ho'ou Kyaku.14/19/20 Hits		
			Ho'ou Hitten Kyaku lvl-2.	Ho'ou Kyaku. 15 Hits	
	Crouch LPx3	Far LK	Ho'ou Kyaku.16/21/22 Hits		
-Jump in HP/LP	Ho'ou Tenbu Kyaku.? Hits				
	Crouch LP	Close HP.4 Hits			
	Crouch LK/LPx2	Hien Zan-Tenshou Zan.5 Hits			
		Kuu Sajin.5/6 Hits			
		Ho'ou Kyaku.14/19/20 Hits			
		Far LK	Ho'ou Kyaku.15/20/21 Hits		

15.King

Steps	1	2	3	4	5
-Jump in LP/LK/HP/HK	Crouch HK	Surprise Rose.7 Hits			
		Tobi Nidan Shishukuri.4 Hits			
	Crouch LP/LK x2	LK Trap Shot .9 Hits			
		Tornado Kick .5 Hits			
		Silent Flash .6/9/14 Hits			
		Crouch LP/LK	Double Strike(Super).8/10/12 Hits		
			Moshu Kyaku.9/11 Hits		
	Crouch/Close HP	Venom Strike .3 Hits			
		Double Strike.4 Hits			
		Tornado Kick .4 Hits			
		Double Strike(Super).6/8/10 Hits			
		HK Trap Shot .12 Hits			
		Silent Flash .5/8/13 Hits			

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-----
-In the corner      |           |           |
|
Crouch LP/LK x2    | LK Trap Shot      | Silent Flash lvl-1.10 Hits |
|
-----
|           |           | Surprise Rose .12 Hits     |
|
-----
|           | Tornado Kick      | Silent Flash lvl-1.6 Hits  |
|
-----
|           | Silent Flash lvl-1 | Silent Flash lvl-1.6 Hits  |
|
-----
|           | Crouch LP/LK      | Moshu Kyaku                | Double Strike(Super).12/14/18 Hits
|
-----
|           |           |           | Tobi Nidan Shishukuri     | Double Strike(Super).14/16/20
Hits|
-----
Crouch/Close HP    | HK Trap Shot      | Surprise Rose.14 Hits      |
|
-----
|           | Silent Flash lvl-1 | Silent Flash lvl-1.6 Hits  |
|
-----
|           | Illusion Dance lvl-3 .14 Hits
|
-----
|           | Crouch HK         | Tobi Nidan Shishukuri     | Double Strike(super).6/8/10
|
-----
Opponent in the corner you in the other side of the screen      |
|
-Venom Strike run after | Crouch HK         | Tobi Nidan Shishukuri     | Double Strike(super).6/8/11 Hits
|
-----
|           | Crouch LP/LK      | HK Moshu Kyaku            | Tobi Nidan Shishukuri     | Double Strike(Super).13/15/17
Hits |
-----
|           |           | Tronado Kick              | Silent Flash .6 Hits
|
-----

```

-In order to do the Double Strike(super) in combos easier input the command in this way:  
-f,df\*,d\*,db,b,f,df,d + K easy motion for a difficult move to do.  
-The '\*' Symbol shows the best parts of the motion to input a hit before the super comes  
out: (e.g.) Stand LP,f,df,Crouch LP,d,db,b,f,df,d + K. (this will do LP,Crouch LP,Double Strike(Super)  
(believe me it's a hell of a easier way)  
-My personal easier way is f,df,LP,d,360 move to d + K.(you won't jump because LP is hitting)  
.....

16.Kyo Kusanagi

Steps	1	2	3	4	5
-Cross up LK	Crouch/Close LP/LK	Oniyaki .4/5 Hits			
		Saishuu Kessen Ougi lvl-3 .14 Hits			
		LK 75 Shiki Kai.3/4 hits			
	Close HP/HK	Aragami	Kuno Kizu	Nanase.5 Hits	
		Oniyaki .3/4 Hits			
		Kototsuki You .4 Hits			
		Saishuu Kessen Ougi .7/11/13 Hits			
		Oboro Guruma .3/5 Hits			
		HP Yamibarai .3 Hits			

Opponent in the corner ,you in the other side of the screen. |  
 Yamibarai,run after| Crouch/Close LP/LK | 75 Shiki Kai | Ura 108 Shiki: Orochi Nagi lvl-3. |  
 ----- |  
 Opponent in the corner. |  
 -HK 75 Shiki Kai | Oniyaki(last part) | Ura 108 Shiki: Orochi Nagi lvl-3 .9 Hits |  
 ----- |  
Oboro Guruma .5 Hits

17.Mai Shiranui

Steps	1	2	3	4	5
Cross up with LK	Crouch LP/LK	Close LP/LK	Crouch/Stand HP	Ryu En Bu .5 Hits	
				Kachou Sen .5 Hits	
				Chou Hissatsu Shinobi Bachi.11/12/15 Hits	
				Mizutori no Mai .7/8/9 Hits	
			Crouch HK	Chou Hissatsu Shinobi Bachi.	
				Mizutori no Mai .6/7/8 Hits	
				Hissatsu Shinobi Bachi .5 Hits	
				Chou Hissatsu Shinobi Bachi.10/11/14 Hits	
			HP Ryu En Bu .4 Hits		
		Stand/Crouch HP	HP Ryu En Bu .4 Hits		
Jump in HP/HK	Beni Suzaku .4/5/6 Hits				

Opponent in the corner , you in the other side of the screen |  
Kachou Sen run after, Jump in HP/LP/HK then do any combo starting from step 2.

18.M.Bison/Vega

Steps	1	2	3	4
Cross up with LK/HK	Close LK/LPx2	Stand LPx2	Double Knee Press .7 Hits	
			Knee Press Nightmare .9/10/13 Hits	
			Heartbreak Despair .10/11/12 Hits	
		Stand HP	Knee Press Nightmare .8/9/12 Hits	
			Heartbreak Despair .9/10/11 Hits	
Jump in LK/LP/HK/HP	Crouch/Close HP	Heartbreak Despair .7/8/10 Hits		
		Knee Press Nightmare .6/7/10 Hits		
	Close LP	Stand HP	Double Knee Press .7 Hits	
			Knee Press Nightmare .7/8/11 Hits	
			HP Psycho Impact .5 Hits	
		LP Psycho Impact .4 Hits		
Crouch HK	Knee Press Nightmare .3/3/5 Hits			

19.Morrigan Aensland

Steps	1	2	3	4	5	6
Jump in LP/LK/HP/HK	Crouch/Close LP	Shadow Blade .3 Hits				
		Close/Crouch Fierce	Crouch Roundhouse	Cardinal Blade .10/12/12 Hits		
		Close Roundhouse	Darkness Illusion .33 Hits			

| | Close/Crouch HP | Close/Crouch HK | Crouch Roundhouse/Fierce.5 Hits|

Opponent in the corner , you in the other side of the screen

Soul Fist run after | any combo from step 1

| Jump in LP/LK/HP/HK| air Darkness Illusion . Hits

| Shell Kick | Darkness Illusion . Hits

20.Nakoruru

Steps 1 2 3 4 5

Jump in LP/LK/HP/HK | Crouch/Close LP x2 | Annu/Lela Mutsube .4 Hits

| | Stand HP | Annu Mutsube .5 Hits

| | | Shichikapu Kamui Irushika .6/7/8

| Crouch/Close LP | Crouch LK | Crouch HK .4 Hits

| Crouch/Close LK | Close HK .4 Hits

Cross up HK |any combo From Step 2

21.Raiden

Steps 1 2 3 4 5 6

Jump in LP/LK/HP/HK | Crouch/Close LP x2 | Crouch HP | Raiden Combination | Headbutt | Fire Breath lvl-2/3.10/11 hits|

| | Stand LK | Flame Breath .7/8/9 Hits

| | Crazy Train .8/10/12 Hits

| Crouch/Close HP | Flame Breath .5/6/7 Hits

| | Crazy Train .5/7/9 Hits

| Crouch LP | Crouch HP | Super Dropkick.4 Hits

| | | Crazy Train .6/8/10 Hits

| Crouch HP | LP Dokugiri 3 Hits

Cross up Body Press |any combo from step 2

22.Rugal Bernstein

23.Ryo Sakazaki

24.Ryu

Step 1 2 3 4 5 6

Cross up with HK | Close/Crouch LP| Crouch/Close LP | Hadou ken.4 Hits

| | | | Shakunetsu Hadou ken.4 Hits

| | | | Far HP |Shinkuu Hadou Ken .7/8/9 Hits

| | | | Crouch/Stand LP |Forward Kick|Shinkuu Hadou Ken .8/9/10 Hits|

| | | | Shin Shouryuu Ken.7 Hits

| | | | Shinkuu Tatsumaki Senpoo Kyaku.7/11/15



25.Evil Ryu

Step	1	2	3	4	5	6
	Cross up with HK	Close/Crouch LP	Crouch/Close LP	Hadou ken.4 Hits		
				Shakunetsu Hadou ken.4 Hits		
	.8/9/10 Hits			Crouch/Stand LP	Forward Kick	Shinkuu Hadou Ken
				Messatsu Gou Shouryuu .7/9/10 Hits		
			Messatsu Gou Shouryuu .6/8/9 Hits			
			Shouryuu Ken .5 Hits			
			HK Tatsumaki Senpoo Kyaku .4 Hits			
			Close/Crouch HP	Messatsu Gou Shouryuu .7/9/10 Hits		
				Shinkuu Hadou Ken.6/7/8 Hits		
				Hadou Ken.4 Hits		
				Shakunetsu Hadou ken.4 Hits		
			Crouch/Stand LP	Hadou Ken.4 Hits		
			Crouch LK	Hadou Ken.4 Hits		
				Shakunetsu Hadou ken.4 Hits		
				Forward Kick	Hadou Ken.5 Hits	
Hits			Crouch/Close LP	Crouch HK	Messatsu Gou Shouryuu Ken.8/10/11	
			LK Tatsumaki Senpoo Kyaku	Shouryuu Ken.5 Hits		
				Messatsu Gou Shouryuu Ken.6/8/8 Hits		
-Your opponent must be in the corner and you in the other side of the screen						
	Hadou Ken	Run Crouch LK	Crouch HK	LK Tatsumaki Senpoo Kyaku	Messatsu Gou Shouryuu Ken.6/8/8	Hits.7 Hits
			Forward Kick	Shinkuu Hadou Ken.6/7/8 Hits		

-----  
-Jump in LK | air Tatsumaki Senpuu Kyaku| LK Tatsumaki Senpuu Kyaku| Messatsu Gou Shouryuu Ken.5/7/7 Hits  
|  
-----  
.....

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26.Sagat

Step	1	2	3	4	5
Cross up with LK	Close LP	Close LP	Close LK	Tiger Shot .5 Hits	
			Tiger Crush/Knee .5 Hits		
			Tiger Uppercut .4 Hits		
			Stand HK	Ground Tiger Shot .5 Hits	
				Tiger Raid . 10/11/11 Hits	
				Tiger Genocide .11/14/18 Hits	
				Tiger Cannon .8/9/10	
			Stand LK(2Hits)	Tiger Raid . 11/12/12 Hits	
				Tiger Genocide .12/15/19 Hits	
				Tiger Cannon .9/10/11	
			Crouch Forward	Tiger Raid . 10/11/11 Hits	
				Tiger Genocide .11/14/18 Hits	
				Tiger Cannon .8/9/10	
		Close HP	Tiger Raid . 9/10/10 Hits		
				Tiger Genocide .10/13/17 Hits	
				Tiger Cannon .7/8/9	
			Tiger Shot. 4 Hits		
			Tiger Knee/Crush. 5 Hits		
Jump in LK/HK	any combo from step 2				

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27.Sakura Kasugano

Step	1	2	3	4	5
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28.Terry Bogard

-----  
29.Vega/Balrog

-----  
30.Vice

-----  
31.Yamazaki

-----  
32.Yuri Sakazaki

-----  
33.Zangief

-----  
VI.Secrets  
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VII.Moves Names/Translations

Japanese Names	U.S. list	Kao Megura's translation	My spanish translation
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VIII.Final Comments

-Shin Pikachu-Ratio 5.

-Real Name:Andrés Marcel Araújo García(not related to Robert from Art of Fighting)  
-Date of Birth: 8 July 1977.  
-Country:Montevideo, Uruguay.(South America)  
-Current Occupation:Student of Engineer University, first year of System Engineer(SE)  
-Fighting Style:Pikachu Ancient Perfect Destroyer Thunder Style.

-Throws  
Shouryuu Nage                    b/f + HP close to the opponent.2 Hits  
Raimei Nage                    b/f + HK close to the opponent.3 Hit

-Command moves  
Seichuu Nidan Tsuki            f + HP.2 Hits

-Special moves  
Impact Thunder                qcf + P.1/3 Hits  
Impact Thunder(Kuuchu)        jump then qcf + P.1/3 Hits  
Tatsumaki Senpuu Tail        qcb + K.2/5 Hits  
Pikachu Rush                 qcf + K.1 Hit  
Ashura Senku                 b,d,db + P/K.

-Super moves  
Shin Impact Thunder         qcfx2 + P.6/8/10 Hits  
Agility                        qcfx2 + K.  
Shun Goku Pikachu(lvl-3)     LP,LP,f,LK,HP.16 Hits

-(Excellent , the character in the game , finish the game with Akuma and Evil Ryu in Hard then buy it for 100.000 vs points)

-I'm kidding is just my profile with invented moves ,i thought it would be funny, no!? okay let's do some real complaining about the many flaws of this game.

-Flaws-

-Though i am a fan of Capcom style games i also play Snk games and i would agree with some people that some Snk characters were toned down.

Kyo is no match for Ryu , the lack of invulnerability at the start of the lvl-2 supers messes with his gameplay .

Only one super in EX mode , they could have done the other super from KOF 99 , the 2 punch one.

Though they ripped the punch combo special move its more or less the same.

They balanced pretty well the normal and Ex modes , spreading the special moves between the two modes.

There was no way to let them keep all the moves in one mode , they would have been to overpowered against the Capcom Dudes.

First think it must a balanced game.

In the other hand Iori was excellent remade , in my opinion better.

Also some Capcom characters were really toned down in their EX mode , such as Zangief, Chun li,Ken,..,etc.

The second part of this game was already announced so i want all the characters who use the Alpha 3 graphics 'REMADE' ,i guess none of us wants to see those non fitting drawings along with the new RYU and the rest who are made anew.

I guess they used those graphics to save time, but now they have plenty of time to redo them.

Besides i want at least two super moves per character ,including the EX mode, not just a toned down version of the normal ones,change the punch/kicks moves it's just another draw for the artist , come on!!.

They also could implement a Ratio system for the moves so there could be a lot of moves that all of us want and no risk of overpower the character , it would work like that.

For example let's take Ryu , the following moves would be available for Ryu to pick:

-Command moves  
Sakotsu Wari                    1  
Kyuubi Kudaki                   1  
Senpuu Kyaku                    1  
Seichuu Nidan Tsuki            1  
-Special moves  
Hadou Ken                        1  
Shouryuu Ken                    1  
Tatsumaki Senpuu Kyaku        1  
Joudan Sokutou Geri            1  
-Super moves

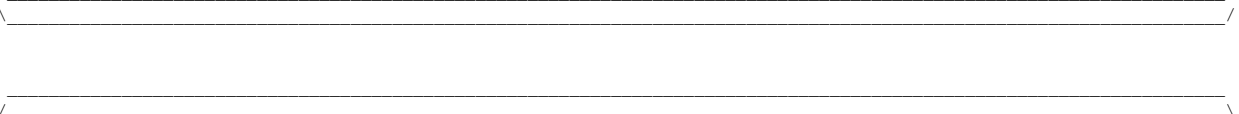
Shinkuu Hadou Ken	1
Shin Shouryuu Ken	2
Denjin Hadou Ken	1
Shinkuu Tatsumaki Senpoo Kyaku 1	
Shoryuu Reppa	2

The numbers on the right would be the cost for each move.  
 You could have 2 points to distribute between Command moves , 3 between Special and 4 between super moves.

In case of overpowering a character they could changed the move cost.  
 I think is an excellent idea , this way you would be able to pick from all the missing moves of Kyo without overpoweri him.

-I would like to see characters from Sf3 Alex,Yun,Dudley and the remaining from SF1 Mike,Eagle,Joe,Geki,Retsu,Lee.  
 Also some Snk lost ones like Hwa Jai,Michael Max,Richard Myer.Tung Fu Rue,the Orochi Team.  
 I want the sound remade like in Fatal Fury 1 ,if you heard it before you know what i'm talking about , it sounded like if you were fighting in a large hall ,and Raiden's stage music is excellent.  
 If you have the opportunity go and listen to this machine's sound, you'll agree with me.

Anyway the game is okay ,at last they decided to do what all of us always wanted...  
 Shin Shoryuu Ken the stupid overpowered ass of Kyo.(Remember i'm a Capcom fan)  
 See ya!!!!!!!!!!



IX-Credits Section-

-Thanks to Kao Megura for writting the best faqs ever , wich i used to get the japanese names and translations.

- King of Fighters 98-99-00
- Street Fighter Alpha 3
- Street Fighter 3rd Strike
- Vampire Savior

You can found all his faqs here at [www.gamefaqs.com](http://www.gamefaqs.com)

-Thanks to Sailor Bacon ([sailor\\_bacon@hotmail.com](mailto:sailor_bacon@hotmail.com)) (<http://come.to/SailorBacon/>)

That was the first CvsS faq i read.  
 I used his Capcom vs Snk faq to get some moves names.

-Thanks to Sunboy([timestamp@usa.net](mailto:timestamp@usa.net))  
 WWW: <http://planeta.clix.pt/mugen4ever/sunboy/>  
 IRC: #mugen, @#atrkid, #capcom as [Jedah], [Rugal], [Sunboy] or [Rumiko].

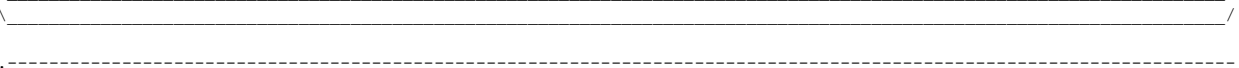
Marty Perez (AKA MarTYMAR@aol.com)

Fiefo! ([fiefo@hotmail.com](mailto:fiefo@hotmail.com))

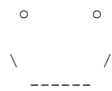
James Chen ([jchensor@earthlink.net](mailto:jchensor@earthlink.net))

-I recomend to you the actual reader of this faq ,take a look to that guys faqs, you may find some stuff i haven't.  
 If you're thinking about writting a faq do it , i took my the basic ideas from the dudes above.  
 It is my first faq ,i worked hard to do it and i'm proud , remember used some stuff like i did from other person to properly credit him/her ,no likes plagiarism.

May the force be with you!! Pika Pika!!!



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 T H E E N D



Hey i said this is the end!!

Why you keep bothering!!!

Stop joking around!!!!

Don't you have better things to do!!!

OK go play Starcraft and let me go !!!

You don't know Starcraft????!!!!  
Oh boy , i won't forgive you that.

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True end

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