

Capcom vs. SNK FAQ/Move List

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Capcom Vs. SNK: Millennium Fight 2000
Dreamcast Console FAQ
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HISTORY

Wednesday, February 14, 2001: Finished v.0.1 which is what you see here.

INTRODUCTION

Please bare with me on this one, guys (and gals ^_^) this is my first FAQ. If I get good reviews on this one, maybe I'll write some more. Well anyways, if this doesn't look like your typical FAQ, now you know why. I hope this helps you out all the same though. (All the move names are taken directly from the Training Menu Move List, I know Kyo's Moves have a number and Shiki before them for the different styles, and I know the Shungokusatsu is supposed to be spelled Shun-Goku Satsu. So don't e-mail me with move name corrections. I do however, accept e-mails contradicting strategies and move explanations.)

THE MAIN MENU

1. Arcade Mode - Play the Arcade Version of the game here!
2. Versus Mode - Play a head-to-head battle between two players here!
3. Pair Match Mode (SECRET) - Have a versus two characters match here! (All characters are RATIO 2 and you may use the same character twice)
4. Game Replay Mode - Save your gameplay data or replay the saved data here!
5. Training Mode - Practice your special moves and combos here!
6. Secret Mode - Buy Secret Factors!
7. Color Edit Mode - Create and Register your original colors here!
8. Option Mode - Change the game settings & button settings here!
 - a. Game Option
 1. Difficulty - 1 to 8
 2. Time - 00, 999, 600 or 300
 3. Damage - 1 to 4
 4. Speed - Free, Normal or Turbo
 5. Gauge - Normal or MAX
 6. Sound - Monaural or Stereo
 7. Test - Allows you to play background music.
 8. Game Music (SECRET) - Normal or Original
 9. Run (SECRET) - ON or OFF

10. Dash (SECRET) - ON or OFF
 - b. Button Config.
 - c. Display Adjust
9. Memory Card - Save or load your game file(s) here!

BASIC GAMEPLAY

When starting the game, you must know what Groove you want to play in. The grooves are as follows:

Capcom Groove:

- Super Combo Gauge divided into three sections allowing for different strength Super Combos.
- Gauge fills when special moves are executed and when damage is taken.

SNK Groove:

- Super Combo Gauge is only one bar, allowing for only one strength (weakest) Super Combos.
- Gauge fills by charging it up. (Press both Fierce attack buttons together)
- When character is near death, he/she enters "desperation" mode. Character has unlimited (weakest) Super Combos.
- When in desperation, if the Super Combo Gauge is full, character is at MAX status and may use the strongest version of their Super Combos.

In addition to Grooves, one must know the basics of fighting. Here is a run down:

Jab - weak punch. Quick, good priority, low damage.

Short - same as jab, but with a kick.

Middle - Slightly stronger punch. Slightly slower, slightly less priority, slightly increased damage. (NOTE: There is no middle button, but some characters can do this by pressing forward or back and either the Fierce or Jab Punch button)

Forward - Same as above, except with a kick. (NOTE: Same as above NOTE, but with the respective kick buttons)

Fierce - Strong Punch, slow, medium priority, good damage.

Roundhouse - Same as above, but with a kick.

Throw - Left or Right and a Heavy Attack button when near opponent.

Guard Crush - By repeatedly attacking your opponents while they are blocking, their life bar will begin to flash red and after that, they will experience "Guard Crush". When Guard Crushed, the opponent stops blocking and is stunned for a moment.

Emergency Evasion Maneuver - Push the two weak attack buttons together to have the character roll forward. This will evade all attacks except throws.

Taunt - Push Short Kick + Start Button and your opponent will do a personal action. No real use, just to tick people off.

Dash - Tap the controller forward twice quickly and your character will do a quick hop forward. (Not available if Run option is on, see the Secret Factors section for more info.)

And lastly, one must know how to win over the crowd (and the judges). In Capcom Vs. SNK, you are graded on your performance, here's the skinny:

D - the LOWEST rank. To get a D, you must use weak attacks (jab, Short) or be blocking when an attack is launched at you. When you get a D your points will drop a good deal.

C - Next rank up. To get a C you must use strong attacks (Fierce, Roundhouse, Middle, Forward). Physical special moves, or block after an attack has been launched at you. When you get a C your points will drop, just not as much as with a D.

B - Middle ranking. To get a B, you must use a projectile Special move, or connect with some Super Combos. Also you can block a move halfway before it hits you. When you get a B, your overall rank determines your points. If you are ranked D or C, your points will go down, if you are ranked B, they will remain the same, and if you are ranked A or S they will go up.

A - second rank. To get an A, you must connect with some Super Combos. You may also counter an opponent's basic or special move with a basic or special move. You can also block a special attack right before it hits you. When you get an A, your points will increase a bit.

S - Highest rank. To get an S, you must block a move the frame of animation RIGHT BEFORE it hits you. You can also counter an opponents Super Combo, or counter an opponents attack with a Super Combo. When you get an S, your points increase a great deal. If you win with an S ranked move, you get a "Finest K.O." and your points will rise depending on your overall rank. If you are ranked D, your points will rise normally. If you are ranked C, they will increase a bit. B a bit more, A even more. However, if you are ranked S, you will be close to 100 groove points! :)

Now that you know all that, let's move on to...

CHARACTERS

The characters are listed in order from left to right on the character selection screen. I will divide them into the two different companies (Capcom and SNK, duh!).

Legend:

QCF - Rotate the control pad in a quarter circle motion towards the opponent.

QCB - Rotate it a quarter circle away from the opponent

HCF - Rotate it half circle towards opponent.

HCB - Half circle away.

ZMF - Z-Motion Towards opponent. (towards opponent, down, diagonally down and towards opponent)

ZMB - Z-Motion Away.

Punch - X or Y button

Kick - A or B button

X - Light Punch

A - Short Kick

Y - Fierce Punch

B - Roundhouse kick

Charge - hold the indicated direction for a few seconds, and then continue the move.

360° Motion - rotate the directional pad in a circle.

* - Denotes that a move is a Super Combo

*** - Denotes that the move is a Super Combo that can only be executed when at Lv. 3 or MAX status.

(NOTE: Many of these moves will be written down for an easier method of executing the moves.)

Capcom Side

SAKURA

Ratio - 1

Special Moves:

Hadoushou - QCF + Punch

Sakura puts her hands forward and a glow of energy appears. It doesn't leave her hand, so it's not really a projectile.

Kououken - ZMF + Punch

Sakura dashes forward a bit and does an uppercut. She doesn't leave the ground at all, so it's not great anti-air.

Oukakyaku - QCB + Kick (While in the air)

Sakura spins around with one leg out.

Shunpu Renkyaku - QCB + Kick x 2

With the first QCB + Kick, Sakura does an Oukakyaku, but with the second, she will end it with a mule-kick type attack.

*Shinku Hadouken - QCF x 2 + Punch

Sakura throws a big fireball that shrinks as it travels the screen.

*Haruissen - QCB x 2 + Kick

Sakura spins like a top across the ground doing a series of low attacks and ends with a kick aimed almost straight up.

Colors:

X: White + light blue outfit, yellow scarf, red gloves + shoes, white headband.

Y: White + bluish outfit, yellow scarf, orange gloves + shoes, white headband.

A: Black + white outfit, pink scarf, purple gloves + shoes, white headband.

B: Orange + white outfit, pink scarf, light purple gloves + shoes, white headband.

X + Y: Red/Orange + white outfit, faded yellow scarf, white gloves, shoes + headband. (SECRET COLOR)

A + B: Navy blue + sky blue outfit, faded yellow scarf, bluish gloves + shoes, sky blue headband. (SECRET COLOR)

X + A: Bright blue + white outfit, pink scarf, yellow gloves + shoes, white headband. (SECRET COLOR)

Y + B: Purple + white outfit, faded yellow scarf, red gloves + shoes, white headband. (SECRET COLOR)

General Strategy:

Sakura is an in-your-face character. At least I play her that way. Her Hadoushou is great to pressure an opponent with, and her Kououken is a great move to use to stop an opponent's attack. You can mix up the Shunpu Renkyaku's 1 hit version with the 2 hit version to keep the opponent guessing. Main strategy, don't let the opponent breathe, but remember, she is a ratio 1, meaning her offense and defense leaves much to be desired.

EX SAKURA

Ratio - 1

Special Moves

Hadouken - QCF + Punch, then press X and Y rapidly.

Sakura throws a fireball. If you don't push any punches after the command, she throws a small one that goes across the screen. If you push the punches a bit, she'll throw a slightly bigger one with goes across half the screen, and if you push the punches a lot, she will throw a big one that will dissipate in front of her.

Shououken - ZMF + Punch

Sakura dashes forward and then jumps in the air with an uppercut

Shunpukyaku - QCB + Kick

Sakura hops toward opponent while spinning with one leg out. This move may be done in the air.

*Midarezakura - QCF x 2 + Kick

Sakura does a series of Shououkens.

*Shinku Hadouken - QCF x 2 + Punch

Sakura throws a fireball that dissipates as it traverses the screen.

*Haruichiban - QCB x 2 + Kick

Sakura spins like a top across the ground doing a series of low attacks ending in a Roundhouse Kick.

Colors:

X: White + light blue outfit, yellow scarf, red gloves + shoes, white headband.

Y: White + bluish outfit, yellow scarf, orange gloves + shoes, white headband.

A: Black + white outfit, pink scarf, purple gloves + shoes, white headband.

B: Orange + white outfit, pink scarf, light purple gloves + shoes, white headband.

X + Y: Red/Orange + white outfit, faded yellow scarf, white gloves, shoes + headband. (SECRET COLOR)

A + B: Navy blue + sky blue outfit, faded yellow scarf, bluish gloves + shoes, sky blue headband. (SECRET COLOR)

X + A: Bright blue + white outfit, pink scarf, yellow gloves + shoes, white headband. (SECRET COLOR)

Y + B: Purple + white outfit, faded yellow scarf, red gloves + shoes, white headband. (SECRET COLOR)

General Strategy:

EX Sakura can be an up-close character, but I like to mix her up with some keep away tactics as well. She is mostly defensive though. Use the jab Shououken to catch a jump-in, and the fierce to cancel an opponents attack during startup. Hadouken should be used a good bit too. Use the strongest version to stop jump-ins or as a shield. Use the middle strength version to push your opponent back and the weakest to keep them there. Haruichiban is the best Super Combo, quick startup and no delay at the end, plus good damage. USE IT!!!!

CAMMY

Ratio - 1

Special Moves

Spiral Arrow - QCF + Kick

Cammy dives forward, feet-first and hits the enemy. This will go under most projectiles.

Cannon Spike - ZMF + Kick

Cammy jumps into the air with her foot forward. Good anti-air.

Hooligan Combination (HC) - HCF, Diagonally Forward and Up + Punch

Cammy will jump into the air at the opponent and start to flip.

Fatal Leg Twister - After HC, Forward or Back + Punch near opponent's head.

Cammy wraps her legs around the opponent's neck and slams their head into the ground.

Cross Scissors Pressure - After HC, Forward or Back + Punch near opponent's body

Cammy wraps her legs around the opponent's chest and flings them forward, slamming them into the ground with her feet.

Razor Edge Slicer - No additional input after HC.

Cammy lands on the ground and slides forward with her foot extended.

Hooligan Combination Cancel - After HC, Punch

Cammy stops flipping and lands normally.

Axel Spinning Knuckle - HCB + Punch

Cammy jumps and spins in the air, then swings a backhand out when she lands. If timed right, the spin can go through attacks.

*Spin Drive Smasher - QCF x 2 + Kick

Cammy does a Spiral Arrow followed by a Cannon Spike.

Colors:

X: Sky blue jumpsuit and red gloves.

Y: Light bluish jumpsuit and brown gloves.

A: Blue jumpsuit and brown gloves.
B: Pink jumpsuit and pink gloves.
X + Y: Light purple jumpsuit and red gloves. (SECRET COLOR)
A + B: Red jumpsuit and brown gloves. (SECRET COLOR)
X + A: Black jumpsuit and brown gloves. (SECRET COLOR)
Y + B: Grayish jumpsuit and pink gloves. (SECRET COLOR)

General Strategy:

Cammy has one advantage, SPEED. She is probably the quickest character in the game. USE THIS! Her Spiral Arrow will duck airborne projectiles (a la Hadouken...) and Cannon Spike is a quick and good anti-air move. If you are facing an avid projectile user, use Hooligan Combination / Cross Scissors Pressure or Fatal Leg Twister. If the opponent suspects that, mix it up with Hooligan Combination Cancel as well. If you do Cancel, and your opponent attempts an anti-air, counter with Spin Drive Smasher, you should get an S. Also, if you use Hooligan Combination a lot, mix in some Razor Edge Slicers, the opponent won't expect the lower attack!

EX CAMMY

Ratio - 1

Special Moves

Cannon Spike - ZMF + Kick

Cammy jumps into the air with her foot forward. Good anti-air.

Hooligan Combination (HC) - HCF, Diagonally Forward and Up + Punch

Cammy will jump into the air at the opponent and start to flip.

Fatal Leg Twister - After HC, Forward or Back + Punch near opponent's head.

Cammy wraps her legs around the opponent's neck and slams their head into the ground.

Cross Scissors Pressure - After HC, Forward or Back + Punch near opponent's body

Cammy wraps her legs around the opponent's chest and flings them forward, slamming them into the ground with her feet.

Razor Edge Slicer - No additional input after HC.

Cammy lands on the ground and slides forward with her foot extended.

Hooligan Combination Cancel - After HC, Punch

Cammy stops flipping and lands normally.

Cannon Strike - After HC, Kick, OR QCB + Kick (while in the air)

Cammy dives down with her foot out.

*Spin Drive Smasher - QCF x 2 + Kick

Cammy jumps forward with her legs out and hits the enemy, then performs a Cannon Spike.

*Reverse Shaft Breaker - QCB x 2 + Kick then press A and B rapidly

Cammy jumps straight into the air with her feet out straight. If you hit the buttons a lot, this will net you close to 20 hits!

Colors:

X: Sky blue jumpsuit and red gloves.
Y: Light bluish jumpsuit and brown gloves.
A: Blue jumpsuit and brown gloves.
B: Pink jumpsuit and pink gloves.
X + Y: Light purple jumpsuit and red gloves. (SECRET COLOR)
A + B: Red jumpsuit and brown gloves. (SECRET COLOR)
X + A: Black jumpsuit and brown gloves. (SECRET COLOR)
Y + B: Grayish jumpsuit and pink gloves. (SECRET COLOR)

General Strategy:

One word... SPEED! EX Cammy is the quickest character in the game (tied with Cammy... wonder why ^_^). Her moves will beat anyone else's in startup 9 times out of 10. Use Cannon Spike or Reverse Shaft Breaker against jump-ins. Try to Hooligan Combination over projectiles or other attacks with a lot of delay. If you use Hooligan Combination a good bit, and your opponent starts to get wise and attempt an anti-air, use Cannon

Strike to force Cammy to fall short of the move. Then counter! Remember, speed is your ONLY advantage.

DHALSIM

Ratio - 1

Special Moves

Yoga Fire - QCF + Punch

Dhalsim spits a ball of fire that travels the screen at the opponent.

Yoga Flame - HCB + Punch

Dhalsim breathes fire right in front of him.

Yoga Blast - HCB + Kick

Dhalsim breathes fire upwards at a 45° angle.

Yoga Teleport (Long) - ZMF or ZMB + X & Y

Dhalsim will disappear and reappear at the edge of the screen. Direction depends on direction of Z-Motion.

Yoga Teleport (Short) - ZMF or ZMB + A & B

Dhalsim disappears and reappears about 1/4 screen away. Direction depends on direction of Z-Motion.

*Yoga Volcano - QCF x 2 + Kick

Dhalsim spits a line of fire at a 45° angle upwards.

*Yoga Stream - QCF x 2 + Punch

Dhalsim spits a line of fire across the ground at the opponent.

Colors:

X: Tan skin, yellow shorts, red head stripes, white beads.

Y: Tan skin, green shorts, red head stripes, white beads.

A: Tan skin, light blue shorts, red head stripes, white beads.

B: Tan skin, purplish shorts, red head stripes, white beads.

X + Y: Gray skin, brown shorts, red head stripes, white beads. (SECRET COLOR)

A + B: Brown skin, light blue shorts, yellow head stripes, white beads. (SECRET COLOR)

X + A: Purple skin, tanish shorts, light red head stripes, yellow beads. (SECRET COLOR)

Y + B: Blue skin, pink shorts, light red head stripes, yellow beads. (SECRET COLOR)

General Strategy:

KEEP AWAY!!! He doesn't have rubber appendages for nothing! Get away from your opponent, if they attempt to do a move, kick them in the head! Normal moves are usually quicker to come out than special ones, so you should be safe. If the opponent's move is quick, then do a Yoga Fire. If you don't hit them, you'll stop their move. Use Yoga teleport to get out of tight situations, and use Yoga Flame to keep the enemy at bay. Yoga Blast is your best anti-air, unless you want to use Yoga Volcano. Don't let the enemy near you, or you'll regret it.

EX DHALSIM

Ratio - 1

Special Moves

Yoga Fire - QCF + Punch

Dhalsim spits a ball of fire that travels the screen at the opponent.

Yoga Flame - HCB + Punch

Dhalsim breathes fire right in front of him.

Yoga Blast - HCB + Kick

Dhalsim breathes fire upwards at a 45° angle.

Yoga Teleport (Long) - ZMF or ZMB + X & Y

Dhalsim will disappear and reappear at the edge of the screen. Direction depends on direction of Z-Motion.

Yoga Teleport (Short) - ZMF or ZMB + A & B

Dhalsim disappears and reappears about 1/4 screen away. Direction depends on direction of Z-Motion.

*Yoga Tempest - HCF x 2 + Punch

Dhalsim does his normal Yoga Flame animation, but it lasts longer.

Colors:

X: Tan skin, yellow shorts, red head stripes, white beads.

Y: Tan skin, green shorts, red head stripes, white beads.

A: Tan skin, light blue shorts, red head stripes, white beads.

B: Tan skin, purplish shorts, red head stripes, white beads.

X + Y: Gray skin, brown shorts, red head stripes, white beads. (SECRET COLOR)

A + B: Brown skin, light blue shorts, yellow head stripes, white beads. (SECRET COLOR)

X + A: Purple skin, tanish shorts, light red head stripes, yellow beads. (SECRET COLOR)

Y + B: Blue skin, pink shorts, light red head stripes, yellow beads. (SECRET COLOR)

General Strategy:

Keep the opponent as far away as possible. Pressure him/her with stretch attacks and Yoga Fires. Yoga Flame will keep the opponent back if they get too close, and Yoga Teleport is a godsend if you're stuck in a corner. If you have the opponent cornered, however... Yoga Tempest away!

BLANKA

Ratio - 1

Special Moves

Electric Thunder - Press X or Y rapidly

Blanka charges himself with electricity.

Rolling Attack - Charge Back, Forward + Punch

Blanka rolls into a ball and jumps at the opponent.

Back Step Rolling - Charge Back, Forward + Kick

Blanka does a back flip then does a Rolling Attack at a 45° angle upward.

Vertical Rolling - Charge Down, Up + Kick

Blanka does a 45° angle upward Rolling Attack.

Surprise Forward - A & B

Blanka hops forward.

Surprise Back - Back + A & B

Blanka hops backward.

*Direct Lightning - Charge Back, Forward, Back, Forward + Punch

Blanka does his Rolling Attack but he is charged with electricity.

*Shout of Earth - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Punch then press punch rapidly

Blanka stands up while charge with electricity and shouts.

Colors:

X: Green skin, bright orange hair, brown shorts.

Y: Blue skin, yellow hair, light brown shorts.

A: Gray skin, bright orange hair, brown shorts.

B: Navy blue skin, orange hair, dark brown shorts.

X + Y: Yellow skin, bright blue hair, blue shorts. (SECRET COLOR)

A + B: Orange skin, bright blue hair, blue shorts. (SECRET COLOR)

X + A: Light gray skin, bright green hair, green shorts. (SECRET COLOR)

Y + B: Brown skin, bright blue hair, navy blue shorts. (SECRET COLOR)

General Strategy:

Use your vertical rolling to go over projectiles, and if you're close enough, you should be able to hit the opponent. Surprise Forward is better than Emergency Evasion Maneuver. Use it instead. Rolling attack can go through projectiles if you do it RIGHT before the projectile hits. Use this to your advantage when using Direct Lightning as well. Electric Thunder is your best defensive move.

EX BLANKA

Ratio - 1

Special Moves

Electric Thunder - Press X or Y rapidly

Blanka charges himself with electricity.

Rolling Attack - Charge Back, Forward + Punch

Blanka rolls into a ball and jumps at the opponent.

Surprise Forward - A & B

Blanka hops forward.

Surprise Back - Back + A & B

Blanka hops backward.

*Ground Shave Rolling - Charge Back, Forward, Back, Forward + Punch. You can charge the punch button as well.

Blanka rolls into a ball and does a little hop, then pauses on the ground while spinning before flying at the opponent. The longer you charge, the longer Blanka spins on the ground, and it adds a little more damage as well.

X: Green skin, bright orange hair, brown shorts.

Y: Blue skin, yellow hair, light brown shorts.

A: Gray skin, bright orange hair, brown shorts.

B: Navy blue skin, orange hair, dark brown shorts.

X + Y: Yellow skin, bright blue hair, blue shorts. (SECRET COLOR)

A + B: Orange skin, bright blue hair, blue shorts. (SECRET COLOR)

X + A: Light gray skin, bright green hair, green shorts. (SECRET COLOR)

Y + B: Brown skin, bright blue hair, navy blue shorts. (SECRET COLOR)

General Strategy:

Rolling Attack will go through projectiles if you do it RIGHT BEFORE the projectile hits you. Remember that for Ground Shave Rolling as well.

Surprise Forward is better than Emergency Evasion Maneuver, use it instead. Electric Thunder is your best defensive move.

RYU

Ratio - 2

Special Moves

Hadouken - QCF + Punch

Ryu throws a blue fireball.

Shakunetsu Hadouken - HCF + Punch

Ryu throws a red fireball that will engulf the opponent in flames.

Shouryuken - ZMF + Punch

Ryu jumps into the air with his fist extended. Anti-air move.

Tatsumaki Senpukyaku - QCB + Kick

Ryu hovers in the air while moving forward, spinning with his foot outstretched. This move may be done in the air.

*Shinku Hadouken - QCF x 2 + Punch

Ryu throws a slightly bigger fireball.

*Shinku Tatsumaki Senpukyaku - QCB x 2 + Kick

Ryu jumps and hovers in one spot, while spinning around quickly with his foot outstretched.

***Shin Shouryuken - QCF x 2 + Kick

Ryu punches the opponent in the stomach once, and then does a normal Shouryuken with the other hand. 4 hits INSANE DAMAGE!

Colors:

X: White gi, red headband.

Y: Gray gi, purple headband.

A: White gi + headband.

B: Gray gi, yellow headband.

X + Y: Gray gi, red headband. (SECRET COLOR)

A + B: Pink gi, orange headband. (SECRET COLOR)

X + A: Orange gi, gray headband. (SECRET COLOR)

Y + B: Light yellow gi, light orange headband. (SECRET COLOR)

General Strategy:

Remember one thing, Ryu is the most average player in this game. Whatever situation you're in, he has a move or a way to get out of it. Hadouken is a keep away move, but can be linked here and there. Tatsumaki Senpukyaku gets you across the screen safely, and Shouryuken is the best anti-air. His Shin Shouryuken can be comboed off his sweep. (Ducking Roundhouse) Try this: Jump in deep Roundhouse, Ducking Jab, D. Short, Sweep, Shin Shouryuken. It's hard to pull off, but the results are WELL worth it.

EX RYU (EVIL RYU, SATSUI NO HADOU MEZAMETA RYU) (SECRET CHARACTER)

Ratio - 4

Special Moves

Hadouken - QCF + Punch

Ryu throws a blue fireball.

Shakunetsu Hadouken - HCF + Punch

Ryu throws a red fireball that will engulf the opponent in flames.

Shouryuken - ZMF + Punch

Ryu jumps into the air with his fist extended. Anti-air move.

Tatsumaki Senpukyaku - QCB + Kick

Ryu hovers in the air while moving forward, spinning with his foot outstretched. This move may be done in the air.

Ashura Senku (Long) - ZMF or ZMB + X and Y

Ryu teleports across the entire screen in the direction of the Z motion.

Ashura Senku (Short) - ZMF or ZMB + A and B

Ryu teleports across half the screen in the direction of the Z motion.

*Shinku Hadouken - HCB x 2 + Punch

Ryu throws a slightly larger red fireball.

*Messatsu Goushouryu - QCF x 2 + Punch

Ryu does a series of Shouryukens.

***Shungokusatsu - X, X, Forward, A Y

Ryu teleports forward slowly. If he touches you, he grabs you and the screen goes dark. Then when you can see again, Ryu has his back to you and the opponent is lying on the ground. If Ryu wins this way, there will be a huge Japanese Symbol in the background. 15 hits. NUTS DAMAGE!!

Colors:

X: Black gi, black belt, darker skin.

Y: Brown gi, black belt, darker skin.

A: Gray gi, black belt, darker skin.

B: Faded bluish gi, black belt, darker skin.

X + Y: White gi, gray belt, grayish aura. (SECRET COLOR)

A + B: Reddish gi, black belt, darker skin. (SECRET COLOR)

X + A: Dark yellow gi, gray belt, grayish aura. (SECRET COLOR)

Y + B: Blue gi, black belt, purplish skin. (SECRET COLOR)

General Strategy:

Well, he IS a Ratio 4 character. So the basics speak for themselves.

GREAT offense, GREAT defense. Hadouken is a keep away move, Ashura Senku is a get away move, Shouryuken is the best anti-air. Shungokusatsu has an invincibility window in the first few frames of animation, so wait until your opponent's attack is about to hit you and activate it, it'll go through their attack and hit them, netting you an S. Try this: Jump in deep Roundhouse, Ducking Jab, D. Short, Weak Tatsumaki Senpukyaku, Weak Shouryuken, Lv. 3 Messatsu Goushouryu. If you don't have the combo energy, just do a Fierce Shouryuken instead of the weak one.

KEN

Ratio - 2

Special Moves

Hadouken - QCF + Punch

Ken throws a fireball.

Shouryuken - ZMF + Punch

Ken jumps into the air with his fist extended. Anti-air. If Fierce is used, his fist is on fire and will set an opponent ablaze.

Tatsumaki Senpukyaku - QCB + Kick

Ken hovers in the air while moving forward and spins with his foot outstretched. This move may be done in the air.

Front Rolling Move - QCB + Punch

Ken rolls forward.

Ryusenkyaku - ZMF + Kick

Ken flips in the air and drops his foot on the enemy, he lands on his back.

*Shouryureppa - QCF x 2 + Punch

Ken does a series of Shouryukens.

*Shinryuken - QCF x 2 + Kick, then press A and B rapidly

Ken jumps straight up with his fist extended. Good amount of hits, if the kick buttons are pushed enough you can get close to 20 hits!

***Shippu Jinraikyaku - QCB x 2 + Kick

Ken does a series of kicks, ending with a diagonally upward Tatsumaki Senpukyaku.

Colors:

X: Red gi.

Y: Gray gi.

A: Purple gi.

B: White gi.

X + Y: Yellow gi. (SECRET COLOR)

A + B: Blue gi. (SECRET COLOR)

X + A: Gray gi. (SECRET COLOR)

Y + B: Orange gi. (SECRET COLOR)

General Strategy:

Ken is quick, his normal attack and defense is about average but his special attack damage is lower. However, most of his special attacks do more hits, so that makes up for it. Anyway, his Hadouken is a good keep away move, while his Shouryuken is probably the best anti-air. Tatsumaki Senpukyaku will get you across the screen safely, but you might want to do Forward Rolling Move instead. The Tatsumaki Senpukyaku deals a good number of hits, so use it if you like combos. Use Ryusenkyaku against turtlers, it is an overhead, so it will hit a ducking opponent, blocking or not. The Shinryuken is a great Anti-Air move, use it if the enemy is right above you for good hits and damage. The Shouryureppa can be linked into for good damage, and the Shipuu Jinraikyaku does good damage on it's own.

EX KEN

Ratio - 2

Special Moves

Hadouken - QCF + Punch

Ken throws a fireball.

Shouryuken - ZMF + Punch

Ken jumps into the air with his fist extended. Anti-air. If Fierce is used, his fist is on fire and will set an opponent ablaze.

Tatsumaki Senpukyaku - QCB + Kick

Ken hovers in the air while moving forward and spins with his foot outstretched. This move may be done in the air.

Nataotshi Kick - Forward, Diagonally Forward and Down, Down + Kick

Ken does a crescent kick to the opponent's head.

Kamabarai Kick - QCF + Kick

Ken does a Roundhouse, but at a higher angle.

Oosotomawashi Kick - HCF + Kick

Ken does a hook kick to the opponent's neck.

Inazuma Kakato Kick - After Nataotshi Kick, Kamabarai Kick or

Oosotomawashi Kick, hold in the Kick button.
Ken cancels the present move and finishes with an axe kick.

*Shouryureppa - QCF x 2 + Punch

Ken does a series of Shouryukens.

Colors:

X: Red gi.

Y: Gray gi.

A: Purple gi.

B: White gi.

X + Y: Yellow gi. (SECRET COLOR)

A + B: Blue gi. (SECRET COLOR)

X + A: Gray gi. (SECRET COLOR)

Y + B: Orange gi. (SECRET COLOR)

General Strategy:

Use EX Ken's special kicks! They can be chained into and in some cases, out of. His Shouryuken is great anti-air, and his Hadouken is a basic keep away move. The Tatsumaki Senpukyaku can be used to get you from point A to point B, or just to rack up a bunch of hits. Chain into the Shouryureppa, or take advantage of its startup invincibility window.

CHUN-LI

Ratio - 2

Special Moves

Kikouken - HCF + Punch

Chun-Li throws a fireball.

Hyakuretsukyaku - Press A or B rapidly

Chun-Li kicks at the opponent with her foot extremely fast.

Tenshoukyaku - Charge Down, Up + Kick

Chun-Li jumps upwards at a 45° angle while spinning with her foot outstretched.

Spinning Bird Kick - Charge Back, Forward + Kick

Chun-Li hovers upside down while moving forward spinning with her feet out.

*Kikoushou - QCF x 2 + Punch

Chun-Li puts her hands out and a huge ball of energy appears between them.

*Senretsukyaku - Charge Back, Forward, Back, Forward + Kick

Chun-Li dashes forward while doing her Hyakuretsukyaku.

*Hazan Tenshoukyaku - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick

Chun-Li does a Tenshoukyaku, but spins more and it lasts longer.

Colors:

X: Blue dress, light blue shoes + hair... thingies.

Y: Pink dress, light pink shoes + hair... thingies.

A: Purple dress, light purple shoes + hair... thingies.

B: Gray dress, light gray shoes + hair... thingies.

X + Y: Green dress, light green shoes + hair... thingies. (SECRET COLOR)

A + B: Yellow dress, light yellow shoes + hair... thingies. (SECRET COLOR)

X + A: White dress, shoes + hair... thingies. (SECRET COLOR)

Y + B: Red/Orange dress, orange shoes + hair... thingies. (SECRET COLOR)

General Strategy:

Chun-Li has a lot of speed, use this to your advantage. Her Kikouken is a poor excuse, but can be used as, a keep away move. Her Tenshoukyaku is an OK anti-air, though you must predict the opponents jump ahead of time. Spinning Bird Kick is a good move to snuff low attacks like sweeps, because they will not hit her during the move. Kikoushou can be used as an anti-air or a ground move canceller. Senretsukyaku can and should be used to stop opponents during the start of their moves, and finally, Hazan Tenshoukyaku should be used like the regular Tenshoukyaku.

EX CHUN-LI

Ratio - 2

Special Moves

Hyakuretsukyaku - Press A or B rapidly

Chun-Li kicks at the opponent with her foot extremely fast.

Spinning Bird Kick - Charge Down, Up + Kick

Chun-Li hovers upside down while moving forward spinning with her feet out. This move may be done in the air.

*Senretsukyaku - Charge Back, Forward, Back, Forward + Kick

Chun-Li dashes forward while doing her Hyakuretsukyaku.

*Spinning Hornet Kick - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick

Chun-Li performs a Spinning Bird Kick, but stays in one spot and spins faster.

Colors:

X: Blue dress, light blue shoes + hair... thingies.

Y: Pink dress, light pink shoes + hair... thingies.

A: Purple dress, light purple shoes + hair... thingies.

B: Gray dress, light gray shoes + hair... thingies.

X + Y: Green dress, light green shoes + hair... thingies. (SECRET COLOR)

A + B: Yellow dress, light yellow shoes + hair... thingies. (SECRET COLOR)

X + A: White dress, shoes + hair... thingies. (SECRET COLOR)

Y + B: Red/Orange dress, orange shoes + hair... thingies. (SECRET COLOR)

General Strategy:

EX Chun-Li has got speed, use this to your advantage. Her in air

Spinning Bird Kick can be used against a jump in and her normal can be a good move to snuff low attacks. Senretsukyaku can and should always be used to stop opponents during their startup delay. The Spinning Hornet Kick should be used against an opponent performing a lower attack as well, due to the fact that it will cancel theirs for good damage and hits.

GUILE

Ratio - 2

Special Moves

Sonic Boom - Charge Back, Forward + Punch

Guile throws a rip in the sound barrier. (fireball)

Somersault Kick - Charge Down, Up + Kick

Guile jumps into the air and does a backflip, kicking the opponent.

*Somersault Strike - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick

Guile does a series of Somersault Kicks.

*Total Wipeout - Charge Back, Forward, Back, Forward + Punch

Guile does a short ground combo.

Colors:

X: Green shirt + fatigues. Blonde hair.

Y: Blue shirt + fatigues. Blonde hair.

A: Black shirt, gray fatigues, blonde hair, dark skin.

B: Gray shirt, white fatigues, blonde hair, dark skin.

X + Y: Red shirt, pink fatigues, gray hair, pale skin. (SECRET COLOR)

A + B: Yellow shirt + fatigues. Gray hair, pale skin. (SECRET COLOR)

X + A: Green shirt, bright green fatigues, gray hair, pale skin. (SECRET COLOR)

Y + B: Blue shirt + fatigues. Blonde hair, dark skin. (SECRET COLOR)

General Strategy:

Not much to say here, Sonic Boom is a basic keep away move, Somersault Kick is an anti-air. Neither of which are really any good, due to the fact that they are charge moves, but they are OK. His Somersault Strike can be used against a jumping opponent, but it won't do very good,

you're better off using it against a grounded opponent. Take advantage of its invincibility window and you'll be fine. Total Wipeout can really only be used against an opponent doing a physical attack with a great deal of startup delay or finishing delay, because the move is a tad long to pull off, you need the appropriate charge time.

EX GUILLE

Ratio - 2

Special Moves

Sonic Boom - Charge Back, Forward + Punch

Guile throws a rip in the sound barrier. (fireball)

Somersault Kick - Charge Down, Up + Kick

Guile jumps into the air and does a backflip, kicking the opponent.

*Somersault Strike - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick

Guile does a series of Somersault Kicks.

Colors:

X: Green shirt + fatigues. Blonde hair.

Y: Blue shirt + fatigues. Blonde hair.

A: Black shirt, gray fatigues, blonde hair, dark skin.

B: Gray shirt, white fatigues, blonde hair, dark skin.

X + Y: Red shirt, pink fatigues, gray hair, pale skin. (SECRET COLOR)

A + B: Yellow shirt + fatigues. Gray hair, pale skin. (SECRET COLOR)

X + A: Green shirt, bright green fatigues, gray hair, pale skin. (SECRET COLOR)

Y + B: Blue shirt + fatigues. Blonde hair, dark skin. (SECRET COLOR)

General Strategy:

Let's keep this short and sweet, Sonic Boom is a keep away move, Somersault Kick is an anti-air. Somersault Strike is best used on grounded opponents who are doing attacks that can be taken advantage upon by the invincibility window. That's about it.

MORRIGAN (SECRET CHARACTER)

Ratio - 2

Special Moves

Soul Fist - QCF + Punch

Morrigan throws a fireball. This move may be done in the air.

Shadow Blade - ZMF + Punch

Morrigan does a jumping uppercut with one of her wings acting as a blade.

Vector Drain - HCB + Punch

Morrigan grabs the opponent, flies into the air & slams them into the ground.

*Valkyrie Turn - HCB + Kick, then Kick when re-entering screen

Morrigan files off the screen, then re-enters. When kick is pressed again, her wings wrap around her feet, forming a drill and she runs into the opponent. If you hold down before she re-enters the screen, she will re-enter lower than normal. This move may be done in the air. Great chip damage.

*Cardinal Blade - QCF x 2 + Punch

Morrigan performs one big Shadow Blade that hits a lot more.

***Darkness Illusion - X, X, Forward, A, Y

Morrigan hovers forward slowly. If she connects with the enemy, an illusion of her appears on the other side of the opponent and they both perform a combo. This move may be done in the air.

Colors:

X: Gray outfit, gray + red wings, tan legs, green hair.

Y: Gray outfit, gray + red wings, skin-tone legs, blonde hair.

A: Red outfit, red + black wings, skin-tone legs, green hair.

B: Red outfit, red + black wings, skin-tone legs, blonde hair.

X + Y: Black outfit, black + purple wings, light purple legs, green hair. (SECRET COLOR)

A + B: Black outfit, black + brown wings, tan legs, gray hair. (SECRET COLOR)

X + A: Blue outfit, blue + purple wings, light purple legs, blonde hair. (SECRET COLOR)

Y + B: White outfit, white + brown wings, tan legs, gray hair. (SECRET COLOR)

General Strategy:

Morrigan's Soul Fist is a great keep away move, especially because it is large, and it can be used in the air. Her Shadow Blade is an OK anti-air move, and her Vector Drain is best used when pressuring the opponent, seeing as how it cannot be blocked. Valkyrie Turn should be used, especially if you are in Desperation in SNK groove, the chipping damage is great on it, and, unless you fly over the opponent, you will be safe from any counter-attack. Cardinal Blade is like a normal Shadow Blade, but it sucks against airborne opponents, best used while taking advantage of its invincibility window. Darkness Illusion is TOTALLY invincible during startup, so use it against an opponent who is in your face; they'll most likely get hit.

BALROG (M. BISON)

Ratio - 2

Special Moves

Dash Straight - Charge Back, Forward + Punch

Balrog reaches back, then dashes forward performing a straight punch.

Dash Uppercut - Charge Back, Forward + Kick

Same as Dash Straight, but with an uppercut.

Dash Ground Straight - Charge Back, diagonally Down & Forward + Punch

Same as Dash Straight, but the punch is aimed downward.

Dash Ground Uppercut - Charge Back, diagonally Down & Forward + Kick

Same as Dash Uppercut, but it hits lower first.

Turn Punch - Charge any attack button, then release.

Balrog will reach back, then turn and throw a straight punch. Amount of time the button is held determines speed and damage.

Buffalo Head Butt - Charge Down, Up + Punch

Balrog jumps up at a 45° angle and hits you with his head. Annoying laugh too.

*Crazy Buffalo - Charge Back, Forward, Back, Forward + Punch

Balrog performs a series of Dash Straights. If you press a kick button during the move, he will do a Dash Uppercut instead.

***Gigaton Blow - Charge Back, Forward, Back, Forward + Kick

Balrog performs a devastating Turn Punch.

Colors:

X: Blue shirt, red gloves, light skin.

Y: Purple shirt, black gloves, dark skin.

A: Yellow shirt, black gloves, dark skin.

B: Green shirt, red gloves, light skin.

X + Y: Gray shirt, purple gloves, pale skin. (SECRET COLOR)

A + B: Orange shirt, purple gloves, pale skin. (SECRET COLOR)

X + A: Red/Orange shirt, yellow gloves, very dark skin. (SECRET COLOR)

Y + B: Black shirt, yellow gloves, light skin. (SECRET COLOR)

General Strategy:

Mix up your Dash Straights, Dash Uppercuts, and Dash Ground Straights and Dash Ground Uppercuts. Keep the opponent guessing whether to block high or low. As much as I hate to say it, use the Buffalo Head Butt against a jumper, it's fast and has good priority. Turn Punch will do good damage, albeit it's hard to connect with. Crazy Buffalo is best to use to cancel an opponent's attack, mix up with Dash Uppercuts in the middle too. Gigaton Blow should be treated as a Turn Punch, although the

effects are MUCH better.

EX BALROG (M. BISON)

Ratio - 2

Special Moves

Dash Straight - Charge Back, Forward + Punch

Balrog reaches back, then dashes forward performing a straight punch.

Dash Uppercut - Charge Back, Forward + Kick

Same as Dash Straight, but with an uppercut.

Turn Punch - Charge any attack button, then release.

Balrog will reach back, then turn and throw a straight punch. Amount of time the button is held determines speed and damage.

*Crazy Buffalo - Charge Back, Forward, Back, Forward + Punch

Balrog performs a series of Dash Straights. If you press a kick button during the move, he will do a Dash Uppercut instead.

Colors:

X: Blue shirt, red gloves, light skin.

Y: Purple shirt, black gloves, dark skin.

A: Yellow shirt, black gloves, dark skin.

B: Green shirt, red gloves, light skin.

X + Y: Gray shirt, purple gloves, pale skin. (SECRET COLOR)

A + B: Orange shirt, purple gloves, pale skin. (SECRET COLOR)

X + A: Red/Orange shirt, yellow gloves, very dark skin. (SECRET COLOR)

Y + B: Black shirt, yellow gloves, light skin. (SECRET COLOR)

General Strategy:

Dash Straights are pretty quick; try to use the speed and priority to your advantage. Same goes for Dash Uppercuts. Crazy Buffalo should be used in the same way, but mix up the attacks.

E. HONDA

Ratio - 2

Special Moves

Hyakuretsu Harite - Press X or Y rapidly

E. Honda swings his hands at you extremely fast.

Super Zutsuki - Charge Back, Forward + Punch

E. Honda flies at the opponent while doing a headbutt.

Super Hyakkan Otoshi - Charge Down, Up + Kick

E. Honda jumps up at a 45° angle and lands on the opponent.

Ooichou Nage - 360° motion + Punch

E. Honda grabs the opponent, slams them into the ground, and then jumps on them.

*Onimusou - Charge Back, Forward, Back, Forward + Punch

E. Honda does a series of Super Zutsukis.

***Orochi Kudaki - 360° Motion x 2 + Punch

E. Honda does a super Ooichou Nage.

Colors:

X: Blue + gray clothes, red tattoo.

Y: Light + dark brown clothes, blue tattoo.

A: Pink + red clothes, blue tattoo.

B: Light + dark green clothes, red tattoo.

X + Y: Gray + black clothes, green tattoo, darker skin. (SECRET COLOR)

A + B: Red clothes, green tattoo, darker skin. (SECRET COLOR)

X + A: Purple + brown clothes, red tattoo, DARK skin. (SECRET COLOR)

Y + B: Yellow + black clothes, red tattoo. (SECRET COLOR)

General Strategy:

Use the Hyakuretsu Harite during ground battles, it is a great pressure move and does good chip damage. The Super Hyakkan Otoshi is a good move as well, seeing as the attack is considered an overhead. If the opponent blocks, do a Ooichou Nage or just a regular throw.

EX E. HONDA

Ratio - 2

Special Moves

Hyakuretsu Harite - Press X or Y rapidly

E. Honda swings his hands at you extremely fast.

Super Zutsuki - Charge Back, Forward + Punch

E. Honda flies at the opponent while doing a headbutt.

Super Hyakkan Otoshi - Charge Down, Up + Kick

E. Honda jumps up at a 45° angle and lands on the opponent.

*Onimusou - Charge Back, Forward, Back, Forward + Punch

E. Honda does a series of Super Zutsukis.

Colors:

X: Blue + gray clothes, red tattoo.

Y: Light + dark brown clothes, blue tattoo.

A: Pink + red clothes, blue tattoo.

B: Light + dark green clothes, red tattoo.

X + Y: Gray + black clothes, green tattoo, darker skin. (SECRET COLOR)

A + B: Red clothes, green tattoo, darker skin. (SECRET COLOR)

X + A: Purple + brown clothes, red tattoo, DARK skin. (SECRET COLOR)

Y + B: Yellow + black clothes, red tattoo. (SECRET COLOR)

General Strategy:

Use the Hyakuretsu Harite during ground battles, it is a great pressure move and does good chip damage. The Super Hyakkan Otoshi is a good move as well, seeing as the attack is considered an overhead. If the opponent blocks, do a throw.

ZANGIEF

Ratio - 2

Special Moves

Double Lariat - X & Y

Zangief spins around with arms out. Somehow goes through some projectiles.

Quick Double Lariat - A & B

Same as Double Lariat, but quicker.

Vanishing Flat - ZMF + Punch

Zangief spins around and swings a glowing fist downward at the opponent.

Screw Pile Driver - 360° Motion + Punch

Zangief grabs the opponent and does a Pile Driver.

Atomic Suplex - 360° Motion + Kick

Zangief grabs the opponent and does a Suplex. Must be near opponent.

Flying Power Bomb - 360° Motion + Kick

Zangief lumbers forward and grabs the opponent, then performs a Power Bomb.

*Final Atomic Buster - 360° Motion x 2 + Punch

Zangief grabs the opponent, and then performs a series of Suplexes and Pile Drivers.

*Aerial Russian Slam - QCF x 2 + Kick

Zangief jumps into the air at a 45° angle. If he connects with the opponent, he throws them down to the ground.

Colors:

X: Red shorts + shoes, light skin, light brown hair.

Y: Black shorts + shoes, dark skin, dark brown hair.

A: Gray shorts + shoes, dark skin, dark brown hair.

B: Blue shorts + shoes, light skin, light brown hair.

X + Y: Purple shorts + shoes, light skin, brown hair. (SECRET COLOR)

A + B: Yellow shorts + shoes, light skin, brown hair. (SECRET COLOR)

X + A: Green shorts + shoes, light skin, brown hair. (SECRET COLOR)

Y + B: Skin-tone shorts + shoes, dark skin, dark brown hair. (SECRET COLOR)

General Strategy:

What's there to say? THROW THROW THROW!!!! Opponent in close? Throw them! Opponent playing keep away? Jump over the projectile then activate Final Atomic Buster (Level 1)! The walking animation Zangief has during it can take a few hits before causing him to reel. If they jump over you, do an Aerial Russian Slam. Offense is the key!

EX ZANGIEF

Ratio - 2

Special Moves

Double Lariat - X & Y

Zangief spins around with arms out. Somehow goes through some projectiles.

High Speed Double Lariat - A & B

Same as Double Lariat, but quicker.

Screw Pile Driver - 360° Motion + Punch

Zangief grabs the opponent and does a Pile Driver.

*Final Atomic Buster - 360° Motion x 2 + Punch

Zangief grabs the opponent, and then performs a series of Suplexes and Pile Drivers.

Colors:

X: Red shorts + shoes, light skin, light brown hair.

Y: Black shorts + shoes, dark skin, dark brown hair.

A: Gray shorts + shoes, dark skin, dark brown hair.

B: Blue shorts + shoes, light skin, light brown hair.

X + Y: Purple shorts + shoes, light skin, brown hair. (SECRET COLOR)

A + B: Yellow shorts + shoes, light skin, brown hair. (SECRET COLOR)

X + A: Green shorts + shoes, light skin, brown hair. (SECRET COLOR)

Y + B: Skin-tone shorts + shoes, dark skin, dark brown hair. (SECRET COLOR)

General Strategy:

What's there to say? THROW THROW THROW!!!! Opponent in close? Throw them! Opponent playing keep away? Use your Lariats to pass through the projectiles unharmed! (HOW?!?!?) Offense is the key!

M. BISON (VEGA)

Ratio - 3

Special Moves

Psycho Vanish - ZMF + Punch

M. Bison swings his arm downwards. Overhead, envelops enemy in purple flame.

Psycho Impact - Charge Back, Forward + Punch

M. Bison dashes across the screen, and then does an uppercut, followed by a downward punch to the opponent.

Double Knee Press - Charge Back, Forward + Kick

M. Bison jumps forward, kicking his feet.

Head Press - Charge Down, Up + Kick

M. Bison jumps into the air and lands on the opponent's head.

Somersault Skull Diver - After Head Press, Punch or Charge Down, Up + Punch, and then Punch while in mid-air

M. Bison stretches his body out and extends his arms as he lands.

*Knee Press Nightmare - Charge Back, Forward, Back, Forward + Kick

M. Bison performs a series of Double Knee Presses.

*Heartbreak Despair - Charge Back, Forward, Back, Forward + Punch

M. Bison flies at the opponent with his arms out while spinning. He then drills into the opponent, and ends by throwing them across the screen.

Colors:

X: Red suit with white trim.

Y: Blue suit with gold trim.

A: Pink suit with blue trim.

B: White suit with red trim.

X + Y: Green suit with red trim. (SECRET COLOR)

A + B: Orange suit with brown trim. (SECRET COLOR)

X + A: Black suit with white trim. (SECRET COLOR)

Y + B: Gold suit with black trim. (SECRET COLOR)

General Strategy:

Use the Psycho Vanish against turtlers, and the Psycho Impact against high startup delay moves. Head Press those darn projectile happy fools, and counter mistakes with a Super Combo. Don't let up!

EX M. BISON (VEGA)

Ratio - 3

Special Moves

Psycho Crusher Attack - Charge Back, Forward + Punch

M. Bison flies at the opponent with arms out then drills into the opponent.

Double Knee Press - Charge Back, Forward + Kick

M. Bison jumps forward, kicking his feet.

Head Press - Charge Down, Up + Kick

M. Bison jumps into the air and lands on the opponent's head.

Somersault Skull Diver - After Head Press, Punch

M. Bison stretches his body out and extends his arms as he lands.

Devil Reverse - Charge Down, Up + Punch then Punch while in mid-air

M. Bison leaps into the air, then redirects himself in mid-air when punch is pressed.

*Knee Press Nightmare - Charge Back, Forward, Back, Forward + Kick

M. Bison performs a series of Double Knee Presses.

Colors:

X: Red suit with white trim.

Y: Blue suit with gold trim.

A: Pink suit with blue trim.

B: White suit with red trim.

X + Y: Green suit with red trim. (SECRET COLOR)

A + B: Orange suit with brown trim. (SECRET COLOR)

X + A: Black suit with white trim. (SECRET COLOR)

Y + B: Gold suit with black trim. (SECRET COLOR)

General Strategy:

Head Press Projectilers, and use the Devil Reverse as much as possible.

It is confusing as hell. Double Knee Press or Knee Press Nightmare

people out of their moves, it's the only way to go.

SAGAT

Ratio - 3

Special Moves

Tiger Shot - QCF + Punch

Sagat throws a fireball.

Ground Tiger Shot - QCF + Kick

Sagat ducks down and throws a fireball along the ground.

Tiger Crush - ZMF + Kick

Sagat jumps forward at a 45° angle with his knee out.

Tiger Uppercut - ZMF + Punch

Sagat jumps almost straight up with his arm out.

*Tiger Destroyer - QCF x 2 + Punch

Sagat does a Tiger Crush followed by one or two Tiger Uppercuts.

*Tiger Raid - QCB x 2 + Kick

Sagat does a series of kicks, ending with a flying kick that covers the screen.

Colors:

X: Purple shorts with yellow line, light skin.

Y: Purple shorts with red line, dark skin.

A: White shorts with red line, dark skin.

B: Green shorts with yellow line, light skin.

X + Y: Red shorts with blue line, tan skin. (SECRET COLOR)

A + B: Yellow shorts with blue line, tan skin. (SECRET COLOR)

X + A: Black shorts with yellow line, dark skin. (SECRET COLOR)

Y + B: Yellow shorts with red line, dark skin. (SECRET COLOR)

General Strategy:

When in Rome, do as the Romans do, eh? In other words, mimic the computer... you know, "TIGER... TIGER... TIGER...". Tiger Shot, Ground Tiger Shot. Throw one of these out every second you can, and mix them up. Never use Tiger Crush as anti-air, only Tiger Uppercut. And Tiger Destroyer has a pretty darn big invincibility window on it, as well as good range. USE THESE TO YOUR ADVANTAGE. Sagat's a pretty big target, but he's pretty fast too...

EX SAGAT

Ratio - 3

Special Moves

Tiger Shot - QCF + Punch

Sagat throws a fireball.

Ground Tiger Shot - QCF + Kick

Sagat ducks down and throws a fireball along the ground.

Tiger Crush - QCF, diagonally Up & Forward + Kick

Sagat jumps forward at a 45° angle with his knee out.

Tiger Uppercut - ZMF + Punch

Sagat jumps almost straight up with his arm out.

*Tiger Cannon - QCF x 2 + Punch

Sagat does a super Tiger Shot

*Ground Tiger Cannon - QCF x 2 + Kick

Sagat does a super Ground Tiger Shot

Colors:

X: Purple shorts with yellow line, light skin.

Y: Purple shorts with red line, dark skin.

A: White shorts with red line, dark skin.

B: Green shorts with yellow line, light skin.

X + Y: Red shorts with blue line, tan skin. (SECRET COLOR)

A + B: Yellow shorts with blue line, tan skin. (SECRET COLOR)

X + A: Black shorts with yellow line, dark skin. (SECRET COLOR)

Y + B: Yellow shorts with red line, dark skin. (SECRET COLOR)

General Strategy:

All hail the King! The King of KEEP AWAY! Tiger Shot, Ground Tiger Shot, Tiger Shot, Tiger Shot, Ground Tiger Cannon (Level 1), Ground Tiger Shot, Tiger Cannon (Level 1)... I think you see the pattern. Use the uppercut on a jumper, other than that, you're good.

VEGA (BALROG)

Ratio - 3

Special Moves

Rolling Crystal Flash - Charge Back, Forward + Punch

Vega rolls across the ground then stabs forward.

Sky High Claw - Charge Down, Up + Punch

Vega jumps and kicks off the wall. Then flies across the screen with his arm out

Flying Barcelona Attack - Charge Down, Up + Kick, then Punch after jumping from the wall

Vega jumps and kicks off the wall, then dives onto the foe with his arms out.

Izuna Drop - Charge Down, Up + Kick, then Forward or Back + Punch near the opponent

Vega kicks off the wall and flies at the opponent, then grabs him/her and slams them into the ground.

Scarlet Terror - diagonally Down & Back, Forward + Kick

Vega does a backflip kick.

Backslash - X & Y

Vega does a Long Backflip

Short Backslash - A & B

Vega does a Short Backflip

*Rolling Izuna Drop - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick, then Forward or Back + Punch near the opponent

Vega does a series of Izuna Drops.

*Flying Barcelona Special - Charge diagonally Down & Back, diagonally Down & Forward, diagonally Down & Back, diagonally Up & Forward + Kick, then Punch after jumping from the wall.

Vega does a super Flying Barcelona Attack

*Scarlet Mirage - Charge Back, Forward, Back, Forward + Kick

Vega does a series of Scarlet Terrors.

***Red Impact - Charge Back, Forward, Back, Forward + Punch

Vega does a straight punch, then flings the enemy into the air and raises his fist straight up as they land on it.

Colors:

X: Purple + yellow pants, red cloth, light brown hair.

Y: Black + yellow pants, red cloth, light brown hair.

A: Light blue + yellow pants, blue cloth, light brown hair.

B: Black + yellow pants, purple cloth, brown hair.

X + Y: Red + yellow pants, purple cloth, blonde hair. (SECRET COLOR)

A + B: Blue and yellow pants, purple cloth, blonde hair. (SECRET COLOR)

X + A: Light blue + orange pants, yellow cloth, brown hair. (SECRET COLOR)

Y + B: Blue + orange pants, yellow cloth, brown hair. (SECRET COLOR)

General Strategy:

Mix up your Flying Barcelona Attacks and your Izuna Drops with Sky High Claws. If you mix them properly, the opponent will attempt anti-air when they aren't applicable and will try to block when you throw them. Use Red Impact on a move with high startup, if you have the Combo Energy... Other than that, try Flying Barcelona Specials and Rolling Izuna Drops. Mix these up as well, and you'll be a winner in no time.

EX VEGA (BALROG)

Ratio - 3

Special Moves

Rolling Crystal Flash - Charge Back, Forward + Punch

Vega rolls across the ground then stabs forward.

Sky High Claw - Charge Down, Up + Punch

Vega jumps and kicks off the wall. Then flies across the screen with his arm out

Flying Barcelona Attack - Charge Down, Up + Kick, and then Punch after wall jump.

Vega jumps and kicks off the wall, then dives onto the foe with his arms out.

Izuna Drop - Charge Down, Up + Kick, then Forward or Back + Punch near the opponent

Vega kicks off the wall and flies at the opponent, then grabs him/her and slams them into the ground.

Scarlet Terror - diagonally Down & Back, Forward + Kick

Vega does a backflip kick.

Backslash - X & Y

Vega does a Long Backflip

Short Backslash - A & B

Vega does a Short Backflip

*Rolling Izuna Drop - Charge diagonally Down & Back, diagonally Down &

Forward, diagonally Down & Back, diagonally Up & Forward + Kick, then Forward or Back + Punch near the opponent

Vega does a series of Izuna Drops.

Colors:

X: Purple + yellow pants, red cloth, light brown hair.

Y: Black + yellow pants, red cloth, light brown hair.

A: Light blue + yellow pants, blue cloth, light brown hair.

B: Black + yellow pants, purple cloth, brown hair.

X + Y: Red + yellow pants, purple cloth, blonde hair. (SECRET COLOR)

A + B: Blue and yellow pants, purple cloth, blonde hair. (SECRET COLOR)

X + A: Light blue + orange pants, yellow cloth, brown hair. (SECRET COLOR)

Y + B: Blue + orange pants, yellow cloth, brown hair. (SECRET COLOR)

General Strategy:

Mix up your Flying Barcelona Attacks and your Izuna Drops with Sky High Claws. If you mix them properly, the opponent will attempt anti-air when they aren't applicable and will try to block when you throw them. Also, do NOT HESITATE to use the Rolling Izuna Drop, because EX Vega will NOT consume any combo energy unless this move connects. So if it doesn't work, you keep your combo energy!!!

AKUMA (GOUKI) (SECRET CHARACTER)

Ratio - 4

Special Moves

Gouhadouken - QCF + Punch

Akuma throws a fireball.

Zanku Hadouken - QCF + Punch while in the air

Akuma throws a fireball at a 45° angle downwards.

Shakunetsu Hadouken - HCB + Punch

Akuma charges his chi and throws a red fireball. Will engulf the opponent.

Goushouryuken - ZMF + Punch

Akuma jumps into the air with his fist out.

Tatsumaki Zankukyaku - QCB + Kick

Akuma hovers in the air while moving forward with his foot outstretched.

This move may be done in the air.

Ashura Senku (Long) - ZMF or ZMB + X & Y

Akuma teleports across the entire screen. Direction depends on Z-Motion used.

Ashura Senku (Short) - ZMF or ZMB + A & B

Akuma teleports across half the screen. Direction depends on Z-Motion used.

*Messatsu Gouhadou - HCB x 2 + Punch

Akuma throws a super Shakunetsu Hadouken

*Messatsu Goushouryu = QCF x 2 + Punch

Akuma does a series of Goushouryukens.

*Tenma Gouzanku - QCF x 2 + Punch while in the air

Akuma does a super Zanku Hadouken.

***Shungokusatsu - X, X, Forward, A, Y

Akuma moves forward slowly. If he connects with the opponent, he grabs them and the screen turns dark. Then when the screen returns to normal, Akuma has his back to you and the opponent is lying on the ground. He also has the "Ten" symbol on his back. Meaning something like Almighty Power. If this move kills the opponent, the "Ten" symbol will be in the background while the screen is dark. INSANE DAMAGE!!

Colors:

X: Black gi, red hair + 'ten' symbol.

Y: White gi, red hair + 'ten' symbol.

A: Gray gi, red hair + 'ten' symbol.

B: Blue gi, orange hair + 'ten' symbol.

X + Y: Black gi, white hair + 'ten' symbol. (SECRET COLOR)

A + B: Red gi, black hair + 'ten' symbol. (SECRET COLOR)

X + A: Gray gi, white hair + 'ten' symbol. (SECRET COLOR)

Y + B: Red gi, yellow hair + 'ten' symbol. (SECRET COLOR)

General Strategy:

Use the Ashura Senku to get away from a beating if you are somehow taking one. Use the Goushouryuken as an anti-air and Tatsumaki Zankukyaku to get from point A to point B. Use his Shakunetsu Hadouken in projectile wars because it will beat out some projectiles, and jump and do the Zanku Hadouken to those that you can't beat. Try this: Jimp in deep Roundhouse, Ducking Jab, D. Short, Weak Tatsumaki Zankukyaku, Weak Goushouryuken, Level 3 Messatsu Goushouryu. If you don't have the combo energy, simply do a Heavy Goushouryuken instead of the weak one.

SNK Side

BENIMARU

Ratio - 1

Special Moves

Lightning Fist - QCF + Punch

Benimaru punches with a ball of electricity on his fist. Pushing Y repeatedly can increase the Heavy attack version.

Iaido Kick - QCF + Kick

Benimaru throws a kick so fast it is seen only as a blur.

Shinku Katategoma - HCB + Kick

Benimaru lifts himself up with his hand and spins around with his feet out horizontally. This move can be canceled by hitting all 4 attack buttons.

Drill Kick - Down + Roundhouse (While in the air)

Benimaru drops downward with his foot extended.

*Blast Flash - QCF x 2 + Punch

Benimaru does a super Lightning Fist

*Discharge Spark - QCB x 2 + Punch

Benimaru charges himself with electricity and dashes at the opponent. If it hits, the opponent is electrocuted, then falls to the ground.

Colors:

X: White jeans, black shirt + shoes, blonde hair.

Y: Blue jeans, dark blue shirt + shoes, white hair.

A: Light blue jeans, dark blue shirt + shoes, gray hair.

B: Gray jeans, black shirt + shoes, red hair.

X + Y: Red jeans, brown shirt + shoes, white hair. (SECRET COLOR)

A + B: Yellow jeans, dark green shirt + shoes, pink hair. (SECRET COLOR)

X + A: Bluish jeans, dark blue shirt + shoes, green hair. (SECRET COLOR)

Y + B: Pink jeans, red shirt + shoes, pink hair. (SECRET COLOR)

General Strategy:

Use the Lightning Fist as much as possible... in chains, to stop projectiles, to counter attacks. Jump and Drill Kick over ground based attacks, and Shinku Katategoma whenever there is a long startup delay. Blast Flash should be used like the regular Lightning Fist, and Discharge Spark should be used whenever Shinku Katategoma would be, just with a longer range. Also, glitch, Glitch, GLITCH!!! (Se Miscellaneous for more info.)

EX BENIMARU

Ratio - 1

Special Moves

Lightning Fist - QCF + Punch

Benimaru punches with a ball of electricity on his fist.

Lightning Fist (Anti-Air) - ZMF + Punch

Benimaru punches upward at a 45° angle with a ball of electricity on his

fist.

Shinku Katategoma - HCB + Kick

Benimaru lifts himself up with his hand and spins around with his feet out horizontally.

Iaido Kick - QCF + Kick

Benimaru throws a kick so fast it is seen only as a blur.

Benimaru Corridor Crunch - HCB, Forward + Punch

Benimaru grabs the opponent, and then slams their head into the ground.

Drill Kick - Down + Roundhouse (While in the air)

Benimaru drops downward with his foot extended.

*Blast Flash - QCF x 2 + Punch

Benimaru does a super Lightning Fist.

*Blast Flash (Anti-Air) - QCF x 2 + Kick

Benimaru does a super Lightning Fist (Anti-Air)

*Elec-Trigger - HCB x 2 + Punch

Benimaru grabs the opponent, then shocks them with a huge pillar of electricity and ends by creating an electric explosion.

Colors:

X: White jeans, black shirt + shoes, blonde hair.

Y: Blue jeans, dark blue shirt + shoes, white hair.

A: Light blue jeans, dark blue shirt + shoes, gray hair.

B: Gray jeans, black shirt + shoes, red hair.

X + Y: Red jeans, brown shirt + shoes, white hair. (SECRET COLOR)

A + B: Yellow jeans, dark green shirt + shoes, pink hair. (SECRET COLOR)

X + A: Bluish jeans, dark blue shirt + shoes, green hair. (SECRET COLOR)

Y + B: Pink jeans, red shirt + shoes, pink hair. (SECRET COLOR)

General Strategy:

Use the Lightning Fists as much as possible... in chains, to stop projectiles, to counter attacks. Jump and Drill Kick over ground based attacks, and Shinku Katategoma whenever there is a long startup delay. Blast Flashes should be used like the regular Lightning Fists. Try to grab opponents out of their moves with Benimaru Corridor Crunch. If you connect with that successfully a good deal, try using Elec-Trigger as well. Also, glitch, Glitch, GLITCH!!! (Se Miscellaneous for more info.)

KING

Ratio - 1

Special Moves

Venom Strike - QCF + Kick

King throws a fireball.... With her FEET!

Double Strike - QCF x 2 + Kick

King throws 2 fireballs... with her FEET!

Surprise Rose - ZMF + Kick

King jumps into the air and lands on the opponent, kicking them repeatedly.

Trap Shot - ZMB + Kick

King does a backflip kick, if it hits, she then does a few kicks & a roundhouse.

Tornado Kick - HCB + Kick

King jumps into the air with a kick, and then comes down with a kick.

*Illusion Dance - QCF, HCB + Kick

King does a backflip, then a Tornado Kick, if it hits, she then does a series of kicks, ending in a roundhouse.

*Silent Flash - QCB x 2 + Kick

King does a series of jumping backflip kicks.

Colors:

X: Red top.

Y: Deep purple top.

A: Dark blue top.

B: Purple top.

X + Y: Yellow top. (SECRET COLOR)

A + B: Pink top. (SECRET COLOR)

X + A: Blue top. (SECRET COLOR)

Y + B: Gray top. (SECRET COLOR)

General Strategy:

Mix up your Venom and Double Strikes. Trap Shot is a good move to throw out every now and then. Tornado Kick should only be used as anti-air, because if it is blocked, you are wide open. Use Illusion Dance or Silent Flash whenever you know a Trap Shot would hit.

EX KING

Ratio - 1

Special Moves

Venom Strike - QCF + Kick

King throws a fireball... with her FEET!

Moshu Kyaku - QCB + Kick

King hops forward and does a few roundhouses, followed by a crescent kick.

Stepping Double Knee Kicks - ZMF + Kick

King jumps into the air, hitting the opponent with her knees.

Trap Shot - ZMB + Kick

King does a backflip kick, if it hits, she then does a few kicks & a Roundhouse.

*Illusion Dance - QCF, HCB + Kick

King does a backflip, then a Tornado Kick, if it hits, she then does a series of kicks, ending in a roundhouse.

*Double Strike - Forward, Back, Forward, diagonally Down & Forward, Down + Kick

King throws two super Venom Strikes.

Colors:

X: Red top.

Y: Deep purple top.

A: Dark blue top.

B: Purple top.

X + Y: Yellow top. (SECRET COLOR)

A + B: Pink top. (SECRET COLOR)

X + A: Blue top. (SECRET COLOR)

Y + B: Gray top. (SECRET COLOR)

General Strategy:

Use the Venom Strike sparingly, it is slower than normal fireballs.

Moshu Kyaku is a safe move to reach point B from point A and Stepping Double Knee Kicks is her anti-air. Use Double Strike when the opponent uses a projectile. (Super Combo projectiles too!!) It will beat it or cancel it provided it is the same level or higher. Do an Illusion Dance whenever you know a Trap Shot would hit. Try it as an anti-air.

VICE

Ratio - 1

Special Moves

Nail Bomb - HCF + Punch

Vice grabs the opponent and slams them into the ground.

Gore Fest - HCB, Forward + Punch

Vice grabs the opponent and slices their head, dropping them to the ground.

Da Cide - HCF + Kick

Vice swings her hand low across half the screen, if it hits, she throws the opponent across the screen.

Outrage - QCB + Kick

Vice hops forward and throws a bunch of quick kicks.

Rave Fest - QCB + Kick while in the air

Vice throws a bunch of quick kicks.

Tranquility - ZMF + Kick

Vice jumps into the air. If she connects with the opponent, she wraps her legs around their neck and slams them into the ground.

*Negative Gain - HCB x 2 + Kick

Vice does a backflip and grabs the opponent with her legs. Then continues flipping and slamming them into the ground.

*Withering Force - QCF x 2 + Punch

Vice jumps forward and grabs the opponent, then slams him/her into the ground a few times. Then throws them into the air, jumps up after them and slams them into the ground once more.

Colors:

X: Black and red dress.

Y: Gray and blue dress.

A: Red and white dress.

B: Gray and yellow dress.

X + Y: Gray and red dress. (SECRET COLOR)

A + B: Dark + light gray dress. (SECRET COLOR)

X + A: Dark + light blue dress. (SECRET COLOR)

Y + B: White and red dress. (SECRET COLOR)

General Strategy:

Roll, Da Cide, Roll, Da Cide. Opponent jumps? Tranquility. Withering Force should be the only Super Combo you do unless your opponent is in your face, then use Negative Gain.

EX VICE

Ratio - 1

Special Moves

Nail Bomb - HCF + Punch

Vice grabs the opponent and slams them into the ground.

Mayhem - QCB + Punch

Vice charges forward and hits the opponent with her shoulder.

Da Cide - HCF + Kick

Vice swings her hand low across half the screen, if it hits, she throws the opponent across the screen.

Outrage - QCB + Kick

Vice hops forward and throws a bunch of quick kicks.

Rave Fest - QCB + Kick while in the air

Vice throws a bunch of quick kicks.

Da Cide Slayer - ZMF + Kick

Vice does a Da Cide, but aimed upward into the air.

*Negative Gain - HCB x 2 + Kick

Vice does a backflip and grabs the opponent with her legs. Then continues flipping and slamming them into the ground.

*Withering Force - QCF x 2 + Punch

Vice jumps forward and grabs the opponent, then slams him/her into the ground a few times. Then throws them into the air, jumps up after them and slams them into the ground once more.

Colors:

X: Black and red dress.

Y: Gray and blue dress.

A: Red and white dress.

B: Gray and yellow dress.

X + Y: Gray and red dress. (SECRET COLOR)

A + B: Dark + light gray dress. (SECRET COLOR)

X + A: Dark + light blue dress. (SECRET COLOR)

Y + B: White and red dress. (SECRET COLOR)

General Strategy:

Roll, Da Cide, Roll, Da Cide, Roll, Da Cide Slayer. Da Cide Slayer is

also anti-air. Withering Force should be your only Super Combo, unless the opponent is in your face, then Negative Gain is okay to use.

YURI

Ratio - 1

Special Moves

Tiger Flame Punch - QCF + Punch

Yuri throws a punch with energy on her fist.

Yuri Super Upper - ZMF + Punch

Yuri does a jumping uppercut.

Yuri Double Uppers - After Yuri Super Upper (Fierce Version), ZMF + Y

Yuri does another jumping uppercut, but with opposite hand.

Rai Oh Ken - QCF + Kick

Yuri hops forward and does a hammer blow to the opponent. Overhead.

The 100 Blows - HCB + Kick

Yuri dashes forward and grabs the opponent, then slaps them across the face a bunch of times.

*Haoh Sho Koh Ken - Forward, HCF + Punch

Yuri throws a HUGE fireball.

*Scalding Steam Blast - QCF x 2 + Punch

Yuri does a series of Yuri Super Uppers and Yuri Double Uppers.

Colors:

X: Blue underclothing + gloves, red belt + headband + shoes.

Y: Red underclothing + gloves, yellow belt + headband + shoes.

A: Green underclothing + gloves, red belt + headband + shoes.

B: Purple underclothing + gloves + belt + headband + shoes.

X + Y: Black underclothing + gloves + belt + headband + shoes. (SECRET COLOR)

A + B: Red underclothing + gloves, gray belt + headband + shoes. (SECRET COLOR)

X + A: Purple underclothing + gloves, black belt + headband + shoes. (SECRET COLOR)

Y + B: Pink underclothing + gloves, blue belt + headband + shoes. (SECRET COLOR)

General Strategy:

Tiger Flame Punch (GADOKEN!!!) should only be used in place of a Fierce Punch. Yuri Super Upper is anti-air, and whenever you do the Fierce version, you MUST do Yuri Double Uppers just to piss the opponent off.

^_^ Throw out The 100 Blows randomly, it CANNOT be blocked! Utilize Scalding Steam Blast's invincibility startup to connect with grounded attacking opponents.

EX YURI

Ratio - 1

Special Moves

Tiger Flame Punch - QCF + Punch

Yuri throws a fireball

Saiha - QCB + Punch

Yuri puts her hands out in front of her and a spark of energy appears.

Rai Oh Ken - QCF + Kick

Yuri jumps straight up, and throws a fireball downward at a 45° angle.

The 100 Blows - Forward, Back, Forward + Punch

Yuri runs forward and grabs the opponent, then slaps them across the face a bunch of times.

*Haoh Sho Koh Ken - Forward, HCF + Punch

Yuri throws a HUGE fireball.

*Flying Phoenix Kick - Forward, Back, HCB + Kick

Yuri runs forward and jumps onto the opponent's chest, kicking them in it repeated times, then backflip kicks off.

Colors:

X: Blue underclothing + gloves, red belt + headband + shoes.
Y: Red underclothing + gloves, yellow belt + headband + shoes.
A: Green underclothing + gloves, red belt + headband + shoes.
B: Purple underclothing + gloves + belt + headband + shoes.
X + Y: Black underclothing + gloves + belt + headband + shoes. (SECRET COLOR)
A + B: Red underclothing + gloves, gray belt + headband + shoes. (SECRET COLOR)
X + A: Purple underclothing + gloves, black belt + headband + shoes. (SECRET COLOR)
Y + B: Pink underclothing + gloves, blue belt + headband + shoes. (SECRET COLOR)
General Strategy:
Throw Tiger Flame Punches out along with The 100 Blows. If the opponent is wide open, use Flying Phoenix Kick, otherwise use Haoh Sho Koh Ken.

TERRY

Ratio - 2

Special Moves

Power Wave - QCF + Punch

Terry punches the ground and a wave of energy goes across the floor.

Burning Knuckles - QCB + Punch

Terry jumps across the screen with his burning blue fist outstretched.

Crack Shot - QCB + Kick

Terry jumps into the air and flips, dropping his feet on the opponent.

Rising Tackle - Charge Down, Up + Punch

Terry pushes off the ground with his hand and rises into the air spinning with his foot straight out.

*Power Geyser - QCB, diagonally Down & Back, Forward + Punch

Terry punches the ground and an explosion appears in front of him. The level of this move determines how many explosions appear.

*Buster Wolf - QCF x 2 + Kick

Terry does a red Burning Knuckles, then holds his outstretched fist as a huge explosion fires at the opponent from his body.

Colors:

X: Red vest + hat + shoes, blue jeans + gloves.

Y: Purple vest + hat + shoes, blue jeans + gloves.

A: Red vest + hat + shoes, gray jeans + gloves.

B: Black vest + hat + shoes, blue jeans + gloves.

X + Y: Reddish vest + hat + shoes, gray jeans + gloves. (SECRET COLOR)

A + B: Bluish vest + hat + shoes, gray jeans + gloves. (SECRET COLOR)

X + A: Light blue vest + hat + shoes, gray jeans + gloves (SECRET COLOR)

Y + B: Black vest + hat + shoes, yellow jeans + gloves. (SECRET COLOR)

General Strategy:

Use the Power Wave to counter projectiles. The Power Wave will either counter a ground fireball, or travel under an air fireball (Hadouken, Sonic Boom) and there will be a trading of hits. Burning Knuckles will combo off of attacks, DO IT! Crack Shot will catch characters in the air off-guard, DO IT! Rising Tackle is GREAT anti-air and does a lot of hits! Power Geyser... ANTI-AIR!!! 'Nuff said. Buster Wolf is INCREDIBLY fast, and powerful. Try this, Jump in deep Roundhouse, Standing Jab, Fierce, Buster Wolf (Level 2), Power Geyser (Level 1). (If in SNK Groove, do Buster Wolf in MAX, then Power Geyser ^_^)

EX TERRY

Ratio - 2

Special Moves

Power Wave - QCF + Punch

Terry punches the ground and a big wave of energy travels forward a bit, and then dissipates.

Burning Knuckles - QCB + Punch

Terry jumps across the screen with his burning blue fist outstretched.

Crack Shot - QCB + Kick

Terry jumps into the air and flips, dropping his feet on the opponent.

Power Dunk - ZMF + Kick

Terry twists his cap backwards, and then rises into the air, hitting the opponent with his knee. Then he slams them down to the ground with a downward punch.

*Power Geyser - QCB, diagonally Down & Back, Forward + Punch

Terry punches the ground and an explosion appears in front of him. The level of this move determines how many explosions appear.

*Buster Wolf - QCF x 2 + Kick

Terry does a red Burning Knuckles, then holds his outstretched fist as a huge explosion fires at the opponent from his body.

Colors:

X: Red vest + hat + shoes, blue jeans + gloves.

Y: Purple vest + hat + shoes, blue jeans + gloves.

A: Red vest + hat + shoes, gray jeans + gloves.

B: Black vest + hat + shoes, blue jeans + gloves.

X + Y: Reddish vest + hat + shoes, gray jeans + gloves. (SECRET COLOR)

A + B: Bluish vest + hat + shoes, gray jeans + gloves. (SECRET COLOR)

X + A: Light blue vest + hat + shoes, gray jeans + gloves (SECRET COLOR)

Y + B: Black vest + hat + shoes, yellow jeans + gloves. (SECRET COLOR)

General Strategy:

Use the Power Wave to counter projectiles. The Power Wave will either counter a ground fireball, or travel under an air fireball (Hadouken, Sonic Boom) and there will be a trading of hits. But beware of it's distance, being too far away will cause the wave to dissipate. Burning Knuckles will combo off of attacks, DO IT! Crack Shot will catch characters in the air off-guard, DO IT! Power Dunk can be used as Anti-air, but works good in ground chains as well. Power Geyser... ANTI-AIR!!! 'Nuff said. Buster Wolf is INCREDIBLY fast, and powerful. Try this, Jump in deep Roundhouse, Standing Jab, Fierce, Buster Wolf (Level 2), Power Geyser (Level 1). (If in SNK Groove, do Buster Wolf in MAX, then Power Geyser ^_^)

MAI

Ratio - 2

Special Moves

Kacho Sen - QCF + Punch

Mai throws a fan at the enemy.

Ryu En Bu - QCB + Punch

Mai spins around and hits the opponent with a flame.

Flying Squirrel Dance - QCB + Punch while in the air OR Charge Down, Up + Punch

Mai puts a fan in her mouth and dives downward at the enemy.

Deadly Ninja Bees - HCF + Kick

Mai spins around then jumps at the opponent with her elbow out.

*Super Deadly Ninja Bees - QCB, HCF + Kick

Same as Deadly Ninja Bees, but she is on fire.

*Crimson Firebird Diver - QCB x 2 + Punch while in air

Same as Flying Squirrel Dance, but she is on fire.

Colors:

X: Red dress.

Y: Dark blue dress.

A: Light blue dress.

B: Pink dress.

X + Y: Pink dress, darker skin. (SECRET COLOR)

A + B: Black dress, darker skin. (SECRET COLOR)

X + A: Skin-tone dress, darker skin. (SECRET COLOR)

Y + B: Purple dress, darker skin. (SECRET COLOR)

General Strategy:

Use Ryu En Bu, it works. Flying Squirrel Dance is great air to ground priority. Deadly Ninja Bees will get you across the screen, plus it's got an invincibility window, no ending delay and good damage. Don't abuse it though, as a good player can and will punish you. Super Deadly Ninja Bees and Crimson Firebird Diver should be used as their weaker equivalents.

EX MAI

Ratio - 2

Special Moves

Kacho Sen - QCF + Punch

Mai throws a fan at the enemy.

Ryu En Bu - QCB + Punch

Mai spins around and hits the opponent with a flame.

Flying Squirrel Dance - QCB + Punch while in the air OR Charge Down, Up + Punch

Mai puts a fan in her mouth and dives downward at the enemy.

Sun Fire Samba - Charge Down, Up + Kick

Mai clasps her hands together and she is engulfed in flames.

*Super Deadly Ninja Bees - QCB, HCF + Kick

Mai spins around, and then jumps at the opponent with her elbow out while she is on fire.

*Swan's Fandango - QCF x 2 + Punch

Mai throws a bunch of flaming Kacho Sens.

Colors:

X: Red dress.

Y: Dark blue dress.

A: Light blue dress.

B: Pink dress.

X + Y: Pink dress, darker skin. (SECRET COLOR)

A + B: Black dress, darker skin. (SECRET COLOR)

X + A: Skin-tone dress, darker skin. (SECRET COLOR)

Y + B: Purple dress, darker skin. (SECRET COLOR)

General Strategy:

Use Ryu En Bu, it works. Flying Squirrel Dance has great air to ground priority. Sun Fire Samba is THE anti-air move. When this move is done, you are guaranteed to at least trade hits with anything save projectiles. Super Deadly Ninja Bees should be used to punish mistakes or to capitalize on an opponent who thinks they can hit Mai with their attack. (It has a HUGE invincibility window!) Swan's Fandango should be used against a projectile, because this will cancel the projectile and the rest will hit the opponent. Or it could also be used for it's

||*JIGGLY*|*|* properties. (Sorry... I couldn't resist... heehee.. #^_^#)

IORI

Ratio - 2

Special Moves

Dark Thrust - QCF + Punch

Iori swings his hand and a purple wave of fire moves along the ground at the enemy.

Fire Ball - ZMF + Punch

Iroi swings his hands while jumping into the air and he is surrounded by purple flame.

Deadly Flower - (QCB + Punch) x 3

Iori does three consecutive attacks.

Dark Crescent Slice - HCB + Kick

Iori runs forward, grabs the opponent's neck, and trips them. Then he

makes them explode while on the ground.

Dust Gale - HCB, Forward + Punch

Iori grabs the opponent and pushes them onto the opposite side of Iori.

*One-For-The-Road Blast - QCB, HCF + Punch

Iori does a Dark Thrust, but pillars of purple flame shoot out of the ground. When the opponent is hit, he is momentarily stunned and cannot act for a few seconds. This move may be charged.

*Maiden Masher - QCF, HCB + Punch

Iori dashes forward and hits the enemy. If it connects, he performs a combo, and then trips them. He then grabs them on the ground and makes them explode repeated times.

Colors:

X: Red hair + pants, black overcoat, white shirt.

Y: Dark red hair + pants, black overcoat, white shirt.

A: Brownish hair + pants, dark brown overcoat, light gray shirt.

B: Black hair + pants + overcoat, white shirt.

X + Y: Blue hair + pants, dark green overcoat, gray shirt (SECRET COLOR)

A + B: Yellow hair + pants, black overcoat, gray shirt. (SECRET COLOR)

X + A: Black hair + pants, dark red overcoat, red shirt. (SECRET COLOR)

Y + B: White hair + pants, dark purple overcoat + lighter shirt. (SECRET COLOR)

General Strategy:

Dark Thrust is your typical ground based projectile. Fire Ball is an unorthodox anti-air, but it works. Use Dust Gale when the opponent is up close, you can follow up with almost any normal attack if you're quick enough. Use Maiden Masher if the opponent is beginning a physical move (normal, special, super) yours has invincibility window and high priority, yours will most likely hit over theirs. One-For-The-Road-Blast should be used when the opponent is asleep, or active. If their sleeping, wait for a slight opening, do an uncharged Level 1. If they are very active, start a Level 3 and charge. If they throw a projectile, or any other attack save a teleport, unleash it. If they are hit by a One-For-The-Road-Blast and you have combo energy left, do a Maiden Masher if they are on the ground.

EX IORI (OROCHI IORI) (SECRET CHARACTER)

Ratio - 4

Special Moves

Dark Thrust - QCF + Punch

Iori swings his hand and a purple wave of fire moves along the ground at the enemy.

Fire Ball - ZMF + Punch

Iroi swings his hands while jumping into the air and he is surrounded by purple flame.

Deadly Flower - (QCB + Punch) x 3

Iori does three consecutive attacks.

Dark Crescent Slice - HCB + Kick

Iori runs forward, grabs the opponent's neck, and trips them. Then he makes them explode while on the ground.

*Fire Wave - QCF x 2 + Punch

Iori does a series of Fire Balls.

*Maiden Masher - QCF, HCB + Punch

Iori dashes forward and hits the enemy. If it connects, he performs a combo, and then trips them. He then grabs them on the ground and makes them explode repeated times.

Colors:

X: Dark red hair + pants, black overcoat, white shirt.

Y: Purple hair + pants, green overcoat, white shirt.

A: Brownish hair + pants, gray overcoat, white shirt.

B: Dark blue hair + pants, light blue overcoat, white shirt.

X + Y: Red hair + pants + overcoat, gray shirt. (SECRET COLOR)

A + B: Gray hair + pants, orange overcoat + lighter shirt (SECRET COLOR)

X + A: Dark gray hair + pants, black overcoat, gray shirt (SECRET COLOR)

Y + B: White hair + pants + shirt, gray overcoat. (SECRET COLOR)

General Strategy:

Dark Thrust is your typical ground based projectile. Fire Ball is an unorthodox anti-air, but it works. Use Maiden Masher if the opponent is beginning a physical move (normal, special, super) yours has invincibility window and high priority, yours will most likely hit over theirs. Fire Wave has an invincibility window, capitalize on this. Good damage and good defense, he is a Ratio 4 after all.

KYO

Ratio - 2

Special Moves

Fire Ball - ZMF + Punch

Kyo swings his hands while jumping into the air and he is surrounded by flame.

Crescent Slash - HCB + Kick

Kyo runs forward and grabs the enemy. He then lifts them up by the neck and makes them explode.

R.E.D. Kick - ZMB + Kick

Kyo jumps into the air and lands on the opponent with his foot.

Wicked Chew - QCF + Punch

Kyo throws a flaming punch.

Nine Scars Maker - After Wicked Chew, QCF + Punch

Kyo does a flaming uppercut.

Rusting Eight Combos - After Wicked Chew, HCB + Punch OR after Nine Scars Maker, Punch

Kyo does a flaming overhead elbow.

Seven Hurting Combos - After Nine Scars Maker, Kick OR after Wicked Chew/Rusting Eight Combos, Kick

Kyo does a straight kick.

Flashing Slash - After Wicked Chew/Rusting Eight Combos, Punch

Kyo bends down and punches the fallen opponent.

*Serpent Wave - QCB, HCF + Punch

Kyo holds his flaming hand up, and then swings it forward with a huge flame. This move may be charged. The Lv. 3 version engulfs Kyo in flames.

*Final Showdown - QCF x 2 + Punch

Kyo throws a pillar of fire, and then continues with a series of punches. The fierce version ends in a Fire Ball.

Colors:

X: Black get-up.

Y: Purplish get-up.

A: Dark blue get-up.

B: Yellow get-up.

X + Y: Red get-up. (SECRET COLOR)

A + B: Deep purple get-up. (SECRET COLOR)

X + A: Pink get-up. (SECRET COLOR)

Y + B: White get-up. (SECRET COLOR)

General Strategy:

Fire Ball is your anti-air. R.E.D. Kick (Rainbow Energy Dynamite Kick) should be used to go over projectiles and smack the enemy. Then start ground combos with your special combos. "Body ga, amae ze!" "Body ga, garaaki da ze!" (HEEHHEE! ^_^) Use Serpent Wave up close in ground battles, it has deceptive range. The Level 3 may even be used as anti-air, seeing as how the flaming Kyo is damaging. Final Showdown is only good in ground combos, hitting an opponent in the air isn't worth it. (The Level 1 version has a secret taunt at the end of it. Keep pushing

the punch buttons to see it after he is done attacking. He waves his finger and says: "Rekishi ga chigaundayo!" ((We have different pasts!)))

EX KYO

Ratio - 2

Special Moves

Dark Thrust - QCF + Punch

Kyo swings his hand and a wave of fire moves along the ground at the enemy.

Fire Ball - ZMF + Punch

Kyo swings his hands while jumping into the air and he is surrounded by flame.

Crescent Slash - HCB + Kick

Kyo runs forward and grabs the enemy. He then lifts them up by the neck and makes them explode.

Spinning Kick - ZMB + Kick

Kyo jumps into the air while spinning, kicking the opponent.

New Wave Smash - QCF + Kick

Kyo hops forward and does a jumping snapkick. If you push the kick button again, he'll do a second snapkick in mid-air.

*Serpent Wave - QCB, HCF + Punch

Kyo holds his flaming hand up, and then swings it forward with a huge flame. This move may be charged. The Lv. 3 version engulfs Kyo in flames.

Colors:

X: Black get-up.

Y: Purplish get-up.

A: Dark blue get-up.

B: Yellow get-up.

X + Y: Red get-up. (SECRET COLOR)

A + B: Deep purple get-up. (SECRET COLOR)

X + A: Pink get-up. (SECRET COLOR)

Y + B: White get-up. (SECRET COLOR)

General Strategy:

Dark Thrust is your typical ground based projectile. Fire Ball is your anti-air. Spinning Kick is a good ranged anti-air. New Wave Smash IS your juggler. Work it into a ground combo, then juggle, LIKE A CLOWN BABY! After the second hit, you can Fierce Punch then do it again, or do a Spinning Kick, or a bunch of things... try it! Serpent Wave is used only against grounded opponents, it has deceptive range. The Level 3 provides you with a flaming Kyo, which works as anti-air, or a quicker hit in a ground combo into Serpent Wave. Try this, New Wave Smash (2 hit), Standing Fierce cancel into New Wave Smash (Only second hit connects), Level 3 Serpent Wave (must hold button down, after the opponent is bounced up due to the flaming Kyo, a timed release will net you a full barrage of hits on the falling opponent). If you don't have combo energy, just try this instead, Jump in deep Fierce Punch, Crouching Short x 3, Spinning Kick. Or, New Wave Smash (2 hits), Standing Fierce, Spinning Kick. (Only last 2 hits will connect)

RAIDEN

Ratio - 2

Special Moves

Giant Bomb - Charge Back, Forward + Punch

Raiden crouches down then charges forward, hitting the enemy with his shoulder.

Poison Spray - HCB + Punch

Raiden sprays poison at the enemy.

Super Drop Kick - Charge A or B, then release

Raiden jumps forward, kicking with both feet.

Thunder Crush Bomb - 360° Motion + Kick

Raiden grabs the opponent and slams them into the ground, then jumps up and throws them into the ground.

Raiden Combination: Body Blow - ZMB + Punch

Raiden hits the opponent with his chest.

Raiden Combination: Head Butt - After Body Blow, QCB + Punch

Raiden performs a Head Butt.

Raiden Combination: Front Suplex - After Body Blow, QCB + Kick

Raiden runs forward and grabs the enemy, then performs a suplex.

*Destruction Drop - 360° Motion x 2 + Kick

Raiden grabs the opponent, slams him a bunch, then jumps up and sits on him/her.

*Flame Breath - HCB x 2 + Punch

Raiden breathes fire.

Colors:

X: Blue + yellow costume, red shoes.

Y: Red + yellow costume, red shoes.

A: Green + yellow costume, orange shoes.

B: Gray + red costume, red shoes.

X + Y: White + gray costume, orange shoes, darker skin. (SECRET COLOR)

A + B: Yellow + white costume, orange shoes, darker skin. (SECRET COLOR)

X + A: Purple + green costume, red shoes. (SECRET COLOR)

Y + B: Red + blue costume, orange shoes. (SECRET COLOR)

General Strategy:

Use the Poison Spray to keep a pressuring enemy at bay. Try to mix up your attacks with some Raiden Combinations, but other than that, it's throw, Throw, THROW! If the opponent is being all offensive and in-your-face, throw out a Flame Breath once in a while.

EX RAIDEN

Ratio - 2

Special Moves

Giant Bomb - Charge Back, Forward + Punch

Raiden crouches down then charges forward, hitting the enemy with his shoulder.

Poison Spray - HCB + Punch

Raiden sprays poison at the enemy.

Super Drop Kick - Charge A or B, then release

Raiden jumps forward, kicking with both feet.

Thunder Crush Bomb - 360° Motion + Kick

Raiden grabs the opponent and slams them into the ground, then jumps up and throws them into the ground.

Jumping Lariat Drop - ZMF + Punch

Raiden jumps at the opponent and performs a lariat, which drops them.

*Destruction Drop - 360° Motion x 2 + Kick

Raiden grabs the opponent, slams him a bunch, then jumps up and sits on him/her.

*Crazy Train - QCF x 2 + Punch

Raiden performs a combo ending in a Jumping Lariat Drop.

Colors:

X: Blue + yellow costume, red shoes.

Y: Red + yellow costume, red shoes.

A: Green + yellow costume, orange shoes.

B: Gray + red costume, red shoes.

X + Y: White + gray costume, orange shoes, darker skin. (SECRET COLOR)

A + B: Yellow + white costume, orange shoes, darker skin. (SECRET COLOR)

X + A: Purple + green costume, red shoes. (SECRET COLOR)

Y + B: Red + blue costume, orange shoes. (SECRET COLOR)

General Strategy:

Use the Poison Spray to keep a pressuring enemy at bay. Try to mix up

your attacks with some Super Drop Kicks and Jumping Lariat Drops, but other than that, it's throw, Throw, THROW! If the opponent is being all offensive and in-your-face, throw out a Crazy Train once in a while.

KIM

Ratio - 2

Special Moves

Crescent Moon Slice - QCB + Kick

Kim does a flip and drops his one leg on your head, ending in a split.

Flying Kick - QCF + Kick While in the air

Kim dives down and kicks the enemy in the head repeatedly.

Flying Slice - Charge Down, Up + Kick

Kim does a jumping backflip kick. After the Roundhouse version, you can press Down + B for an additional hit.

Spirit of Conquest Kick - Down, Down + Kick

Kim stomps one foot in front of him. Cancels ground-based projectiles.

*Phoenix Flattener - QCB, diagonally Down & Back, Forward + Kick

Kim jumps forward at the enemy. If it connects, he does a series of kicks ending in a Flying Slice.

*Super Phoenix Kick - QCF, HCB + Kick while in air

Kim dives down at the enemy. If it connects, he does a super Flying Kick, and then he spins his body with his foot out for a bunch of hits.

Colors:

X: White uniform with blue edges.

Y: Black uniform with red edges, darker skin.

A: Red uniform with black edges.

B: Blue uniform with white edges.

X + Y: Black uniform with yellow edges. (SECRET COLOR)

A + B: Yellow uniform with gray edges. (SECRET COLOR)

X + A: Light blue uniform with white edges. (SECRET COLOR)

Y + B: White uniform with green edges, darker skin. (SECRET COLOR)

General Strategy:

Crescent Moon Slice is an overhead, turtles beware! Flying Kick is quick, does good chip damage, and is hard to counter or punish, USE IT! Flying Slice is your anti-air move, every time the Roundhouse version is used GET THE EXTRA HIT! Spirit of Conquest Kick is tough to use, even tougher to master. It doesn't do good damage, and has nearly no range, but it does snuff ground based projectiles, and it looks cool. Phoenix Flattener has an invincibility window, use it against an in-your-face player during an attack, or use it to go through a projectile, either way, it hits. Throw out a Super Phoenix Kick against an opponent who expects a Flying Kick and has an anti-air prepared. Yours probably has higher priority.

EX KIM

Ratio - 2

Special Moves

Crescent Moon Slice - QCB + Kick

Kim does a flip and drops his one leg on your head, ending in a split.

Flying Kick - QCF + Kick While in the air

Kim dives down and kicks the enemy in the head repeatedly.

Sand Blaster - Charge Down, Up + Kick

Kim does a jumping backflip kick.

Spirit of Conquest Kick - Down, Down + Kick

Kim stomps one foot in front of him. Cancels ground-based projectiles.

*Phoenix Flattener - QCB, diagonally Down & Back, Forward + Kick

Kim jumps forward at the enemy. If it connects, he does a series of kicks ending in a Sand Blaster.

*Phoenix Kick Tornado - QCF x 2 + Kick

Kim does one kick aimed almost straight up. GREAT DAMAGE!

Colors:

X: White uniform with blue edges.

Y: Black uniform with red edges, darker skin.

A: Red uniform with black edges.

B: Blue uniform with white edges.

X + Y: Black uniform with yellow edges. (SECRET COLOR)

A + B: Yellow uniform with gray edges. (SECRET COLOR)

X + A: Light blue uniform with white edges. (SECRET COLOR)

Y + B: White uniform with green edges, darker skin. (SECRET COLOR)

General Strategy:

Crescent Moon Slice is an overhead, turtlers beware! Flying Kick is quick, does good chip damage, and is hard to counter or punish, USE IT! Sand Blaster is your anti-air move. Spirit of Conquest Kick is tough to use, even tougher to master. It doesn't do good damage, and has nearly no range, but it does snuff ground based projectiles, and it looks cool. Phoenix Flattener has an invincibility window, use it against an in-your-face player during an attack, or use it to go through a projectile, either way, it hits. But the only Super Combo you should use is Phoenix Kick Tornado! Why? I'll tell you why... because it is fast, one hit, does tons of damage, has an invincibility window, aimed up for anti-air but can hit people next to you as well and will mostly net you an S when used as a counter. 'Nuff said, eh?

RYO

Ratio - 2

Special Moves

Tiger Flame Punch - QCF + Punch

Ryo throws a fireball. May be done in the air.

Koho - ZMF + Punch

Ryo does a jumping uppercut.

Lightning Legs Knockout Kick - Charge diagonally Down & Back, Forward + Kick

Ryo jumps straight across the screen with a kick, and if it connects, does a second kick that drops the enemy.

Zan Retsu Ken - Forward, Back, Forward + Punch

Ryo throws a bunch of punches.

*Haoh Sho Koh Ken - Forward, HCF + Punch

Ryo throws a HUGE fireball.

*Ryuko Ranbu - QCF, HCB + Punch

Ryo jumps forward at the enemy. If he connects, he does a big combo, ending with a Koho.

Colors:

X: Orange gi.

Y: White gi.

A: Blue gi.

B: Brown gi.

X + Y: Green gi. (SECRET COLOR)

A + B: Red gi. (SECRET COLOR)

X + A: Bright red gi. (SECRET COLOR)

Y + B: Yellow gi. (SECRET COLOR)

General Strategy:

SNK's ripoff of Dan (I know the whole story, don't e-mail me telling me I'm wrong, take a joke ^_^) Tiger Flame Punch is a fireball... Koho is an anti-air move, and a good one! Lightning Legs Knockout Kick should only be used to punish, or to throw out once in a great while. Zan Retsu Ken is fast and has good priority. Ryuko Ranbu has an invincibility window, use it against an up-close-and-personal fighter during one of their moves, or to go through a projectile. Haoh Sho Koh Ken is used to show people what a REAL Super Fireball looks like... heehee...

EX RYO

Ratio - 2

Special Moves

Tiger Flame Punch - QCF + Punch

Ryo throws a punch with an energy-charged fist.

Koho - ZMF + Punch

Ryo does a jumping uppercut.

Kyoku Gen Kick Dance - HCB + Punch

Ryo does a few PUNCHES, and then ends with a Koho. NO KICKS!!!!

Lightning Legs Knockout Kick - Charge diagonally Down & Back, Forward + Kick

Ryo jumps straight across the screen with a kick, and if it connects, does a second kick that drops the enemy.

Crazy Tiger Thunder Attack - ZMB + Punch

Ryo jumps toward the opponent and lands doing a karate chop.

*Haoh Sho Koh Ken - Forward, HCF + Punch

Ryo throws a HUGE fireball.

*Ryuko Ranbu - QCF, HCB + Punch

Ryo jumps forward at the enemy. If he connects, he does a big combo, ending with a Koho.

***Tenchi Haohken - QCF x 2 + Punch

Ryo does a straight punch. INSANE DAMAGE!!

Colors:

X: Orange gi.

Y: White gi.

A: Blue gi.

B: Brown gi.

X + Y: Green gi. (SECRET COLOR)

A + B: Red gi. (SECRET COLOR)

X + A: Bright red gi. (SECRET COLOR)

Y + B: Yellow gi. (SECRET COLOR)

General Strategy:

Tiger Flame Punch (GADOKEN!!!!) should be used in place of Fierce punch. Koho is your anti-air, and a damn good one. Kyoku Gen Kick Dance (you know, the one with NO KICKS in it?? ^_^) is a good ground combo, throw it out once in a while instead of jabs. Crazy Tiger Thunder Attack is an overhead, turtles beware! Ryuko Ranbu has an invincibility window, use it against an up-close-and-personal fighter during one of their moves, or to go through a projectile. Haoh Sho Koh Ken is used to show people what a REAL Super Fireball looks like. But none of that matters, because the only combo you need is the Tenchi Haohken! Why? I'll tell you why, it is a quick, one hit move with insane damage. Not to mention it has an invincibility window too and will probably beat anyone you use it on (by the time you work up to Level 3 or MAX, they should be weak enough) and if it countered, it's an S!

NAKORURU (SECRET CHARACTER)

Ratio - 2

Special Moves

Annu Mutsube - Back, diagonally Down & Back, Down + Punch

Nakoruru slides across the ground with her tanto out. Goes under most projectiles.

Lela Mutsube - QCF + Punch

Nakoruru flies into the air at a 45° angle with her tanto out.

Amube Yatoro - HCB + Punch

Nakoruru points and Mamahaha (her bird) flies downward on fire.

Shichikapu Etu Brute - HCF + Kick

Nakoruru points and Mamahaha dives down and hits the enemy, then floats around and comes down for a second attack.

Mamahaha Grab - QCB + Kick

Nakoruru grabs ahold of Mamahaha's talons.

Mamahaha Slash - After Mamahaha Grab, X, Y or A

Nakoruru slashes with her Tanto while holding onto Mamahaha.

Mamahaha Release - After Mamahaha Grab, B

Nakoruru lets go of Mamahaha.

Shichikapu Ai - After Mamahaha Grab, QCF + Punch

Nakoruru lets go of Mamahaha, who flies downward on fire.

Kamui Mutsube - After Mamahaha Grab, QCB + Punch

Nakoruru lets go of Mamahaha and flies downward with her Tanto out.

*Shichikapu Kamui Irushika - HCB x 2 + Punch

Nakoruru points and Mamahaha hovers right behind her, then flies forward at the enemy at incredible speed.

***Shirikoro Kamui Nomi - QCF x 2 + Kick

Nakoruru begins to pray and a light envelops her. During this time she begins to regain health. You can cancel this move by pressing all 4 attack buttons.

Colors:

X: Red edges + bow + shoes, gray hair + underclothes.

Y: Purple edges + bow + shoes, black hair + underclothes.

A: Yellow edges + bow + shoes, black hair + underclothes.

B: Blue edges + bow + shoes, black hair + underclothes.

X + Y: Dark green edges + bow + shoes, gray hair + underclothes. (SECRET COLOR)

A + B: Pink edges + bow + shoes, gray hair + underclothes (SECRET COLOR)

X + A: Gray edges + bow + shoes, black hair + underclothes. (SECRET COLOR)

Y + B: Skin-tone edges + bow + shoes, black hair + underclothes. (SECRET COLOR)

General Strategy:

Annu Mutsube is used to punish air fireball throwers. (Ryu, Guile...) Lela Mutsube is an anti-air. Amube Yatoro can be used to hit a ground based fireballer to trade hits. (Iori, Terry...) The Mamahaha Grab and it's attacks during which, are deathly confusing if you can master them.

Shichikapu Kamui Irushika should be used against anyone using a projectile or any Super Combo when at least half a screen away, Mamahaha will hit before they reach you. And if you are weak, do an Annu Mutsube and as soon as it connects and you get up, start the Shirikoro Kamui Nomi (if you have the energy) but make sure you cancel in time, otherwise you could lose more health then you regained.

YAMAZAKI

Ratio - 3

Special Moves

Hydra's Judgement - ZMF + Punch

Yamazaki moves forward while slashing with the knife in his pocket.

Serpent Slash (Upper) - QCB + X

Yamazaki will hang his hand down, and then swing it so fast it is a blur upward. You can charge this move to delay the startup.

Serpent Slash (Middle) - QCB + Y

Yamazaki will hang his hand down, and then swing it so fast it is a blur straight. You can charge this move to delay the startup.

Serpent Slash (Lower) - QCB + A

Yamazaki will hang his hand down, and then swing it so fast it is a blur downward. You can charge this move to delay the startup.

Serpent's Feint - While delaying Serpent Slash, B

Yamazaki, while hanging his hand down, lifts it up and rubs his neck.

Taunt & Counter - HCF + Kick

Yamazaki will bend over and make a silly face. If he is hit by a physical attack, he automatically counters it.

Double Return - QCF + Punch

Yamazaki's hand is purple and he swings it upward. If done to a projectile, he will counter the projectile and send a rather large purple one back at the opponent.

Poison Tentacles - ZMB + Punch

Yamazaki reaches his hand back and sticks his tongue out. Then he swings forward and will punch right through the opponent's chest. You can charge this move to delay the startup.

Flight of Tempering - ZMF + Kick

Yamazaki lifts his one leg straight up, and then drops it on the opponent.

*Guillotine - Forward, HCF + Punch

Yamazaki jumps at the opponent, grabbing them and dragging them across the ground, then stomps on them a lot and kicks them.

*Drill - 360° Motion + Punch

Yamazaki knocks the opponent into the air, and then on the way down does a combo to them. The more you push the punch buttons when the opponent is in the air, the more chance of Yamazaki doing a different combo.

Colors:

X: Gray suit, blonde hair.

Y: Blue suit, white hair.

A: Pinkish suit, pink hair.

B: Yellow suit, gray hair.

X + Y: Light brown suit, blonde hair. (SECRET COLOR)

A + B: Red suit, gray hair. (SECRET COLOR)

X + A: Purple suit, blonde hair. (SECRET COLOR)

Y + B: Brown suit, white hair. (SECRET COLOR)

General Strategy:

Flight of Tempering is an overhead. Double Return should be used against all projectiles, you'll avoid the projectile and at least force them to block one. Taunt & Counter should be used against very physical fighters, throwing this out at random might cause the opponent to miss the activation of the move and hit you, netting you a counter. Serpent Slashes should be used all the time, and mix them up, you will confuse them easily. Also, Hydra's Judgement is okay to substitute a ground combo with, but don't make a habit of it. Guillotine has a long range and can be used as anti-air or ground to ground. Drill is unblockable, and can do lots of damage. Have fun...

EX YAMAZAKI

Ratio - 3

Special Moves

Hydra's Judgement - ZMF + Punch

Yamazaki moves forward while slashing with the knife in his pocket.

Serpent Slash (Upper) - QCB + X

Yamazaki will hang his hand down, and then swing it so fast it is a blur upward. You can charge this move to delay the startup.

Serpent Slash (Middle) - QCB + Y

Yamazaki will hang his hand down, and then swing it so fast it is a blur straight. You can charge this move to delay the startup.

Serpent Slash (Lower) - QCB + A

Yamazaki will hang his hand down, and then swing it so fast it is a blur downward. You can charge this move to delay the startup.

Serpent's Feint - While delaying Serpent Slash, B

Yamazaki, while hanging his hand down, lifts it up and rubs his neck.

Taunt & Counter - HCF + Kick

Yamazaki will bend over and make a silly face. If he is hit by a physical attack, he automatically counters it.

Double Return - QCF + Punch

Yamazaki's hand is purple and he swings it upward. If done to a projectile, he will counter the projectile and send a rather large

purple one back at the opponent.

Bomb Bopper - HCB, Forward + Punch

Yamazaki grabs the opponent and slams his head into theirs, causing an explosion

Sand Scattering - ZMF + Kick

Yamazaki does a short kick that kicks up sand.

*Guillotine - QCF x 2 + Punch

Yamazaki jumps at the opponent, grabbing them and dragging them across the ground, then stomps on them a lot and kicks them.

*Drill - HCB x 2 + Punch

Yamazaki knocks the opponent into the air, and then on the way down does a combo to them. The more you push the punch buttons when the opponent is in the air, the more chance of Yamazaki doing a different combo.

Colors:

X: Gray suit, blonde hair.

Y: Blue suit, white hair.

A: Pinkish suit, pink hair.

B: Yellow suit, gray hair.

X + Y: Light brown suit, blonde hair. (SECRET COLOR)

A + B: Red suit, gray hair. (SECRET COLOR)

X + A: Purple suit, blonde hair. (SECRET COLOR)

Y + B: Brown suit, white hair. (SECRET COLOR)

General Strategy:

Double Return should be used against all projectiles, you'll avoid the projectile and at least force them to block one. Taunt & Counter should be used against very physical fighters, throwing this out at random might cause the opponent to miss the activation of the move and hit you, netting you a counter. Serpent Slashes should be used all the time, and mix them up, you will confuse them easily. Also, Hydra's Judgement is okay to substitute a ground combo with, but don't make a habit of it. Bomb Bopper is a normal command throw, use it as such. Sand Scattering is not worth doing, it has no reach and no good qualities. Before, in KOF, the sand would kick up to Yamazaki's head and go out farther. Also, the sand would do damage as well, not just the foot, plus there was more reel time. Oh well... Finally, Guillotine has a long range and can be used as anti-air or ground to ground. Drill is unblockable, and can do lots of damage.

RUGAL

Ratio - 3

Special Moves

Wind Slice - QCF + Punch

Rugal swings his hand and a blue wave travels across the ground at the opponent.

Kaiser Wave - Forward, HCF + Punch

Rugal reaches his hand back, then swings them forward and throws a HUGE fireball. You can charge for more damage.

Super Press - HCB + Punch

Rugal grabs the enemy and slams them against the side of the level.

Dark Barrier - HCF + Kick

Rugal makes a green barrier that deflects most projectiles.

Destroyer Cutter - ZMF + Kick

Rugal jumps into the air, kicking his leg upward.

*Gigantic Pressure - QCF, HCB + Punch

Rugal grabs the enemy and does a bunch of super Super Presses.

*Total Annihilation - QCF x 2 + Kick

Rugal does a kick combo ending in a Destroyer Cutter.

Colors:

X: Reddish + brown suit.

Y: Dark red + brown suit.

A: Light + dark blue suit.

B: White + black suit.

X + Y: Gray + black suit. (SECRET COLOR)

A + B: Yellow + brown suit. (SECRET COLOR)

X + A: Teal + dark blue suit. (SECRET COLOR)

Y + B: Gray + black suit. (SECRET COLOR)

General Strategy:

Wind Slice is your normal ground projectile. Kiser Wave however, is the GOD of projectiles! Of course, he ripped this move from Wolfgang Krauser, but oh well. Charging it can net from 1 to 3 hits. And yes, if you try to stop it with a 2 hit fireball, (Akuma's Shakunetsu Hadouken) the 2 hit one will get countered, but the 3 hit will continue for one hit! Anyway... Destroyer Cutter is THE anti-air move, and Dark Barrier should be used against all projectiles save Super Combos. Super Presses should be used sparingly, and only when there is startup or ending delay. Same goes for Gigantic Pressure. Total Annihilation should be used... well, anytime... ^_^ if the opponent is doing a move next to you, they'll be hit by this. If they are jumping in, they'll get smacked a bit. And it's pretty safe to do, only a quick person can punish you big, otherwise, you may get a Jab x 2, Fierce Punch combo... not too bad.

EX RUGAL

Ratio - 3

Special Moves

Dark Smash - QCF + Punch

Rugal creates a barrier around him, and then dashes forward with an energy-charged fist. This move may be done in the air.

Rugal Execution - HCB + Punch

Rugal dashes forward and grabs the enemy. Then lifts them into the air by their neck and shocks them with energy. Then throws them.

Dark Barrier - HCF + Kick

Rugal makes a green barrier that deflects most projectiles.

Destroyer Cutter - ZMF + Kick

Rugal jumps into the air, kicking his leg upward.

*Gigantic Pressure - QCF, HCB + Punch

Rugal grabs the enemy and does a bunch of super Super Presses.

*Total Annihilation - QCF x 2 + Kick

Rugal does a kick combo ending in a Destroyer Cutter.

Colors:

X: Reddish + brown suit.

Y: Dark red + brown suit.

A: Light + dark blue suit.

B: White + black suit.

X + Y: Gray + black suit. (SECRET COLOR)

A + B: Yellow + brown suit. (SECRET COLOR)

X + A: Teal + dark blue suit. (SECRET COLOR)

Y + B: Gray + black suit. (SECRET COLOR)

General Strategy:

Rugal is safe from all physical attacks during Dark Smash except a few frames between the barrier and the charging fist. Destroyer Cutter is THE anti-air move, and Dark Barrier should be used against all projectiles save Super Combos. Gigantic Pressure should be used sparingly, and only when there is startup or ending delay from the opponents move, or to punish a whiffed move. Total Annihilation should be used... well, anytime... ^_^ if the opponent is doing a move next to you, they'll be hit by this. If they are jumping in, they'll get smacked a bit. And it's pretty safe to do, only a quick person can punish you big, otherwise, you may get a Jab x 2, Fierce Punch combo... not too bad.

GEESE

Ratio - 3

Special Moves

Wind Slice - QCF + X

Geese swings his hand and a blue wave travels across the ground at the enemy.

Double Wind Slice - QCF + Y

Geese swings his hand twice and an even larger blue wave travels across the ground at the enemy.

Gale Slash - QCB + Punch when in the air

Geese throws a blue fireball downward.

Upper Body Blow - HCB + X

Geese gets in a defensive stance. Any attacks from above he will instantly stop and counter by slamming the enemy into the ground.

Middle Body Blow - HCB + Y

Geese gets into a defensive stance. Any attacks from in front of him he will instantly stop and counter by knocking the enemy off their feet and hitting them across the room.

Lower Body Blow - HCB + A

Geese gets into a defensive stance. Any lower attacks he will instantly stop and counter by knocking the enemy off their feet and hitting them across the room.

*Raising Storm - diagonally Down & Back, HCB, diagonally Down & Forward + Punch

Geese strikes the ground and waves of energy come forth in a circle around him.

***Deadly Rave - HCB, Forward + A, X, X, A, A, Y, Y, B, B, QCB + Y

Geese will do a kick and then will do a corresponding attack each time you push the next button in the sequence. If you mess up the sequence, the move ends.

Colors:

X: White shirt, red skirt.

Y: Black shirt, purple skirt.

A: White shirt, black skirt.

B: Yellow shirt, dark green skirt.

X + Y: Gray shirt, red skirt. (SECRET COLOR)

A + B: Green shirt, dark green skirt. (SECRET COLOR)

X + A: Bluish shirt, dark blue skirt. (SECRET COLOR)

Y + B: White shirt + skirt.

General Strategy:

Wind Slice is a typical ground based fireball. Double Wind Slice is a bit different, used up close, the first swing will hit, then the fireball will too. The first swing can also be used to counter a jump-in, and the Double Wind Slice cannot be countered by normal projectiles. (?) Gale Slash should be used to stop an anti-air attempt. The Body Blows should ALWAYS be used. MASTER THEM! The ability to do the correct one at the correct time will make you a master. A proper Body Blow will counter ANY PHYSICAL MOVES THAT HIT! (Yes, a punch, a kick, a Ryuko Ranbu, a Burning Knuckles, a Super Phoenix Kick... anything!) Grabs will connect, as will projectiles, but that's why you have Wind Slices, silly! Raising Storm is used as anti-air, and you'll be happy as a pig in slop when you do it to a jump-in, the damage is sooo worthwhile. And Deadly Rave is used for one reason only... SHOWING OFF! Or to tack on the end of a ground combo, if you're good.

EX GEESE

Ratio - 3

Special Moves

Wind Slice - QCF + X

Geese swings his hand and cuts the wind.

Double Wind Slice - QCF + Y

Same as Wind Slice, but he swings twice.

Upper Body Blow - HCB + X

Geese gets in a defensive stance. Any attacks from above he will instantly stop and counter by slamming the enemy into the ground.

Middle Body Blow - HCB + Y

Geese gets into a defensive stance. Any attacks from in front of him he will instantly stop and counter by knocking the enemy off their feet and hitting them across the room.

Evil Shadow Smasher - HCB + Kick

Geese charges forward. If he connects, he does two attacks and a palm strike.

*Raising Storm - diagonally Down & Back, HCB, diagonally Down & Forward + Punch

Geese strikes the ground and waves of energy come forth in a circle around him.

***Deadly Rave - HCB, Forward + A, X, X, A, A, Y, Y, B, B, QCB + Y

Geese will do a kick and then will do a corresponding attack each time you push the next button in the sequence. If you mess up the sequence, the move ends.

Colors:

X: White shirt, red skirt.

Y: Black shirt, purple skirt.

A: White shirt, black skirt.

B: Yellow shirt, dark green skirt.

X + Y: Gray shirt, red skirt. (SECRET COLOR)

A + B: Green shirt, dark green skirt. (SECRET COLOR)

X + A: Bluish shirt, dark blue skirt. (SECRET COLOR)

Y + B: White shirt + skirt.

General Strategy:

Evil Shadow Smasher can be used in place of a ground combo, but once in a while. Wind Slice is used in place of a Fierce Punch, whereas Double Wind Slice can be used the same way or as an anti-air move. The Body Blows should be used. MASTER THEM! If you get them down, the opponent will start to use lower attacks against you, allowing you an ample opportunity to connect with a Deadly Rave and show off. Raising Storm is your main anti-air, and you won't be able to contain that grin when you do it. Go for it!

SECRET FACTORS

There are many Secret Factors in the game, which must be "bought" with Vs. Points. These are acquired either by playing the game (duh) or trading information with SNK Vs. Capcom: Match of the Millennium for the Neo-Geo Pocket Color portable gaming system.™

I'm not sure exactly how the Vs. Point system works. I DO know however that the game will accrue 10 Vs. points for every minute the game is on in Training Mode, and will gain 10 Vs. points for every battle fought in Versus Mode (I believe...). Anyway, on with the Secret Factors!

1. Extra Colors (Ryu) - 200 Vs.
2. Extra Colors (Ken) - 200 Vs.
3. Extra Colors (Chun-Li) - 200 Vs.
4. Extra Colors (Guile) - 200 Vs.
5. Extra Colors (Zangief) - 200 Vs.
6. Extra Colors (Dhalsim) - 200 Vs.
7. Extra Colors (E. Honda) - 200 Vs.
8. Extra Colors (Blanka) - 200 Vs.
9. Extra Colors (Balrog) - 200 Vs.
10. Extra Colors (Vega) - 200 Vs.
11. Extra Colors (Sagat) - 200 Vs.

12. Extra Colors (M. Bison) - 200 Vs.
13. Extra Colors (Cammy) - 200 Vs.
14. Extra Colors (Sakura) - 200 Vs.
15. Extra Colors (Kyo) - 200 Vs.
16. Extra Colors (Iori) - 200 Vs.
17. Extra Colors (Terry) - 200 Vs.
18. Extra Colors (Ryo) - 200 Vs.
19. Extra Colors (Mai) - 200 Vs.
20. Extra Colors (Kim) - 200 Vs.
21. Extra Colors (Geese) - 200 Vs.
22. Extra Colors (Yamazaki) - 200 Vs.
23. Extra Colors (Raiden) - 200 Vs.
24. Extra Colors (Rugal) - 200 Vs.
25. Extra Colors (Vice) - 200 Vs.
26. Extra Colors (Benimaru) - 200 Vs.
27. Extra Colors (Yuri) - 200 Vs.
28. Extra Colors (King) - 200 Vs.
29. Extra Colors (EX Ryu) - 200 Vs.
30. Extra Colors (EX Iori) - 200 Vs.
31. Extra Colors (Morrigan) - 200 Vs.
32. Extra Colors (Nakoruru) - 200 Vs.
33. Extra Colors (Akuma) - 200 Vs.
34. New Character (EX Ryu) - 7000 Vs.
35. EX Character (Ken) - 3000 Vs.
36. EX Character (Chun-Li) - 3000 Vs.
37. EX Character (Guile) - 3000 Vs.
38. EX Character (Zangief) - 3000 Vs.
39. EX Character (Dhalsim) - 2000 Vs.
40. EX Character (E. Honda) - 3000 Vs.
41. EX Character (Blanka) - 2000 Vs.
42. EX Character (Balrog) - 3000 Vs.
43. EX Character (Vega) - 4000 Vs.
44. EX Character (Sagat) - 4000 Vs.
45. EX Character (M. Bison) - 4000 Vs.
46. EX Character (Sakura) - 2000 Vs.
47. EX Character (Cammy) - 2000 Vs.
48. EX Character (Kyo) - 3000 Vs.
49. New Character (EX Iori) - 7000 Vs.
50. EX Character (Terry) - 3000 Vs.
51. EX Character (Ryo) - 3000 Vs.
52. EX Character (Mai) - 3000 Vs.
53. EX Character (Kim) - 3000 Vs.
54. EX Character (Geese) - 4000 Vs.
55. EX Character (Yamazaki) - 4000 Vs.
56. EX Character (Raiden) - 3000 Vs.
57. EX Character (Rugal) - 4000 Vs.
58. EX Character (Vice) - 2000 Vs.
59. EX Character (Benimaru) - 2000 Vs.
60. EX Character (Yuri) - 2000 Vs.
61. EX Character (King) - 2000 Vs.
62. The Strongest Challenger - 500 Vs.
63. Challenger From The Dark Realm - 700 Vs.
64. Messenger Of Nature - 700 Vs.
65. Extra Stage (M. Bison) - 1000 Vs.
66. Extra Stage (Geese) - 1000 Vs.
67. Extra Stage (Morrigan) - 1200 Vs.
68. Extra Stage (Nakoruru) - 1200 Vs.
69. Extra Stage (Akuma) - 1500 Vs.
70. Extra Stage (Secret) - 1500 Vs.
71. Pair Match Mode - 1800 Vs.

- 72. Character Ratio Selection - 1500 Vs.
- 73. Original Music - 2000 Vs.
- 74. New Character (Morrigan) - 8000 Vs.
- 75. New Character (Nakoruru) - 8000 Vs.
- 76. New Character (Akuma) - 9500 Vs.
- 77. Run & Dash - 2300 Vs.

To get the secrets available, you must do the following:

For secrets 1 to 33, simply beat the game with that character.

For secrets 34 to 61, you must beat the game with that character, using their groove.

Secret 62 is unlocked the first time you beat the game.*

Secret 63 is unlocked when the game is defeated with all Capcom characters.**

Secret 64 is unlocked upon completion of the game by all SNK characters.**

For secrets 65 to 69, just defeat the character from that stage.

Secret 70 becomes available when Sagat's stage randomly turns into this one. (It will occur randomly, chances of it happening increase with each secret bought)

Secret 71 is unlocked when you defeat Morrigan and Nakoruru. (CPU versions)

Secret 72 is unlocked after defeating Akuma. (CPU version)

Secret 73 is unlocked after defeating Pair Match Mode. (May need to be done multiple times)

Secret 74 is obtained after purchasing all Capcom EX characters and defeating CPU Morrigan.

Secret 75 is obtained after purchasing all SNK EX characters and defeating CPU Nakoruru.

Secret 76 is obtained after purchasing Morrigan and Nakoruru and defeating CPU Akuma.

Secret 77 is available after purchasing certain Secret Factors. (Usually after all characters are bought and either Character Ratio Selection or Original Music is purchased)

* To fight CPU Akuma, you must not lose a character, and you must reach the last boss with at least 80 Groove Points. I believe you may have to do some Super Combo finishes, but I am not sure.

** To fight Morrigan and Nakoruru, you must defeat the first three matches without losing a character and you must have at least 60 Groove Points.

The Original Music secret will unlock the original music option in the Game Option menu. If you choose original version music, you will be treated with re-made versions of classic songs, such as the Street Fighter II intro theme and Fatal Fury 1's Pao Pao Café theme! (Richard Meyer's theme)

The Run & Dash secret will unlock the two options in Game Option (Run and Dash, respectively ^_^) Dash is the Game default, and is on from the start, however if you turn the Run option on, tapping the controller forward twice doesn't do anything much, but if you hold the control pad down after the second tap your character will run across the screen.

MISCELLANEOUS

There are many little tidbits of info that are in this game that don't fit into any other section... that's why this one is here! Anyway, I'll begin with the little info I can give for my mediocre experience. ^_^

IMO, the best way to get Vs. Points is in one of two ways:

1. If you don't have a powerhouse character (EX Ryu, EX Iori, Akuma) simply leave Training mode on and after 100 minutes, exit training mode, then re-enter. (10 Vs./min. x 100 mins. = 999 Vs. (the

MAX))) I recommend only doing this at most 3 times in a row, then allowing your DC to cool down for at least an hour.

2. Using a powerhouse, set damage to the highest level, timer to 999 difficulty to lowest level, and Super Combo to MAX. Then simply breeze through the game with no worries. If you bought Pair Match Mode, then just pick 2 powerhouses! ^_^

Next I will list the special introductions found in the game:

1. Benimaru vs. females: Benimaru's hair is down and he blows them a kiss while saying: "Ikuze, baby!" (Let's go, baby!), then flings his hair up into the normal style.

2. Benimaru vs. Kyo: Goro Daimon will watch from the background, doesn't work on all stages.

3. Geese vs. M. Bison: Geese performs a Double Wind Slice which knocks M. Bison's cape off as he laughs.

4. Iori vs. Kyo: Kyo raises his flaming hand and says: "Honoo ga, omae wo yonderuze!" (My flames beckon you!) and Iori raises his flaming hand in reply, saying: "Nara moetsukiro, isagi yoku na." (Then burn out gracefully.) Then they clench their fists, extinguishing the flames. Kyo then says: "Ikuze!" (Let's go!)

5. Iori vs. M. Bison: M. Bison says: "Sono kubi ka kiru." (I will cut your neck.) Iori then faces Bison and throws a Dark Thrust saying: "Doushita?" (What's wrong?) Bison then jumps over the Dark Thrust. Iori then says: "Sugu raku ni shite yaru." (I will make this quick and easy.)

6. Ken vs. Terry: Ken picks up Terry's hat and tosses it to him while saying: "Sora yo!" (Here!). Terry catches it and puts it on.

7. Mai vs. Chun-Li: Mai is wearing a Chun-Li dress, then rips it off and says: "Kakatte rasshai!" (Bring it on!).

8. Ryu vs. Ken: They tap fists.

9. Ryu vs. Ryo: They both jump back from the center of the screen and prepare to fight. (This was how the fights begin in Art of Fighting. ^_^)

10. Ryu vs. Sagat: Sagat's scar glows and he holds it and sneers.

11. Rugal vs. Guile: Rugal has his Guile statue from King of Fighters '94 and says: "Kimi no shini basho wa koko da." (Your dying place will be here.) Guile replies by slicing the statue in half with a Sonic Boom, then Rugal finishes the job with a Wind Slice.

12. Rugal vs. M. Bison: Rugal stands with his black panther and says: "Sono chikara mo watashi ga torikonde kuru" (I will seize your power.)

13. Rugal vs. Vice: Mature is standing with Vice, she then bows and leaves as Vice says: "Aisatsu wa nuki da yo! Yaro ka!" (I am not going to greet you! Let's do it!).

14. Terry vs. Geese: Terry clenches his fist and shakes it violently saying: "GEESE!!!!"

15. Terry vs. Yamazaki: Yamazaki throws a dagger to Terry's feet, saying: "Andi da tsukae yo!" (Andy use this!) Terry punches the knife and breaks it, then assumes his fighting stance. Yamazaki then says: "Koukai suruzo kora!" (You'll regret that!)

16. Ryu vs. Kyo: Kyo throws a jet of flame past Ryu's face saying: "Kono teidoja doujininai kara. Honki de ikuze!" (So you aren't impressed by this. I'll fight at full force!) As this is said, Kyo and Ryu both assume fighting positions.

17. Vice vs. Cammy: Vice says: "Anta no himei kikase temorau wa!" (I will hear you scream!)

18. Vice vs. EX Ryu: Vice says a lot of stuff, then assumes her fighting stance, whereas EX Ryu just goes into his stance.

19. Yamazaki vs. Chun-Li: Hon Fu from Fatal Fury 3 jumps in front

of Chun-Li calling her name. Yamazaki smacks him and he runs away.

20. Yuri vs. Ryo: Yuri spins and points at Ryo saying: "Oni-chan, kakugo suruchi!" (Brother, prepare yourself!) Ryo covers his face.

21. Yuri vs. Sakura: Yuri is sitting down with her back to Sakura, then stands and turns to her. While doing so, she points and says: "Osu!" (it's a traditional greeting). Sakura then bows and says: "Kochirakoso wa, yoroshiku onegaishimasu!" (It is I who should greet you, please be nice to me!)

22. Zangief vs. Raiden: They are in the middle of a grapple. Raiden says: "You're dead meat!" then they jump into fighting stance.

23. King vs. Sagat: King says: "Aite ni naru wa." (I will be your opponent)

24. Kim vs. evil characters: Kim has his back to the screen, then turns to the character and says: "Aku wa yurusan!" (Evil cannot be forgiven!)

25. Kim vs. Kim: They both do an axe kick and say: "Ikuzo!" (Let's go!)

26. Vega vs. female characters and Vega, Benimaru, M. Bison: Vega throws a rose and bows.

27. Vega vs. Raiden, Blanka, Dhalsim, Zangief: Vega shakes his head in pity.

Special ending poses:

1. Benimaru wins over Vega: Benimaru catches a rose and holds it up to his face.

2. Yamazaki wins over Chun-Li: A snake grabs Chun-Li while he laughs.

Known Glitches:

Below I will list some glitches I have found within this game. I will add more as I find them. Here they are! ^_^

1. Benimaru Glitch: Benimaru must perform a Level 1 Blast

Flash. (EX Benimaru can do a Level 1 Blast Flash or Blast Flash ((anti-air))) There are three frames of animation Benimaru goes through during these supers, the one he's in when it charges, a second one where his fist is extending, and the final one when his fist

is fully extended. For this glitch to work, Benimaru must be hit out of the second frame of animation. No other frame will work. You will know if the glitch worked after you are hit by attempting to do a

Lightning Fist (EX Benimaru can try a Lightning Fist or a Lightning Fist ((anti-air))) if it does not work, the glitch is in effect. To use the glitch, simply do either a Shinku Katategoma or a Drill Kick.

(EX Benimaru may also do a Forward + Short Kick attack) What happens next is the 'glitched' part...

Benimaru will do the attack you tell him to do, but the game will register it as if he did the Blast Flash that instant. You cannot see the Blast Flash, but your opponent can and usually will be hit by it. What makes this even better is the fact that if you perform the drill kick from high up, the game thinks you did the

Blast Flash from that high up. (EX Benimaru can even use a "stored" Blast Flash ((anti-air)) during a Drill Kick for an even HIGHER area of effect!) This glitch only works with the Level 1 versions, probably due to the fact that Benimaru has an invincibility window

during the others, which makes it impossible to hit

him out of the necessary frame of animation. Try to work the 'glitched' supers into chains. The game registers the super almost instantaneously, meaning it doesn't have the startup delay it used to... try it out and see!

2. Throw Glitch - This Glitch has a more practical usage and is easier to perform. First you must be in Capcom Groove. Then simply have the opponent block a move with Fierce Punch or Roundhouse Kick. (A Fierce or a Roundhouse, a special move using one of the two, or even Level 2 or 3 Super Combos using those buttons!) Then when you throw them, you will gain Super Meter equal to a Fierce Punch or Roundhouse kick instead of a throw. Here's the 'glitched' part. For all those throws with multiple hits (E. Honda's Bear Hug, Sakura's Neck Breaker, Dhalsim's Head Punch) you will receive the Fierce or Roundhouse Super Combo Meter for EACH HIT! MASH AWAY!!!

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