

# Capcom vs. SNK FAQ

by bahmat

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CAPCOM VS SNK: The Arcade FAQ

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Welcome, my loyal readers, to my 3rd FAQ in the Capcom Vs series, this time tackling the much awaited CAPCOM VS SNK game which promises to be an incredible hit (that is, unless it becomes just like Marvel Vs Capcom 2 which was absolutely pointless.) The changes in this game are many and very visible. One is the graphics which no longer have that cartoony look of the Marvel Vs Capcom series. Instead, Capcom and SNK have opted to use the SF3 graphics for this game. What you can expect is that all fighters have been translated into what they would look like in SF3, Capcom form, which kind of works well for the SNK side, since they lose their skinny-like appearance and look a bit....buffed (Yuri looks more impish and mischievous because of this, intensifying the blasted "younger-sister-who-constantly-gets-into-big-brother's-hairs-and-big-brother-can-do-nothing-about-it" look she's supposed to sport) and all of them have the fluid animation seen in Street Fighter 3: Third Strike. (heh. Vega don't look too buffed now, eh? He's gone back to being skinny, not the way he was waaaaaay back in SF2, but thin. Let's just say thin.) Between you and me, I think this game should be called Street Fighter Vs King Of Fighters. If this were really Capcom Vs Snk, where are the other Capcom fighters such as Captain Commando, Morrigan, and Hayato? In SNK's case, where are the people from Samurai Shodown, Kizuna Encounter, Last Blade, Aggressor's of Dark Kombat and World Heroes? Sheesh. Capcom Vs Snk? You gotta be kidding, right? Oh well. It makes for a great game anyways. I like the techno voice of the game, though. Really all future-y like. As usual, I will allow anyone to copy my FAQs for whatever purposes it may serve. Hell, have a blast! All I ask is that if anyone of you plan to use this FAQ as a part of your magazine, site, or whatever, please have the decency to give credit where credit is due and do not, I repeat, DO NOT, change anything on this FAQ without my permission. If you find anything on it offensive but are too lazy to ask permission to edit it, then don't print it. Simple as that. Okay with that out of the way, let's get ready to enter the realm of the gods of the fighting game scene. Let the games begin!

Table Of Contents

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1. Gameplay
2. Terminology
3. Capcom Side
4. SNK Side
5. Acknowledgements

## 1. GAMEPLAY

As most of you already know, the gameplay here is NOT like any of the Capcom Vs series anymore. So don't expect cheap beam projectiles (pay attention, Megaman and Ironman users), mega-humondo eye pleasing Supers, Launcher-Aerial Rave button combos, and quick-link Super combos (qcf+PP). This time, they've gone strictly back to basics, the tried and true method of how Street Fighter has been played. So if you want to survive in this game, you have to learn to play like you once did in SF3 or SFA3. Also, don't expect Tag-in and Outs like in the other series. This time, the tag method is sort of like a combination of Rival Schools in which you get to choose who goes first when you start the game with joystick instead of pressing all three buttons since the computer prompts you to choose, and King Of Fighters because in order to use your next character, your current fighter must be defeated. Put simply, the fighter you're using first must bite the dust in order for the next character to come in and seek some well meant revenge. Yes. It's that difficult again for players like me who have found the Marvel Vs Capcom system comfortable to play with. But hey. If the great players can do it, so can you. What're ya? Chicken? With the SNK fighters, no need to worry. They still play like they do in the KOF series. So fans of KOF should have no problem making the switch from KOF to Capcom Vs SNK. Play like you always did. Anti-air moves have also retained their former glory, because you CANNOT, by any stretch of the imagination, block anything while jumping in the air, just like in Street Fighter 3 and the old SF series.

Another aspect of Capcom Vs. SNK is the return of the Guard Break from Street Fighter Alpha 3.

You know, the one thing in SFA3 which prevents fighters from wasting an entire round blocking an opponent's attacks, because the more you whale away on you blocking opponent, sooner or later, you'll finally break through his/her block stance.

With that out of the way, let's move on to the buttons.

The gamemakers have decided to go with the 4 - button configuration in order to make it easier for the SNK fighters and to accommodate players who are already used to MVC2 controls.

A - WP	B - HP
C - WK	D - HK

Just as the MVC2 game, do not expect Easy modes here. In fact don't expect any modes which will affect the difficulty at all. There are only two modes to choose from and they've been given the title "Groove" (for some reason which I fail to understand. Groove? GROOVE?!) and these are divided into 2. These are:

<=====>  
Capcom Groove  
=====

In this mode, the players get three bars of Supers which can only be replenished by attacking (duh) your opponents the old fashioned way. For those who favor the Street Fighter version or are more comfortable with the Capcom Super Meter than the SNK meter, then this is the one for them to use. WP/WK Supers will use one Level of Super Meter, HP/HK Supers will use two Levels, WP+HP/WK+HK Supers will, of course, take out all three meters. Time to budget.

SNK Groove  
=====

In this mode you get only one Super Meter and you can charge up your fighters' Super Meters by pressing and holding HP+HK. No need to pummel someone. Just stand back and charge up. Also, if you get down to about 25-10% of health and your life bar starts flashing, you can pull off devastating Desperation Combos which can do a hellualot of damage. Also, Super Desperation combos, the game's deadliest weapon, can be done when the life bar flashes red and the Super Meter is full as well.

<=====>

Both Grooves have both their up sides and their down sides. Capcom's is that although it has three Super Meters, it kind of goes down pretty fast and one only does minimal damage. Plus there are alot of Supers that require L3 status in order to be executed. With the SNK, one Super does quite alot of damage. L3 Supers (also known as Super Desperation moves in this groove) can be only be done the moment the bar is full and your life bar starts flashing red. However, in order to fill it up, you have to charge up which leaves you oh so wide open to any and all attacks while you're charging up giving your opponent a big window of opportunity to kick your ass! Also, when you have it charged up, it slowly decreases, leaving you little time to find the perfect opening for a devastating Super combo. If you haven't used your meter by the time it expires or you missed, well, you've just wasted one Super meter, my friend and you're going to have to waste time to charge up again. Like I said, neither Groove is perfect. It's best to go with the Groove that you're most comfortable with.

There is also the character selection which has me a bit frustrated. In this game you

get four

Levels, 'kay? What're those 4 Levels? Well, when you choose a character, each one has a corresponding Level, i.e: L1, L2, L3, and L4, and you can choose as many characters as you can fit in

you 4-Level budget. Matches don't end by "Best 2 out of 3" anymore. It depends on how many fighters

you and your opponent have chosen. You can have around 2 fighters in your group and still fight up

to four rounds if your opponent has chosen 4 fighters. If your opponent has chosen 2 fighters and you

have four then you only need to go two rounds. Better if you go up against only one foe.

One Round

Only! No one wins until all fighters on one side has been completely wiped out. To show you just

what the hell I'm talking about, here's.....The List (pum, pum, PUUUUUMM <dramatic reverb.....)

	Capcom	SNK
	<----->	
Level 1	Cammy	Yuri
	Sakura	King
	Blanka	Benimaru
	Dhalseim	Vice
Level 2	Zangeif	Terry
	Ken	Raiden
	Chun-Li	Mai
	Guile	Kyo
	M. Bison	Iori
	Ryu	Ryo
	E. Honda	Kim
Level 3	Balrog	Yamazaki
	Sagat	Rugal
	Vega	Geese Howard
Level 4	Gouki	Orochi

See what I mean? You can have a group which comprises of either:

- a. Four Level 1 fighters
- b. Two Level 2 fighters
- c. One Level 3 fighter and one Level 1 fighter
- d. Two Level 1 fighters and one Level 2 fighter
- e. One Level 4 fighter

As you can see, using Level 4 characters takes away all your Levels, which means that you only

get ONE fighter for the whole game. In order to use these high level characters, you have to be That

Damn Good! You have to have the stones to use this one for the entire game!

## 2. TERMINOLOGY

As always, there are certain term I use in my FAQ in order to save space and to make it easier for

the reader to understand. For those who are reading my FAQ for the first time, please read this before

continuing.

f - forward

b - back

d - down

u - up

joystick direction - wherever you move the joystick.

dp - dragon punch (f, d, df)

rdp - reverse dragon punch (b, d, db)

qcf - quarter circle forward (d, df, f)

qcb - quarter circle back (d, db, b)

hcf - half circle forward (b, db, d, df, f)

hcb - half circle back (f, df, d, db, b)

Charge - hold indicated direction for a while

(2x) - perform the entire move twice

(3x) - perform entire move 3 times

2x - press P / K 2 times

3x - press K / P 3 times

Press "X" rapidly - press either P / K (ONLY) as fast as humanly possible

Special Moves - the usual ordinary moves

Super Moves - moves that deals tons of damage

LP+LK - Evasive Ground Roll (MUST BE USED CONSTANTLY!!)

f / b + HP / HK - Throw Escape

WP - Weak Punch

WK - Weak Kick

MP - Medium Punch

MK - Medium Kick

HP - Hard Punch

HK - Hard Kick

Projectile Supers - Supers that have the ability to deal alot of hit point damage

Charge Super - Body or weapon is thrusted either upward or forward

Impact Super - fighter runs forward and hits. If it connects, he/she goes into a combo.

MVC - Marvel Vs Capcom

MVC2 - Marvel Vs Capcom 2

KOF - King Of Fighters

SF2 - Street Fighter 2

SF3 - Street Fighter 3

SFA3 - Street Fighter Alpha 3

Okay, now that we got that out of the way, let's go to the fighter circle where they're just about ready to be introduced.

### 3. ||Capcom Side||

<=====>

1. Cammy - M. Bison's right hand assassin has returned after proving her mettle in MVC2. And she's got the right adjustments which have been honed in MVC2 to become one of the game's finest characters.

Special Moves:

Spiral Arrow - qcf + K

Cannon Spike - dp + K

Spinning Fist - hcb + P

Sky Lance - in air, qcb + K

Hooligan Combinations - hcf, uf + P

Low Strike - Nothing after H. Combinations

Flying Head Scissors - Press P after H. Combinations when Cammy is near opponent's body

Drop Toe Hold - Press P after H. Combinations when Cammy is near opponent's feet.

Super Moves:

Wild Bull - qcf, qcf + K

Vertical Spear - qcb, qcb + K

She's back again, that feisty assassin. She's ready to hit the road and kick new ass!

2. Sakura Kasugano - Oh jeez! The little Sailormoon reject has come back again! And just like before,

she's just as pathetic as ever. I mean, why can't she get her own moves, eh? Always copying, always

following! What an idiotic fighter! She hasn't changed a bit from MVC2. Has she learned her lesson to

quit copying? Oh no! There! She's at it again! Why the hell did she come back anyway? She should

go f...waitaminit. Someone at the door. Well, hey, Saki, baby! how are ya? You're doing well? What!?

ME!? Say bad things about you!? Oh, no no no! You must have heard someone else say that! I'm

your biggest fan now! Really! You think I would say all those nasty things about you after you had so

wrongfully accused me in my second FAQ? You don't beleive me, do you? Wait. Lemme explain.

Please. Put that down! Wait! WAIT! NOOOO!! AHFFF! SOMEBODY HELP MEEEE!!!!

YAAAARGH!

Special Moves:

Shououken - dp + P

Hadouken - qcf + P

Shunpuu Kyaku - qcb + K (2x)

Hana Kyaku - u, qcb + K

Super Moves:

Shinkuu Hadouken - qcf, qcf + P

Midare Zakura - qcb, qcb + P

Haru Ichiban - qcb, qcb + K

She's still one of the better, no, NO, best, BEST, characters in CVS, jut as she was in MVC2 and

MSHVSSF. Really! Honest to God!! You've gotta beleive me! (There. I said it now, Saki.

Please don't

kill me.....)

3. Blanka - I wonder how this "Beast from The East" would have faired against the likes of Wolverine

or Sabertooth. C'mon, Blankee!! Make with the teeth!

Special Moves:

Electric Storm - P rapidly

Roll Strike - Charge b 2sec., f + P

Backstep Roll - Charge 2 sec., f + K

Vertical Roll - Charge d 2 sec., u + P

Surprise Forward - f + KKK

Surprise Back - b + KKK

Super Moves:

Rolling Shaver - Charge b 2 sec., f, b, f + P

Tropical Hazard - Charge db 2 sec., hcb, ub + P rapidly

The one thing I enjoy whenever I use Blanka is his Super known as Rolling Shaver which can go

under any, and I mean ANY, projectile, even Super Projectile (as long as they're not ground projectiles like Terry Bogard's Power Wave) Bait projectile users into throwing one, then laugh right in their face when they realize all too late the possibly fatal mistake they made (that is of course, provided you're quick enough to make them pay for that mistake. If not, they'll be the one's doing the laughing. Boy, won't your face be red?) Blanka! Bite their balls! (If it's a female fighter...weeeeelllll....bite something else!)

4. Dhalseim - WHAT?! The Yoga Master has returned!? AGAIN? WHY!? UGH!

Special Moves:

Yoga Fire - qcf + P  
Yoga Flame - hcb + P  
Yoga Blast - hcb + K  
Yoga Teleport - dp + PP / KK  
Yoga Head Butt - in air, d + PP  
Yoga Spear - in air, d + KK

Super Moves:

Yoga Inferno - qcf, qcf + P  
Yoga Spear - qcf, qcf + K

I even think he's slower than the Crimson Tornado himself. What do you people think?

5. Zangief - The Crimson Tornado has returned. I wonder how come he's so damn popular. Must be that mmmmbuff exterior.....

Special Moves:

Double Lariat - PP / KK  
Banishing Fist - dp + P  
Aerial Russian Slam - dp + K  
Screw Pile Driver - 360 + P (nf)  
Double Crusher - 360 + K (nf)  
Flying Power Bomb - 360 + K (far from foe)

Super Moves:

Final Atomic Buster - 720 + PPP  
Russian Slam - qcf, qcf + K  
Ultra Final Atomic Buster - 720 + KKK (L3)

This one should be used with the caption, "For Those Who Believe That They're That Damn Good." I wonder what would happen if the Russian Atomic Bomb met up with either The Rock's People's Elbow, or Triple H's Pedigree with his Screw Pile Driver. How would he do against the Big Show or Stone Cold Steve Austin!? Wah ha ha ha ha! (Sorry. Rabid WWF fan.<urhurm!>)

6. Ken Masters - The Gaijin comes back with a vengeance after showing gamers in MVC2 that he can still walk all over any and all contenders!

Special Moves:

Hadouken - qcf + P  
Shoryuken - dp + P  
Ryusen Kyaku - dp + K

Tatsumakishipuukyaku - qcb + K  
Zenpou Tenshin - qcb + P

Super Moves:

Shoryuu Reppa - qcf + PP  
Shinryuu Ken - qcf + KK  
Shipuu Jinrai Kyaku - qcb + KK (L3)

This is one fighter whose own popularity rivals that of his best bud. Let's see just how good

Blondie is right now, back in his own level of play.

7. Chun-Li - Now this little girl, the speed queen and, the first female in the fighting game scenes, I might add, of Street Fighter is back with the same number of games as Ryu and Zangeif. The popularity of these guys are amazing.

Special Moves:

Kikouken - hcf + P  
Hyakuretsu Kyaku - K rapidly (can be done in air)  
Kuuchuu - Charge b 2 sec., f + K  
Tenshou Kyaku - Charge d 2 sec., u + K

Super Moves:

Kikoushou - qcf, qcf + P  
Senretsuo Kyaku - Charge b 2 sec, f, b, f + K  
Hazan Tenshou Kyaku - Charge db 2 sec., hcb, ub + K

Hey, Anthony! Have you ever seen the hentai pictures of Chun-Li? It's on [www.kissmehentai.com](http://www.kissmehentai.com).

There once was one on some site on geocities.com. Some thing known as Stonewall or something like

that. Especially the on where she's doin' it with Ryu! AH HA HA HA HA! Man, she is HOT!! And I

just gotta say, I...huh? What about the readers? Readers? Again? What readers?! What the...?

Whoops!! Sorry! Forgot where I was! Damn! <ahem!>.....Now.... On with the show.....(boy, is my

face really red! Sorry. Can't help it.)

8. William F. Guile - This man is the epitome of what every soldier must be. Tough, strong, and uncompromising. Guile all the way!

Special Moves:

Sonic Boom - Charge b 2 sec, f + P  
Somersault Kick - Charge d 2 sec, u + K

Super Moves:

Opening Gambit - Charge b 2 sec., f, b, f + P  
Somersault Strike - Charge db 2 sec, hcb, ub + K

Come on! Who wants a taste of a can of US Grade A Buttkick!? I double dog dare ya!! He still is one of Capcom's Hall of Fame fighters. Even with a small move base, he can still hold his own in this game.

9. M. Bison - Weeeeeeeelll. The boxer is debuting in a VS game eh? Good for him!



Special Moves:

Dash Straight - Charge b 2 sec., f + P  
Dash Upper - Charge b 2 sec., f + K  
Ground Straight - Charge b 2 sec., df + P  
Ground Upper - Charge b 2 sec., df + K  
Buffalo Crash - Charge d 2 sec., u + P when knocked down  
Turnstile Haymaker - Hold P/K 3 sec. then let go

Super Move:

Buffalo Stampede - Charge b 2 sec., f, b, f + P  
Gigaton Crusher - Charge b 2 sec., f, b, f + K (L3)

Then again, probably this is the only VS series he'd be most useful in. Don't think he'd fair too well in the MVC series. But he is pretty strong, especially with that Turnstile Haymaker of his. Oh yeah. And this guy also bears the title, "For Those Who Are That Damn Good!"

10. Ryu - the Shotokan Master has come back to his 13th game!! Still an arcade favorite all the way!

Special Moves:

Hadouken - qcf + P  
Shoryuiken - dp + P  
Tatsumakishippuukyaku - qcb + K  
Sakunetsu Hadouken - hcf + P

Super Moves:

Shinkuu Hadouken - qcf, qcf + P (can be done in air)  
Shinkuu Tatsumaki Senpoo Kyaku - qcb, qcb + K  
Shin Shouryuiken - dp, dp + P (L3)

Oh come on! He still plays the same all the time! Only a guy who has yet to even touch an arcade wouldn't know his moves!

11. Edmund Honda - Hey, hey, hey, hey! The fat guy makes his debut in a VS series. Too bad he didn't get to fight in the MVC series. That would have been a sight to behold!

Special Moves:

Hyakuretsuharite - P rapidly  
Zutsuki - Charge b 2 sec., f + P  
Otoshi - Charge b 2 sec., u + K  
Goichounage - 360 + P (nf)

Super Moves:

Onimosou - Charge b 2 sec., f, b, f + P  
Fuji Oroshi - Charge b 2sec., f, b, f + K  
Orachi Kodaki - 720 + P (nf) (L3)

I wonder how come he doesn't have anything on his ass just like Rikishi. Something like, "Back This Ass Up!"? Beleive you me, he's got the buns for that, let me tell ya! Anyone who blocks his Otoshi once better keep blocking if they don't want a stinky face from Honda on his way down! MAN, those cheeks are huge!!!! Full moon on the way!

12. Balrog - Very few fighters in the VS series REALLY bug me and this basically aerial

fighter is

one of them. I really hate this guy! He looks like a sissy, and yet he can kick the crap out of people because of his incredible speed and his annoying habit of jumping all over the place like he had something jammed right up his ass and something constantly tickling him in the feet.

Special Moves:

Crystal Flash - Charge b 2 sec., f + P  
Sky Claw - Charge d 2 sec., u + P  
Scarlet terror - Charge db 2 sec., f + K  
Barcelona Strike - Charge d 2 sec., u + K, then f / b + P  
Izuna Drop - Charge d 2 sec., u + K, then f / b, d + P  
Backlash - PP / KK

Super Moves:

Rolling Izuna - Charge db 2 sec., hcb, ub + K, then b / f + P when very near foe  
Rolling Barcelona - Charge db 2 sec., hcb, ub + K, then f / b + P  
Red Impact - Charge b 2 sec., f, b, f, + P (L3)  
Scarlet Mirage - Charge b 2 sec., f, b, f + K

Against him, based on my own experience, sometimes the slower fighters are best. Play a waiting game with wussy boy and the moment he gets into the air, take him out! But don't get too cocky! One slip up and he can pull the wool right over your eyes! Focus!! Dammit! Stand still and fight like a man, you fruity wuss!

13. Sagat - Well, I got my wish. For the very first time, the man I beleive is capable of kicking Ryu's ass six ways to Sunday makes his debut in his first ever VS game. I jut wish he could have come out in MVC2. I love his simple power base of moves. Simple but very damaging.

Special Moves:

Tiger Fire - qcb + P  
Tiger Shot - qcb + K  
Tiger Uppercut - dp + P  
Tiger Cross - dp + K

Super Moves:

Tiger Raid - qcb, qcb + K  
Tiger Genocide - qcf, qcf + P

Watch out for his Tiger Genocide! It can go through projectiles, even Super projectiles. This little bit of info is good news for Sagat users. It goes over projectile attacks and gives Sagat's opponents what for!

14. Vega - At last, the master of Shadoloo has returned to what he once was. Power incarnate.

Special Moves:

Psycho Impact - Charge 2 sec., f + P  
Psycho Thrust - dp + P  
Double Knee Press - Charge 2 sec., f + K  
Head Stomp - Charge d 2 sec., u + K  
Skull Crunch - db / df + P after Head Stomp

Somersault Diver - Charge d 2 sec., u + P, then P again  
Teleport - dp / rdp + PPP / KKK

Super Moves:

Psycho Crusher - Charge b 2 sec., f, b, f + P

Knee Press Nightmare - Charge b 2 sec., f, b, f + K (do this in L3 / life bar flashes for more damage.)

He has returned to being his old self. A being of power and not the cheap joke he was in MVC2.

I don't care what everyone else says. In MVC2, you could beat the CPU version with your eyes closed! Now he is truly evil incarnate! Now he truly deserves the nickname, "The Dictator." Know fear!

4. ||SNK Side||

<=====>

1. Yuri Sakazaki - The bane of big brothers everywhere, Yuri represents everything older siblings, especially the older brothers, dislike about younger sisters. Bossy, loud, and purely EVIL. Demon scions!!! AAAAHHHHH!!!! And she's also going against brother Ryo's orders by participating in this match? OOOOOOHHHHH!! Big brother not very happy with that!!

Special Moves:

Kohoken - qcf + P

Raioken - qcf + K

Yuri Chou Upper - dp + P, dp + P again after HP Chou Upper for 2nd hit

Yuri Knuckle - qcb + P

Hyakuretsu Binta - hcb + K

Super Moves:

Haoshokoken - f, hcf + P

Hienshoukyaku - qcf, hcb + K

Heinrekkou - qcf, qcf + P

See what I mean? If I were in Ryo's shoes (or sandals), I, too, would be hanging my head and shaking it in shame and exasperation at her antics which sends shudders up my spine <brrrrrr!> And just like him, there's not a damn thing we can do about it, because Father (the bank) is on her side always. When will we, the big brothers of the world, stand up and remove the yolk of slavery placed on us by these devils in human clothing? When will we finally look at these pests straight in the eye and say, in one voice, "No MORE!!" I, on the other hand, am far above that. I am the master of my home! Around here, my little sister only calls me, "Sir.!" I got me a slave of my own! AH HA HA HA HA!!! POWER! What was that, Anthony? Sis demands my help on her project and she says she'll tell Mom and Dad where I hid my dirty magazines if I don't? Uno momento, readers. COMING, MISTRESS!!!

2. King - Hey! It's the barkeep cutie from the KOF and Art Of Fighting series. She's as quick as

Chun-Li and she can hold her own in a fight. Quite strong, too. Not bad fo a Level 1 warrior.

Special Moves:

Trapshot - dp + K  
Venom Strike - qcf + K  
Double Strike - qcf, qcf + K  
Tornado Kick - hcb + K  
Surprise Rose - dp + P  
Mirage Kick - hcb + P

Super Moves:

Illusion Dance - qcf, qcb + K  
Silent Flash - qcb, qcb + K

You know, I wonder how come SNK and Capcom didn't return that "interesting" feature waaay back in AOF 1. You know...what happens to King's...apparel... if you KO her with a Special or a Super move? That's what I'm talking about! Heh heh heh...But she was the only female in AOF 1. That would be a different story now with so many girls to choose from! Anthony! Stop putting ideas into my head, you sick puppy!

3. Benimaru Nikaido - This N-SYNCH groupie is one of the better characters as well. Quick, fast, and in possession of some very powerful moves. She..uh..he's one of the better choices in this game.

Special Moves:

Rajinken - qcf + P  
Tenkurajinken - u, qcf + P  
Katategoma - qcb + P  
Iadokyaku - qcf + K  
Inazumakyaku - dp + K  
Triple Resist Kick - hcb + K  
Benimaru Koreda - hcb, f + P (nf)

Super Moves:

Raikoken - qcf, qcf + P  
Eregutoritga - qcb, qcb + P (nf)

There's really something about this guy's outfit that sends the chills up my spine. However, Benny's a great character to use when you're a novice with fast moves and easy commands. But I still say his tights look a little too...sexy....for my taste....

4. Vice - a minion of Lord Rugal, she's a pretty dangerous foe in the hands of an expert. Besides that is her "come-hither" look. Starting to loosen my collar here.

Special Moves:

Outrage - qcb + K  
Rave Fest - u, qcb + K  
Tranquility - dp + K  
Gorefest hcb, f + HK  
Desire - hcf + K  
Blackend - hcf + P (nf)

Mayhem - qcb + P

Mithen's Robe - qcf + P after Mayhem

Super Moves:

Withering Surface - qcf, qcf + P

Negative Gain - hcb, hcb + K (nf)

Without Morrigan in this game, Vice makes a sort of acceptable substitution for the succubus queen.

Spank me, baby! Waitaminit! Where's her partner, Mature?

5. Terry Bogard - For the first time, we can see the Lone Wolf in action against the best Street Fighter

can offer. I will not say Capcom because for very obvious reasons. Never! That would be a lie! Go

on, Terry! Make 'em squeal like a piggy!

Special Moves:

Power Wave - qcf + P

Power Charge - hcf + K

Burn Knuckle - qcb + P

Crack Shot - qcb + K

Rising Tackle - dp + P

Power Dunk - dp + K

Super Moves:

Power Geyser - qcb, hcf + P (use when life bar starts flashing for 3 long range geysers)

High Geyser - qcf, qcf + K

Another great favorite in the arcades from what I had gathered in my travels. Has a special intro when going against Ken.

6. Raiden - Hey! Another wrestler dude! Sort of dresses like the Dudley Boys. When he meets up with

'Geif, we're gonna have us a Iron Man match! Well, sort of. Wassssuuuuuupp!!!!!!

Special Moves:

Poison Breath - qcb + P

Giant Bomb - db, f + P

Super Drop Kick - Hold K 5 sec. then let go

Thunder Death Driver - 360 + P

Bodyshot Combo - rdp + P

Headbutt - qcf + P after Bodyshot Combo

Belly Suplex - qcb + K after Bodyshot Combo

Super Moves:

Scorching Breath - hcb, hcb + P

Berserker Trident - 720 + K (nf)

Anyone who uses both Raiden and Zangeif, the giants of CVSS in their game and passes them like

experts instead of through pure dumb luck, they automatically gain my respect and awe!

Remember,

this pair is only for those who are That Damn Good! Also, I heard somewhere that Raiden can

actually be created in the Create A Wrestler mode in WWF Smackdown 2, but I still don't know how.

Anyone care to help me out here?

7. Mai Shiranui - Is it just my imagination or does her hooters get bigger everytime she appears in a new game? Look! They even bounce alot more fluently in this game! Man! It's almost as though they're gonna burst out of what passes for her fighting outfit! Ever wonder why that never does happen, no matter how many times she gets hit or moves alot?

Special Moves:

Kachousen - qcf + P  
Ryuenbu - qcb + P  
Ryuuenjin - dp + K  
Shinobibachi - hcf + K  
Hakurunomai - dp + P  
Musasabi Nomai Chijou - Charge d 2 sec., u + P  
Musasabi Nomai Kuu Chuu - u, qcb + P

Super Moves:

Hissatsubibachi - qcb, hcf + K  
Beni Suzaku - u, qcb, qcb + P

Quick! Turn on that damn air conditioner! I'm feelin' kind of sweaty for some reason unknown even to me. Wonder why? Anthony! Wipe that drool off your face! That's very unprofessional!

8. Kyo Kusanagi - Whoooo. The, shall we say, main character of the KOF series. He's pretty tough.

Special Moves:

Shikioniyaki - dp + P  
Nuetumi - qcb + P  
R. E. D Kick - rdp + K  
Shikikotoyuki - hcb + K  
Shiki Arigami - qcf + P  
Shikli Konu Kizu - qcf + P after Shiki Arigami  
Shiki Yano Sabi - hcb + P after Shiki Arigami or P after Shiki Yano Sabi  
Dokugami - qcf + P, then hcb + P, then f + P

Super Moves:

Orochi Nage - qcb, hcf + Charge P for a while., then let go  
Kessen Ougi - qcf, qcf + P

Hey, watch what happens when Ryu and Kyo pair up against each other. Showboating like you ain't never seen before!

9. Iori Yagami - Uh-oh. The darker counterpart of Kyo. HA HA HA! The madman has come to kick Kyo's butt.

Special Moves:

Yamabarai - qcf + P  
Tsumakushi - dp +K  
Oniyaki - dp + P  
Aoimana - qcb + P (3x)  
Kototsukiin - hcb + K  
Kuzukaze - hcb, f + P (nf)

Super Moves:

Yaotome - qcf, hcb + P  
Yasakasuki - qcb, hcf + P

Incidentally, the "Yaotome" move (or was it Yasakasuki?) is also known in some parts as the "Maiden Masher". Wonder what this guy mashes when he uses it on a guy, eh? OOOH HOO HOO HOOO!! Iori! You cheeky devil!

10. Ryo Sakazaki - Just as Yuri is the representative of evil baby sisters everywhere, Ryo represents the silent big brothers who must suffer constantly because of their siblings' tyranny. I know how you feel, my brothers!!! We must stand together and say, "NO MORE!!!" What's that, Mistress!? Coming!!

Special Moves:

Kohoken - qcf + P  
Koho - dp + P  
Zanretsuken - f, b, f + P  
Kuchuukouken - u, qcf + P  
Heinshipuukyaku - Charge b 2 sec., f + K  
Raijinsatsu - qcf + K

Super Moves:

Haoshokoken - f, hcf + P  
Ryokuranbu - qcf, hcb + P

The Ryokuranbu is just like the Weapon X Super of Wolverine. Time it right and then throw it, it can go through projectiles, some Super projectiles, and takes precedence over almost any ordinary move. Time it wrong and then..well....let's just say Little Sister is just waiting for Big Brother to slip up like that!

11. Kim Kaphwan - Now, this one is one mean motherf.....r! For some reason, the Korean fighter is one of the most powerful SOB's in the game so far! And he's not even a boss!

Special Moves:

Hangetsuzan - qcb + K  
Heinzan - Charge d 2 sec., u + K  
Tenshouzan - d + K after HK Heinzan  
Hishou - u, qcf + K  
Hakikyaku - d, d + K  
Kusajin - Charge b 2 sec., f + P  
Tri Slash - qcf + P (3x)

Super Moves:

Houokyaku - qcf, hcb + K  
Houotenkuukyaku - u, qcb, hcf + K  
Tenbuuken - u, qcf, hcb + K

Be careful whenever you go a round against this guy! Blink out of place or make just one mistake and Kim makes you pay for it! BAAAAD!!! The CPU version of Kim is extremely antisocial!

12. Ryuji Yamazaki - This guy is one of my favorite KOF characters. He's dangerous. He's deadly. He's unpredictable. He's a sadist when he fights, but he has fun when he does fight. Heh,

heh!

Special Moves:

Hebitsukai Joudan - qcb + Charge HP for a while then let go  
Hebitsukai Choudan - qcb + Charge WP for a while then let go  
Hebitsukai Gedan - qcb + Charge WK for a while then let go  
Tsukai Cancel - HK after Hebitsukai  
Baigaeshi - qcf + P  
Dokusyu - rdp + Charge P for a while then let go  
Bachiki - hcb, f + P (nf)  
Yamiire - dp + K  
Sadomazo - hcf + K

Super Moves:

Guillotine - f, hcf + P  
Youdan Drill - 360 + P rapidly

Ever wonder why his tongue is so damn long? What has he been eating all this time!?

13. Rugal Bernstein - Seems that one of the more popular mainstream bad guys of the KOF series came along to get his.

Special Moves:

Reppuken - qcf + P  
Kaiser Wave - f, hcf + P  
Dark Barrier - qcf + K  
Genocide Cutter - dp + K  
God Press - hcb + P

Super Moves:

Geigatech Press - qcf, hcb + P  
Genocide Screamer - qcf, qcf + K

I think Rugal and Vice make a great team. But then that's just me. Look for a cool intro when he and Vega match up.

14. Geese Howard - when oh when will that story between this guy (whom I personally prefer to use instead of Terry) and Terry ever be concluded? And for some reason, in this game, he ain't that tough.  
Downgrade! Downgrade!

Special Moves:

Repuuken - qcf + WP  
Double Repuuken - qcf + HP  
Jaeiken - hcb + WP  
Atemi Nage Rasen - hcb + HP  
Atemi Nage Kogetsu - hcb + HK  
Gedan Atemi Uchi - hcb + WK  
Shipuuken - u, qcf + P

Super Moves:

Razor Storm - db, hcb, df + K  
Reppugorenha - Charge b 2 sec., b, f + K

Can anyone tell me just how the hell did he survive that fall waaaaay back in Fatal Fury 1? If a fifty-plus-foot story drop won't kill him, what makes any of these fighters so damn sure



they can do  
any better than good old fashioned gravity?

## V. Acknowledgements

Before I go, I would like to bring your attention to the FAQ. Notice I said that Gouki and Orochi are selectable in Level 4? Well that's because a friend of mine owns a Dreamcast and then reasons to me while giving me tips on how to do this FAQ, that if Gouki is in the Dreamcast along with Orochi, why not in the arcade? If anyone knows how to unlock these two fighters, (plus any other secret fighters for the Arcade version only) send me your tips. I'll be more than happy to post your contribution in Ver. 2 (with full credit and my thanks in advance of course. If possible, try to include a movelist.)

This FAQ is far from being as detailed as my MVC2 FAQ since my interest in this game is very limited. I like fighting games with the ability to button-combo like the MVC series. Most of the moves you see here I have taken from my notes on SF3, SF Alpha and Zero 3, SFEX2@, Super SF2 Turbo, KOF 95 to 98, Fatal Fury Wild Ambition and Fatal Fury Special Dominated Mind, along with help from my friends, Ben Thunder, Anthony and Doods. Now I know there could be some moves that won't work since this a whole new game entirely. So I might have missed a few things or added a few things that shouldn't be added. I know I am far from perfect and I know I never will be. So if you see anything missing or would like to make any corrections (spellings, usage of words, and typos do not count) please email me at bahmat@eudoramail.com. But please, when you do mail me your corrections, please be civilized and mature about it. Don't bother sending me corrections loaded with insults like, "I think you're full of it," or "What the hell were you thinking?". Please. I've had more than enough of idiots like these and I have proven most of them wrong. I look down on people like these. I will entertain messages from anyone so long as those messages are written maturely.

And also, don't send me any hate mail (are you reading this, jrd-x-@my.smart.com.ph /firesoul@my.smart.com.ph?) just because you don't like me or you don't like how I wrote my FAQ. I wrote it this way to entertain, to have a little fun writing this, to prove to myself that I can still write something like this, and, if possible, to provide some help other players. I am proud of what I have written and I am entitled to that right. If you don't like my FAQ, don't read it, simple as that. And don't send me messages saying my FAQ is all wrong without stating why or citing any proof. That wastes my time and the writer's as well.

So please. I would be more than happy, honored even (because that means you took time out to read my FAQ) to read your corrections, comments, and suggestions, but please, no hate mail.

I'd

appreciate it very much to hear from all of you gamers on what you think of my FAQ.

So after having said that, I'd like to extend my thanks to:

Ben Thunder, an absolutely tremendous help (in both size and assistance.) Thanks a lot Ben. When I become rich and famous, you're getting a 50 inch colored screen TV from me!

Anthony, Cliff, and Doods for all their help in making this FAQ. If not in terms of actually giving me the moves, at least they lent me morale support.

and to Centroplex Mall where I first saw this game.

Thanks for your patronage people. I'll see you all again when MVC3 comes out! Have a great day!

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