

Capcom vs. SNK Movelist

by Fiefo

Updated to v1.2 on Oct 6, 2000

Capcom vs. SNK Movelist for Arcade FAQ ver. 1.2

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A. Legal Stuff:

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In other words, this is mine! Don't remove my name and say, "This is my FAQ and I'm taking all of the credit for it!" Got it?

This FAQ can only be found in these places for now...

- 1) www.gamefaqs.com (Lots of faqs here. Duh! The first update will ALWAYS be here!)
- 2) gameadvice.com (Actually has TWO sites within it!)

B. Revision History:

1.0 October 07, 2000

First draft. More to come?

1.1 October 09, 2000

Corrected Balrog (M.Bison in US) from SNK to Capcom. Oooops!

1.2 October 11, 2000

Added information in Guard Crushing an opponent.

Added new moves for Iori and Kim.

Corrections on Vega's special introductions.

Cleared up the endings.

1.3 October 15, 2000

Added missing data for Benimaru (forgot the normal throws!).

Corrected some info here and there...

C. What is the FAQ For?

Finally, the ultimate vs. game! Capcom, which created the fighting

game that started the fighting game craze, Street Fighter, and SNK, the creators of a lot of great fighting games (Fatal Fury, The King of Fighters series, Samurai Shodown, etc.) have joined forces to make this game, Capcom vs. SNK.

This FAQ will tell about the moves of each characters with descriptions of the moves. This FAQ was made with the Arcade version in mind (since I have yet to get enough money to buy a Dreamcast!), so no Dreamcast codes here.

Also, the main reason why I'm making this FAQ is because Kao Megura has yet to make a FAQ on this game! Until he does, I'm writing one! I'll probably stop updating as soon as he make one! He's that good, you know!

D. Gameplay Basics:

Capcom vs. SNK uses a modified Street Fighter Alpha engine, but with gameplay elements from both Street Fighter II and the King of Fighters '96 games.

CONTROLLER SETUP:

```
ub  u   uf           --   --  
  O O O   Light Punch => |LP|   |HP| <= Hard Punch  
  \ | /           --   --  
b O-   -O f         --   --  
  / | \   Light Kick => |LK|   |HK| <= Hard Kick  
  O O O           --   --  
db  d   df
```

- * To block jumping attacks, hold the joystick in the back direction.
- * To block low attacks, hold the joystick in the down-back direction.
- * To move forward quickly, push the joystick forward 2x quickly.
- * To move backward quickly, push the joystick backward 2x quickly.
- * To jump, push the joystick in any upward direction. Your character will jump in that direction.
- * To do a super jump, tap down then quickly push the joystick in any upward direction.
- * You cannot block attacks while jumping.
- * You can Guard Crush (break a character's block stance) if you constantly attack and is continuously blocked.
- * When the border of the life meter starts flashing red, that character is about to get Guard Crushed.
- * To to a ground roll, push Light Punch and Light Kick together.
- * To taunt your opponent, press the START button.
- * To escape a throw, do back or forward with Hard Punch or Hard Kick while being thrown.

GROOVE SELECT:

There are two sets of modes, or "Grooves", you can select your characters to fight with. They are Capcom Groove and SNK Groove.

Capcom Groove:

- 1) Super Meter has three levels.
- 2) Super Meter is charged by performing attacks and by blocking.
- 2) To execute a Level 1 Super, use the Light attack button.
- 3) To execute a Level 2 Super, use the Hard attack button.
- 4) To execute a Level 3 Super, use either both Punch or Kick buttons.
- 5) The Super Meter is given to your next character if your current character loses the match.

SNK Groove:

- 1) Super Meter has only one level.
- 2) Super Meter is charged by holding down the Hard Punch and Hard Kick buttons together. While charging up, you are vulnerable to attacks.
- 3) When the Super Meter is filled, it will slowly drain out.
- 4) Desperation Attacks can be done when the Super Meter is full or when your character's life meter is flashing.
- 5) Super Desperation Attack can be done when the Super Meter is full and your character's life meter is flashing.

POINTS SYSTEM:

Each character in the game has a Point Level, ranging from 1 to 3. A team is composed of 4 Points. So, you can have varying number of characters per team. 2 vs. 2, 2 vs. 4, 3 vs. 4, etc.

* It appears that there are Ratio 4 characters. Meaning, one member in your team! They appear to be Akuma, Orochi Iori and the like...

1 Point Characters:

CAPCOM: Sakura, Cammy, Dhalsim, and Blanka

SNK: Benimaru, Mary, Vice, and Yuri

2 Point Characters:

CAPCOM: Ryu, Ken, Chun-Li, Guile, Zangief, E. Honda, and Balrog

SNK: Kyo, Iori, Terry, Ryo, Mai, Kim, and Raiden

3 Point Characters:

CAPCOM: M.Bison, Sagat, Vega

SNK: Rugal, Yamazaki, Geese

So, a team can be composed of Ryu and Ken or Guile, Benimaru and Blanka. Even a team of four like Sakura, Cammy, Mary, and Yuri!

E. Movelists:

NOTE: Moves with capitals are Super Attacks/Desperation Moves.

SIDE : Capcom

Taunt : Makes a neck cutting motion with her hand and say "Come on!"

Move Name : Low Medium Punch
Command : db + HP
Attack Type : Variation attack
Description : Low punch. Variant of her normal low HP attack.

Move Name : Low Medium Sweep
Command : db + HK
Attack Type : Variation attack
Description : Low kick. Variant of her normal low HK attack.

Move Name : Hooligan Suplex
Command : close, b/f + HP
Attack Type : Normal Throw
Description : Belly to back suplex.

Move Name : Frankensteiner
Command : close, b/f + HK
Attack Type : Normal Throw
Description : Hurracarana/Frankensteiner

Move Name : Flying Neck Hunt
Command : close, while jumping, b/f + HP
Attack Type : Air Throw
Description : Body slam performed while jumping.
The opponent must be jumping in order to connect.

Move Name : Air Frankensteiner
Command : close, while jumping, b/f + HK
Attack Type : Air Throw
Description : Hurracarana/Frankensteiner performed while jumping.
The opponent must be jumping in order to connect.

Move Name : Spiral Arrow
Command : d, df, f + K
Attack Type : Charging special
Description : Horizontal spinning drill kick.

Move Name : Cannon Spike
Command : f, d, df + K
Attack Type : Anti-air special
Description : Jumping thrust kick.

Move Name : Hooligan Combinations
Command : b, db, d, df, f, uf + P
Attack Type : Setup Move
Description : She jumps forward and tucks herself into a ball.

Move Name : Razor Edge Slicer
Command : Do nothing after Hooligan Combinations
Attack Type : Low attack special
Description : She lands after the Hooligan Combinations and does a slide kick that must be blocked crouching.

Move Name : Cross Scissor Pressure
Command : Hooligan Combinations, close, P
Attack Type : Unblockable special Throw

on the buttons to do more damage.

Move Name : Yoga Throw
Command : close, b/f + HK
Attack Type : Normal Throw
Description : Shoulder throw.

Move Name : Yoga Fire
Command : d, df, f + P
Attack Type : Full screen special projectile
Description : He blows a fireball projectile at his opponent.
The HP version will knock down the opponent.

Move Name : Yoga Flame
Command : f, df, d, db, b + P
Attack Type : Short range special projectile
Description : He blows a ball of flame in front of him.

Move Name : Yoga Blast
Command : f, df, d, db, b + K
Attack Type : Anti-air special
Description : He blows a ball of flame in an upward direction.

Move Name : Yoga Teleport
Command : [f, d, df + PP or KK] or [b, d, db + PP or KK]
Attack Type : Teleport move
Description : He teleports to a position in reference to his opponent.
The f, d, df teleports him behind the opponent.
The b, d, db teleports him in front of the opponent.
The PP will teleport him close to his opponent.
The KK will telelport him further than his PP version.

Move Name : YOGA STREAM
Command : d, df, f, d, df, f + P
Attack Type : Short range Super/Desperation projectile
Description : He blows a wave of flame on the ground that must be blocked crouching.

Move Name : YOGA VULCAN
Command : d, df, f, d, df, f + K
Attack Type : Anti-air Super/Desperation
Description : Extra powerful version of his Yoga Blast.

NAME : Blanka APPEARED 1ST : Street Fighter II
SIDE : Capcom

Taunt: Turns and scratches his butt.

Move Name : Rock Crush
Command : b + HP
Attack Type : Variation attack
Description : Double hit headbutt. Variant of his normal HP attack.

Move Name : Low Medium Kick
Command : db + HK
Attack Type : Variation attack
Description : Low kick. Variant of his normal low HK attack.

Move Name : Amazon River Run

Command : df + HP
Attack Type : Slide attack
Description : He slides hands first, sweeping his opponent.

Move Name : Wild Fang
Command : close, b/f + HP
Attack Type : Normal throw
Description : Bites the face of his opponent. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Beast Roll
Command : close, b/f + HK
Attack Type : Normal throw
Description : Bites the head of his opponent, then rolls on the ground before kicking his foe off.

Move Name : Suprise Forward
Command : KK
Attack Type : Dodge move
Description : Quick hop forward. Can pass thru opponents.

Move Name : Suprise Back
Command : b + KK
Attack Type : Dodge move
Description : Quick hop backward.

Move Name : Rolling Attack
Command : hold b for 2 seconds, f + P
Attack Type : Charging special
Description : Horizontal cannonball

Move Name : Vertical Rolling
Command : hold d for 2 seconds, u + K
Attack Type : Anti-air special
Description : Cannonball in an upward direction.

Move Name : Backstep Rolling
Command : hold b for 2 seconds, f + K
Attack Type : Dodge move / Charging special
Description : Backflip into an arching cannonball.

Move Name : Electric Thunder
Command : tap P rapidly
Attack Type : Stationary special
Description : Electric discharge from his body.

Move Name : DIRECT LIGHTNING
Command : hold b for 2 seconds, f, b, f + P
Attack Type : Charging Super/Desperation
Description : Rolling Attack with electricity.

Move Name : GROUNDED SHOUT
Command : hold db for 2 seconds, df, db, u + tap P rapidly
Attack Type : Anti-air Super/Desperation
Description : He stands upright and does a powerful version of his Electric Thunder.

Taunt : Beckons the opponent with her finger, saying "Come on, baby!"

Move Name : Sliding Kick
Command : df + HK
Attack Type : Sliding attack
Description : Baseball slide kick which must be blocked crouching.

Move Name : Hold Rush
Command : close, b/f + HP
Attack Type : Normal throw
Description : Knee to the gut followed by an uppercut.

Move Name : Hook Buster
Command : close, b/f + HK
Attack Type : Normal throw
Description : Backflip throw.

Move Name : Venom Strike
Command : d, df, f + K
Attack Type : Full screen special projectile
Description : Roundhouse kick that shoots a ball of energy.

Move Name : Double Strike
Command : d, df, f, d, df, f + K
Attack Type : Two full screen special projectiles
Description : Two Venom Strikes done in succession.

Move Name : Tornado Kick
Command : f, df, d, db, d + K
Attack Type : Charging special
Description : Hopping roundhouse followed by a downward back kick.

Move Name : Suprise Rose
Command : f, d, df + K
Attack Type : Anti-air / Diving special
Description : Somersault kick followed by diving bicycle kicks.

Move Name : Trap Shot
Command : b, d, db + K
Attack Type : Auto-combo / Anti-air special
Description : Flip kick. If it connects, she follows up with multiple kicks, ending with a powerful roundhouse kick.

Move Name : ILLUSION DANCE
Command : d, df, f, df, d, db, b + K
Attack Type : Charging Auto-combo Super/Desperation
Description : Backflip then hops forward with a downward back kick. If it connects, she follows up with multiple kicks.

Move Name : SILENT FLASH
Command : d, db, b, d, db, b + K
Attack Type : Auto-combo / Anti-air Super/Desperation
Description : Flip kick. If it connects (even when blocked), she follows up with more flip kicks, ending with a powerful high flip kick.

NAME : Vice

APPEARED 1ST: King of Fighters '96

SIDE : SNK

Taunt : Gets on all fours and moans.

Move Name : Death Blow
Command : close, b/f + HP
Attack Type : Normal throw
Description : Rakes the neck of the opponent.

Move Name : Back Rush
Command : close, b/f + HK
Attack Type : Normal throw
Description : Throws her opponent behind her with one hand.

Move Name : Outrage
Command : d, db, b + K
Attack Type : Stationary/charging special
Description : Performs a lot of kicks.

Move Name : Ravenous
Command : while jumping, d, db, b + K
Attack Type : Diving special
Description : Outrage performed while jumping.

Move Name : Decide
Command : b, db, d, df, f + K
Attack Type : Blockable long range special throw
Description : Whips her hand forward. If it connects, the opponent will be thrown to the back of her.

Move Name : Nail Bomb
Command : b, db, d, df, f + P
Attack Type : Unblockable special throw
Description : Powerbombs her opponent with an explosion.
Must be close in order to connect.

Move Name : Gore Fest
Command : f, df, d, db, b, f + P
Attack Type : Unblockable special throw
Description : Drags her opponent's face on the floor then throws him or her in the air.
Must be close in order to connect.

Move Name : Tranquility
Command : f, d, df + K
Attack Type : Unblockable anti-air special throw
Description : Jumping grab attempt. If it connects, she performs a Frankensteiner to her opponent.
The opponent must be in jumping in order to connect.

Move Name : NEGATIVE GAIN
Command : close, f, df, d, db, b, f, df, d, db, b + K
Attack Type : Unblockable Super/Desperation Throw
Description : Multiple Frankensteiners.
Must be close in order to connect.

Move Name : WHITHERING SURFACE
Command : d, df, f, d, df, f + P
Attack Type : Unblockable Charging Super/Desperation Throw
Description : Jumps at her opponent and attempts to grab him or her.
If it connects, she will powerbomb her opponent repeatedly, tosses him or her into the air. She then

Command : f, d, df + P
Attack Type : Anti-air special
Description : Vertical jumping uppercut.

Move Name : SHINKUU HADO KEN (VACUUM ENERGY WAVE PUNCH)
Command : d, df, f, d, df, f + P
Attack Type : Full screen Super/Desperation Projectile
Description : Powerful version of the Hado Ken.

Move Name : SHINKUU TATSUMAKI SENPUU KYAKU
(VACUUM HURRICANE WHIRLWIND KICK)
Command : d, db, b, d, db, b + K
Attack Type : Stationary Super/Desperation
Description : Powerful Tatsumaki Senpue Kyaku done in place.

Move Name : SHIN SHORYU KEN (TRUE RISING DRAGON PUNCH)
Command : Level 3/Super Desperation, d, df, f, d, df, f + K
Attack Type : Stationary / Anti-air Super/Desperation
Description : At close range, he does a powerful double uppercut.
At long range or while the opponent is jumping, it becomes a multihit Shoryu Ken.

NAME : Ken APPEARED 1ST : Street Fighter I
SIDE : Capcom

Taunt : Motions to his opponent to come closer.

Move Name : Inazuma Kakato Wari (Lighting Flash Heel Split)
Command : f + LK
Attack Type : Overhead attack
Description : Overhead axe kick that must be blocked standing.

Move Name : Low Medium Kick
Command : db + HK
Attack Type : Variation attack
Description : Low kick. Variant of his normal low HK attack.

Move Name : Zempou Tenshin (Forward Roll)
Command : d, db, b + P
Attack Type : Dodge move
Description : Forward tumbling roll.

Move Name : Jigoku Gurama (Hell Wheel)
Command : close, b/f + HP
Attack Type : Normal throw
Description : Ground roll throw ending with a fallaway kick throw.

Move Name : Tsukami Nage (Holding Throw)
Command : close, b/f + HK
Attack Type : Normal throw
Description : Rapid knees to the gut. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Hado Ken (Energy Wave Fist)
Command : d, df, f + P
Attack Type : Full screen special projectile
Description : Throws a ball of energy horizontally.

Move Name : Tatsumaki Senpue Kyaku (Hurricane Whirlwind Kick)

Command : (while jumping), d, db, b + K
Attack Type : Charging special
Description : Spins forward while kicking.

Move Name : Ryusen Kyaku (Dragon Spin Kick)
Command : f, d, df + K
Attack Type : Short range charge special
Description : Cartwheel flip kick.

Move Name : Shoryu Ken (Rising Dragon Punch)
Command : f, d, df + P
Attack Type : Anti-air special
Description : Vertical jumping uppercut.

Move Name : SHORYU REPPA (RISING DRAGON RENDER)
Command : d, df, f, d, df, f + P
Attack Type : Charging Super/Desperation
Description : Multiple Shoryu Kens done in succession.

Move Name : SHIN RYU KEN (DIVINE DRAGON PUNCH)
Command : d, df, f, d, df, f + tap K rapidly
Attack Type : Anti-air Super/Desperation
Description : Vertical Shoryu Kun.

Move Name : SHIPPYU JINRAI KYAKU (LIGHTNING QUICK KICK)
Command : Level 3/Super Desperation, d, db, b, d, db, b + K
Attack Type : Charging Super/Desperation
Description : Multiple knees and kicks. If they connect, he finishes with a vertical Tatsumaki Senpoo Kyaku.

NAME : Chun-Li APPEARED 1ST: Street Fighter II
SIDE : Capcom

Taunt : Bows toward the screen.

Move Name : Kaku Kyaku Raku (Crane Leg Drop)
Command : df + LK
Attack Type : Variation attack
Description : Flips over the opponent and knees him or her in the back.
Variant of her normal low LK attack.

Move Name : Low Medium Kick
Command : db + HK
Attack Type : Variation attack
Description : Low kick. Variant of her normal low HK attack.

Move Name : Yousou Kyaku (Eagle Talon Kick)
Command : while jumping, d + HK
Attack Type : Variation attack
Description : Stiff downward kick. Variant of her normal jumping HK.

Move Name : Sankaku Tobi (Triangle Jump)
Command : close to edge of screen, uf
Attack Type : Dodge move
Description : Does an extra jump by using the "wall".

Move Name : Koshuu Tou (Attacking Tiger Overthrow)
Command : close, b/f + HP
Attack Type : Normal throw

Description : Waistlock throw.

Move Name : Dual Kickback Throw

Command : close, b/f + HK

Attack Type : Normal throw

Description : Go behind kick to the opponent.

Move Name : Ryuusei Raku (Shooting Star Drop)

Command : close, while jumping, b/f + HP

Attack Type : Air throw

Description : Jumping waistlock throw.

The opponent must be jumping in order to connect.

Move Name : Hyakuretsu Kyaku (Hundred Rending Kick)

Command : tap K rapidly

Attack Type : Stationary special

Description : Multiple quick kicks.

Move Name : Kikou Ken (Chi Fist)

Command : b, db, d, df, f + P

Attack Type : Full screen special projectile

Description : Throws a ball of energy horizontally.

Move Name : Spinning Bird Kick

Command : hold b for 2 seconds, f + K

Attack Type : Charging special

Description : Spins forward while kicking while upside down.

Move Name : Tenshou Kyaku (Heavenly Ascention Kick)

Command : hold d for 2 seconds, u + K

Attack Type : Anti-air special

Description : Vertical spin kicks.

Move Name : KIKOU SHOU (CHI PALM)

Command : d, df, f, d, df, f + P

Attack Type : Short range / Anti-Air Super/Desperation Projectile

Description : Creates a ball of energy in front of her.

Move Name : SENRETSU KYAKU (THOUSAND RENDING KICK)

Command : hold b for 2 seconds, f, b, f + K

Attack Type : Charging Super/Desperation

Description : Forward sliding powerful version of the Hyakuretsu Kyaku.

Move Name : HAZAN TENSHOU KYAKU

(SUPREME MOUNTAIN HEAVENLY ASCENTION KICK)

Command : hold db for 2 seconds, df, db, u + K

Attack Type : Anti-Air Super/Desperation

Description : Extra powerful version of the Tenshou Kyaku.

NAME : Guile

APPEARED 1ST: Street Fighter II

SIDE : Capcom

Taunt : Flexes his arm and says, "Come on!"

Move Name : Backfist

Command : f + HP

Attack Type : Variation attack

Description : Spinning backfist. Variant of his normal HP attack.

Attack Type : Variation attack
Description : Low hitting sweep kick that must be blocked crouching.

Move Name : Tawara Nage (Straw Bag Throw)
Command : close, b/f + HP
Attack Type : Normal throw
Description : Belly-to-belly throw.

Move Name : Saba Ori (Mackarel Snapping)
Command : close, b/f + HK
Attack Type : Normal throw
Description : Bear hug. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Hyakuretsu Harite (Hundred Rending Stretching Hands)
Command : tap P rapidly
Attack Type : Stationary special
Description : Multiple quick hand slaps.

Move Name : Super Zutsuki (Super Headbutt)
Command : hold b for 2 seconds, f + P
Attack Type : Charging special
Description : Flying horizontal torpedo headbutt.

Move Name : Super Hyakkan Otoshi (Super Hundred Weight Drop)
Command : hold b for 2 seconds, f + K
Attack Type : Anti-air / Diving special
Description : Jumping body splash followed by a butt drop.

Move Name : Ooichou Nage (Ginko Tree Throw)
Command : spin joystick 360 + P
Attack Type : Unblockable special throw
Description : Body slam followed by a butt drop.
Must be close in order to connect.

Move Name : ONI MUSOU (UNRIVALED DEMON)
Command : hold b for 2 seconds, f, b, f + P
Attack Type : Charging Super/Desperation
Description : Two Super Zutsukis. If used at Level 3/Super Desperation, he finishes off with a Hyakuretsu Harite.

Move Name : OROCHI KUDAKI (GREAT SERPENT SMASHER)
Command : Level 3/Super Desperation, spin joystick 360 2x + P
Attack Type : Unblockable Super/Desperation Throw
Description : Three body slams ending with a butt drop.
Must be close in order to connect.

NAME : Zangief APPEARED 1ST : Street Fighter II
SIDE : Capcom

Taunt: Flexes his muscles and growls.

Move Name : Double Knee Drop
Command : while jumping, d + LK
Attack Type : Variation attack
Description : Knee drop. Variant of his normal jumping LK attack.

Move Name : Body Press
Command : while jumping, d + HP

Attack Type : Variation attack

Description : Jumping body press. Variation of his normal jumping HP attack.

Move Name : Back Drop

Command : close, b/f + HP

Attack Type : Normal throw

Description : Belly-to-back suplex.

Move Name : Biting

Command : close, b/f + HK

Attack Type : Normal throw

Description : Face bite. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Double Lariat

Command : press both Punch buttons

Attack Type : Stationary/Anti-air special / dodge move

Description : Spinning punches.

It can be used to pass thru high attacks.

You can use the joystick to move him.

Move Name : Quick Double Lariat

Command : press both Kick buttons

Attack Type : Stationary/Anti-air special / dodge move

Description : Faster version of the Double Lariat.

It can be used to pass thru low attacks.

You can use the joystick to move him.

Move Name : Banishing Flat

Command : f, d, df + P

Attack Type : Charging special / Counter

Description : Backslap that can destroy projectiles.

Move Name : Screw Piledriver

Command : spin joystick 360 + P

Attack Type : Unblockable special throw

Description : Spinning piledriver.

Must be close in order to connect.

Move Name : Flying Powerbomb

Command : spin joystick 360 + K

Attack Type : Unblockable charging special throw

Description : Running grab into a jumping powerbomb.

Move Name : Atomic Suplex

Command : close, spin joystick 360 + K

Attack Type : Unblockable special throw

Description : Two back suplexes.

Move Name : AERIAL RUSSIAN SLAM

Command : d, df, f, d, df, f + K

Attack Type : Unblockable Anti-Air Super/Desperation Throw

Description : Jumping grab attempt. If it connects, he performs an air slam to his opponent

The opponent must be in jumping in order to connect.

Move Name : FINAL ATOMIC BUSTER

Command : spin joystick 360 2x + P

Attack Type : Unblockable Super/Desperation Throw

Description : Does one or two back suplexes followed by one or two
Screw Piledrivers.
Must be close in order to connect.

NAME : Balrog (M.Bison in Japan) APPEARED 1ST : Street Fighter II
SIDE : Capcom

Taunt : Punches his fists together.

Move Name : Low Medium Punch
Command : db + HP
Attack Type : Variation attack
Description : Low punch. Variant of his normal low HP attack.

Move Name : Downward Punch
Command : db + HP
Attack Type : Variation attack
Description : Low punch. Variant of his normal low HK attack.

Move Name : Gut Bomber
Command : close, b/f + HP
Attack Type : Normal throw
Description : Punch to the gut of his opponent.

Move Name : Shoulder Throw
Command : close, b/f + HK
Attack Type : Normal throw
Description : Over the shoulder body throw.

Move Name : Dash Straight
Command : hold b for 2 seconds, f + P
Attack Type : Charging special
Description : Rushing straight punch.

Move Name : Dash Uppercut
Command : hold b for 2 seconds, f + K
Attack Type : Charging/Anti-air special
Description : Rushing uppercut punch.

Move Name : Dash Ground Straight
Command : hold b for 2 seconds, df + P
Attack Type : Charging special
Description : Low sweeping punch that must be blocked crouching.

Move Name : Dash Ground Uppercut
Command : hold b for 2 seconds, df + K
Attack Type : Charging/Anti-air special
Description : Rushing uppercut that knocks down the opponent.

Move Name : Turn Punch
Command : hold any button for at least 3 seconds, release
Attack Type : Charging special/Dodge move
Description : Reels back then does a powerful straight punch.
The reeling back can be used to pass thru attacks.

Move Name : Buffalo Headbutt
Command : hold d for 2 seconds, u + P
Attack Type : Anti-air special
Description : Rising head butt.

Move Name : CRAZY BUFFALO
Command : hold b for 2 seconds, f, b, f + P
Attack Type : Charging Super/Desperation
Description : Series of Dash Straights and Dash Uppercuts.
Press P during the move will cause him to do Straights.
Press K during the move will cause him to do Uppercuts.

Move Name : GIGATON BLOW
Command : Level 3/Super Desperation, hold b for 2 seconds,
f, b, f + K
Attack Type : Charging Super/Desperation
Description : Super powerful version of his Turn Punch.

NAME : Kyo APPEARED 1ST : King of Fighters '94
SIDE : SNK

Taunt : Shakes his finger at the opponent.

Move Name : Ge Shiki: Goufu You (Foreign Style: Thunder Axe Positive)
Command : f + LK
Attack Type : Overhead attack
Description : Overhead axe kick that must be blocked standing.

Move Name : HachiJuuHachi Shiki (Style 88)
Command : df + HK
Attack Type : Variation attack
Description : Two low kicks that must be blocked crouching. Variant of his normal low HK attack.

Move Name : Ge Shiki: Naraku Otoshi (Foreign Style: Hades Drop)
Command : while jumping, d + HP
Attack Type : Variation attack
Description : Jumping hammer punch. Variant of his normal jumping HP attack.

Move Name : Hatsu Gane (Forged Iron)
Command : close, b/f + HP
Attack Type : Normal Throw
Description : Forearm smash.

Move Name : Issetsu Seoi Nage (Single-Arm Over-The-Shoulder Throw)
Command : close, b/f + HK
Attack Type : Normal throw
Description : Shoulder throw followed by an elbow drop.

Move Name : 114 Shiki: Ara Gami (Style 114: Wild Bite)
Command : d, df, f + P
Attack Type : Charging special
Description : Flaming hook punch.

Move Name : 128 Shiki: Kono Kizu (Style 128: Nine Wounds)
Command : 114 Shiki: Ara Gami, d, df, f + P
Attack Type : Charging special
Description : Flaming uppercut follow-up.

Move Name : 127 Shiki: Yano Sabi (Style 127: Eight Rust)
Command : [114 Style: Ara Gami, f, df, d, db, b + P] or
[128 Shiki: Kono Kizu, P]

Attack Type : Charging overhead special
Description : Charging overhead elbow follow-up.

Move Name : 125 Shiki: Nanase (Style 125: Seven Torrents)
Command : [128 Shiki: Kono Kizu or 127 Shiki: Yano Sabi], K
Attack Type : Charging special
Description : Side kick follow-up.

Move Name : 100 Shiki: Oni Yaki (Style 100: Demon Scorcher)
Command : f, d, df + P
Attack Type : Anti-air special
Description : Rising flaming elbow.

Move Name : R.E.D. Kick [717 Shiki: Koma Hofuri]
(R.E.D. Kick [717 Style: Spinning Slaughter])
Command : b, d, db + K
Attack Type : Charging special
Description : Hopping downward roundhouse.

Move Name : 212 Shiki: Koto Tsuki You (Style 212: Moon Harp Positive)
Command : f, df, d, db, b + K
Attack Type : Blockable charging special throw
Description : Running elbow followed by one-hand explosion grab.

Move Name : URA 108 SHIKI: OROCHI NAGI
(REVERSE 108: GREAT SERPENT MOW DOWN)
Command : d, db, b, db, d, df, f + (hold) P
Attack Type : Short Range Super/Desperation Projectile
Description : Tosses a massive wave of fire in front of him.
Hold the attack button to delay attack.

Move Name : SAISHUU KESSEN OUGI "MU SHIKI"
(FINAL BATTLE HIDDEN "NO STYLE")
Command : d, df, f, d, df, f + P
Attack Type : Charging/Anti-Air Super/Desperation
Description : Tosses a pillar of fire in front of him and follows up
with multiple fire punches.

NAME : Iori APPEARED 1ST : King of Fighters '95
SIDE : SNK

Taunt : Leans forward and insults the opponent.

Move Name : Ge Shiki: Yuri Ori (Foreign Style: Lily Break)
Command : while jumping, b + LK
Attack Type : Variation attack
Description : Backwards flying kick. Will hit behind character.

Move Name: : Ge Shiki: Goufu In "Shinigame"
Foreign Style: Thunder Axe Negative "Death God"
Command : f + LK
Attack Type : Overhead attack
Description : Overhead axe kick that must be blocked standing.

Move Name : Saka Hagi (Reverse Flayer)
Command : close, b/f + HP/HK
Attack Type : Normal throw
Description : Rakes the opponent's chest.

Move Name : 108 Shiki: Yami Barai (Style 108: Darkness Sweep)
Command : d, df, f + P
Attack Type : Full screen special projectile
Description : Throws a rolling fire on the ground.

Move Name : 127 Shiki: Aoi Hana (127 Style: Hollyhock Flower)
Command : d, db, b + P (up to three times)
Attack Type : Charging / Overhead special
Description : Rushing uppercuts. The third is an overhead hammer.

Move Name : 100 Shiki: Oni Yaki (100 Style: Demon Scorcher)
Command : f, d, df + P
Attack Type : Anti-Air special
Description : Rising flaming forearm.

Move Name : 212 Shiki: Koto Tsuki In (212 Style: Moon Harp Negative)
Command : f, df, d, db, b + K
Attack Type : Blockable charging special throw
Description : Running elbow takedown followed by face claw explosion.

Move Name : Kuzu Kaze (Scum Gale)
Command : f, df, d, db, b, f + P
Attack Type : Unblockable setup throw
Description : Switches positions with his opponent, leaving his foe open to attacks.

Move Name : URA 108 SHIKI: YA SAKAZUKI
(REVERSE 108 STYLE: EIGHT WINE CUPS)
Command : d, db, b, db, d, df, f + (hold) P
Attack Type : Super/Desperation Projectile
Description : Motions and throws a rolling pillar of fire on the ground. If it connects, it leave his foe open to attacks.

Move Name : URA 1211 SHIKI: YA OTOME
(REVERSE 1211 STYLE: MAIDEN MASHER)
Command : d, df, f, df, d, db, b + P
Attack Type : Charging Auto-combo Super/Desperation
Description : Rushing combo, ending with a flame attack.

NAME : Terry APPEARED 1ST : Fatal Fury 1
SIDE : SNK

Taunt : Fixes his cap then motions to his opponent, saying
"Hey! C'mon!"

Move Name : Upper Blow
Command : df + HP
Attack Type : Variation attack
Description : Uppercut punch. Variant of his nomal low HP attack.

Move Name : Grasping Upper
Command : close, b/f + HP
Attack Type : Normal throw
Description : Close uppercut.

Move Name : Buster Throw
Command : close, b/f + HK
Attack Type : Normal throw
Description : Shoulder throw.

Move Name : Power Wave
Command : d, df, f + P
Attack Type : Full-screen special projectile
Description : Punches the ground and a rolling fire heads at his foe.

Move Name : Rising Tackle
Command : hold d for 2 seconds, u + P
Attack Type : Anti-air special
Description : Jumping upside down spinning punch.

Move Name : Crack Shoot
Command : d, db, b + K
Attack Type : Charging special
Description : Jumping forward flip kick.

Move Name : Burn Knuckle
Command : d, db, b + P
Attack Type : Charging special
Description : Fast leaping straight punch.

Move Name : POWER GEYSER
Command : d, db, b, db, f + P
Attack Type : Anti-Air/Short Range Super/Desperation
Description : Punches a ground and a geyser of flame erupts. Up to 3
geysers can come out depending on Super/Desperation.
The higher the Super/Desperation, the longer the range.

Move Name : BUSTER WOLF
Command : d, df, f, d, df, f + K
Attack Type : Charging Super/Desperation
Description : Burn Knuckle followed by an erupting fire wall.

NAME : Ryo APPEARED 1ST : Art of Fighting 1
SIDE : SNK

Taunt : Motions to the opponent to come closer, saying "Ora! Ora!"

Move Name : Hyo Chuu Wari (Ice Pillar Splitter)
Command : f + LP
Attack Type : Overhead attack
Description : Overhead chop attack that must be blocked standing.

Move Name : Power Chop
Command : close, b/f + HP
Attack Type : Normal throw
Description : Close chop.

Move Name : Tomoe Nage (Overhead Judo Throw)
Command : close, b/f + HK
Attack Type : Normal throw
Description : Fallaway kick throw.

Move Name : Ko'ou Ken (Tiger Gleam Fist)
Command : d, df, f + P
Attack Type : Full screen special projectile
Description : Throws a flame projectile horizontally.

Move Name : Ku Chuu Ko'ou Ken (Mid-Air Tiger Gleam Fist)

Command : while jumping, d, df, f + P
Attack Type : Downward special projectile
Description : Throws a flame projectile at a downward 45 degree angle.

Move Name : Hien Shippu Kyaku (Flying Gale Kick)
Command : hold db for 2 seconds, f + K
Attack Type : Charging special
Description : Two flying horizontal kicks.

Move Name : Ko Hou (Tiger Cannon)
Command : f, d, df + P
Attack Type : Anti-air special
Description : Jumping uppercut.

Move Name : Zan Retsu Ken (Slash Rending Fist)
Command : f, b, f + P
Attack Type : Stationary auto-Combo special
Description : Rapid jabs. If it connects, he will punch the opponent continuously, ending with a standing uppercut.

Move Name : HAOH SHOKO KEN (SUPREME KING FLYING ROARING FIST)
Command : f, b, db, d, df, f + P
Attack Type : Full Screen Super/Desperation Projectile
Description : Large fireball projectile.

Move Name : RYUKO RANBU (DRAGON TIGER BOISTEROUS DANCE)
Command : d, df, f, df, d, db, b + P
Attack Type : Charging Auto-combo Super/Desperation
Description : Rushing shoulder block. If it connects, he continues with a flurry of punches and kicks, ending with a Ko Hou.

NAME : Mai APPEARED 1ST : Fatal Fury 2
SIDE : SNK

Taunt : Points her fan at the opponent, saying "Hora! Gambate!"

Move Name : Fan Strike
Command : f + HP
Attack Type : Variation attack
Description : Straight fan smash. Variant of her normal standing HP attack.

Move Name : Sankaku Tobi (Triangle Jump)
Command : close to edge of screen, uf
Attack Type : Dodge move
Description : Does an extra jump by using the "wall".

Move Name : Shiranui Gou Rin (Shiranui Strong Fall)
Command : close, b/f + HP
Attack Type : Normal throw
Description : Flips over her opponent then throws her foe by the head.

Move Name : Fuusha Kuzushi (Windmill Destroyer)
Command : close, b/f + HK
Attack Type : Normal throw
Description : Leg scissor takedown.

Move Name : Yume Zakura (Dream Cherry)
Command : while jumping, close, b/f + HP or HK

Attack Type : Air throw
Description : Grabs and crashes on top of the opponent.
The opponent must be jumping in order to connect.

Move Name : Ka Cho Sen (Butterfly Fan)
Command : d, df, f + P
Attack Type : Full screen special projectile.
Description : Throws her fan horizontally.

Move Name : Ryu Enbu (Dragon Blaze Dance)
Command : d, db, b + P
Attack Type : Stationary/Anti-air special
Description : Slap followed by a fire sweep with her dress tail.

Move Name : Hissatsu Shinobi Bachi (Deadly Ninja Bees)
Command : b, db, d, df, f + K
Attack Type : Charging special
Description : Forward cartwheel followed by jumping elbow smash.

Move Name : Musasabi No Mai [Chijou]
(Dance of the Giant Flying Squirrel [Ground])
Command : hold d for 2 seconds, u + P
Attack Type : Diving special
Description : Leap towards the edge of the screen followed by a
diving head first attack.

Move Name : Musasabi No Mai [Kuu Chuu]
(Dance of the Giant Flying Squirrel [Mid-Air])
Command : while jumping, d, db, b + P
Attack Type : Diving special
Description : Diving head first attack.

Move Name : CHOU HISSATSU SHINOBI BACHI (ULTRA DEADLY NINJA BEES)
Command : d, db, b, db, d, df, f + K
Attack Type : Charging Super/Desperation
Description : Flaming version of her Hissatsu Shinobi Bachi.

Move Name : BENI SUZAKU (RED FIREBIRD)
Command : while jumping, d, db, b, d, db, b + P
Attack Type : Diving Super/Desperation
Description : Flaming version of the Musasabi No Mai [Kuu Chuu]

NAME : Kim APPEARED 1ST : Fatal Fury 2
SIDE : SNK

Taunt : Shrugs and shakes his head.

Move Name : Neri Chagi (Desending Leg)
Command : f + HK
Attack Type : Overhead attack
Description : Overhead axe kick.

Move Name : Change Foot
Command : hold HK
Attack Type : Setup attack
Description : Forward kick then switches his fighting stance.

Move Name : Jumping Side Kick
Command : LP during Change Foot

Attack Type : Stationary follow up attack
Description : Hopping side kick that knocks the opponent down.

Move Name : Power Axe
Command : HP during Change Foot
Attack Type : Overhead follow up attack
Description : Reverse Neri Chagi that must be blocked standing.

Move Name : Spinning Side Kick
Command : LK during Change Foot
Attack Type : Anti air follow up attack
Description : Reverse roundhouse kick.

Move Name : Saku Kyaku Nage (Deadly Leg Throw)
Command : close, b/f + HP
Attack Type : Normal throw
Description : Two handed body throw.

Move Name : Double Kickaway
Command : close, b/f + HK
Attack Type : Normal throw
Description : Two roundhouse kicks.

Move Name : Hangetsu Zan (Full Moon Slash)
Command : d, db, b + K
Attack Type : Charging/Anti-air special
Description : Forward jumping split kick.

Move Name : Hien Zan (Flying Slash)
Command : hold d for 2 seconds, u + K
Attack Type : Anti-Air special
Description : Rising flip kick.

Move Name : Tensho Zan (Rising Heaven Kick)
Command : d + K after HK version of Hien Zan
Attack Type : Diving special
Description : Desending Hien Zan follow-up.

Move Name : Haki Kyaku (Ambition Kick)
Command : d, d, + K
Attack Type : Stationary special
Description : Stomp at the opponent's feet.

Move Name : Hisho Kyaku (Flying Kicks)
Command : while jumping, d, df, f + K
Attack Type : Diving special
Description : 45 degree descending rapid kicks.

Move Name : HOU'OU KYAKU (PHOENIX KICK)
Command : d, db, b, db, d, df, f + K
Attack Type : Charging Auto-Combo Super/Desperation
Description : Slides forward with a knee. If it connects, he continues with a flurry of kicks.

Move Name : HOU'OU TENBU KYAKU (PHOENIX HEAVEN DANCE KICK)
Command : while jumping, d, df, f, df, d, db, b + K
Attack Type : Diving Auto-Combo Super/Desperation
Description : Diving kick. If it connects, he continues with kicks that carry the opponent into the air, finishing off with a flying roundhouse.

Move Name : Thunder Crush Bomb
Command : spin joystick 360 + K
Attack Type : Unblockable special throw
Description : Powerbomb into a bodyslam.
Must be close in order to connect.

Move Name : SANKUNETSU GIRI (SCORCHING HEAT BREATH)
Command : f, df, d, db, b, f, df, d, db, b + P
Attack Type : Anti-Air / Stationary Super/Desperation
Description : Flaming version of the Doku Giri.

Move Name : DESTRUCTION DROP
Command : spin joystick 360 2x + P
Attack Type : Unblockable Super/Desperation Throw
Description : A couple of powerbombs into a flying bulldog.
Must be close in order to connect.

3 POINT CHARACTERS:

NAME : M.Bison (Vega in Japan) APPEARED 1ST : Street Fighter II
SIDE : Capcom

Taunt : Adjusts his hat.

Move Name : Deadly Throw
Command : close, b/f + HP
Attack Type : Normal throw
Description : Underarm hook throw.

Move Name : Psycho Leg Throw
Command : close, b/f + HK
Attack Type : Normal throw
Description : Kicks the opponent and balances him or her on his foot
before throwing his foe.

Move Name : Psycho Impact
Command : hold b for 2 seconds, f + P
Attack Type : Charging special
Description : Rushing uppercut ending with a downward blow.

Move Name : Double Knee Press
Command : hold b for 2 seconds, f + K
Attack Type : Charging/Anti-air special
Description : Forward scissor kick.

Move Name : Head Press
Command : hold d for 2 seconds, u + K
Attack Type : Diving special
Description : Jumping head stomp.

Move Name : Somersault Skull Diver
Command : [hold d for 2 seconds, u + P] or [Head Press, P]
Attack Type : Diving special
Description : Diving chop.

Move Name : Psycho Impact
Command : f, d, df + P

Attack Type : Stationary special
Description : Flaming elbow smash.

Move Name : HEARTBREAK DESPAIR
Command : hold b for 2 seconds, f, b, f + P
Attack Type : Charging Super/Desperation
Description : Flying body torpedo. If it connects, he does a Deadly Throw finisher.

Move Name : KNEE PRESS NIGHTMARE
Command : hold b for 2 seconds, f, b, f + K
Attack Type : Charging Super/Desperation
Description : Two Double Knee Presses. Level 3/Super Desperation has him do three flying kicks, ending with a drop kick.

NAME : Sagat APPEARED 1ST : Street Fighter I
SIDE : Capcom

Taunt : Puts his hand under his chin and snickers.

Move Name : Low Medium Kick
Command : db + HK
Attack Type : Variation attack
Description : Low kick. Variant of his normal low HK attack.

Move Name : Tiger Carry
Command : close, b/f + HP
Attack Type : Normal throw
Description : Over the shoulder throw.

Move Name : Tiger Rage
Command : close, b/f + HK
Attack Type : Normal throw
Description : Rapid knees to the gut. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Tiger Shot
Command : d, df, f + P
Attack Type : Full screen special projectile
Description : Horizontal projectile that can be avoided by crouching.

Move Name : Ground Tiger Shot
Command : d, df, f + K
Attack Type : Full screen special projectile
Description : Horizontal projectile close to the ground.

Move Name : Tiger Blow
Command : f, d, df + P
Attack Type : Anti-air special
Description : Jumping uppercut.

Move Name : Tiger Crush
Command : f, d, df + K
Attack Type : Anti-air/charging special
Description : Jumping knee attack.

Move Name : TIGER GENOCIDE
Command : d, df, f, d, df, f + P
Attack Type : Charging / Anti-Air Super/Desperation

Description : Tiger Crush followed by one or two Tiger Blows.

Move Name : TIGER RAID

Command : d, df, f, d, df, f + K

Attack Type : Charging Super/Desperation

Description : A couple of roundhouse kicks followed by a flying kick.

NAME : Vega (Balrog in Japan) APPEARED 1ST : Street Fighter II

SIDE : Capcom

Taunt : Points at his opponent with his claw.

Move Name : Low Medium Thrust

Command : db + HP

Attack Type : Variation attack

Description : Forward claw. Variant of his normal low HP attack.

Move Name : Low Medium Kick

Command : db + HK

Attack Type : Variation attack

Description : Low kick. Variant of his normal low HK attack.

Move Name : Cosmic Smart

Command : f + HK

Attack Type : Variation attack

Description : Hopping side kick. Variant of his normal HK attack.

Move Name : Backslash

Command : press both Punch buttons

Attack Type : Dodge move

Description : Backflip cartwheel with a handplant.

The backflip can be used to pass thru attacks.

Move Name : Short Backslash

Command : press both Kick buttons

Attack Type : Dodge move

Description : Full backflip.

The backflip can be used to pass thru attacks.

Move Name : Sankaku Tobi (Triangle Jump)

Command : close to edge of screen, uf

Attack Type : Dodge move

Description : Does an extra jump by using the "wall".

Move Name : Rainbow Suplex

Command : close, b/f + HP

Attack Type : Normal throw

Description : Belly to back suplex.

Move Name : Backslash Toss

Command : close, b/f + HK

Attack Type : Normal throw

Description : Backflip throw.

Move Name : Stardust Drop

Command : close, while jumping, b/f + HP

Attack Type : Air throw

Description : Jumping waistlock throw.

The opponent must be jumping in order to connect.

Move Name : Cresent Line
Command : close, while jumping, b/f + HK
Attack Type : Air throw
Description : Jumping leg scissor throw.
The opponent must be jumping in order to connect.

Move Name : Rolling Crystal Slash
Command : hold b for 2 seconds, f + P
Attack Type : Charging special
Description : Rolling tumble, ending with a claw stab.

Move Name : Sky High Claw
Command : hold d for 2 seconds, u + P
Attack Type : Charging/Diving special
Description : Jump to the edge of the screen and pounces off with a thrusting claw.

Move Name : Scarlet Terror
Command : hold db for 2 seconds, f + K
Attack Type : Anti-air special
Description : Forward moving backflip kick.

Move Name : Flying Barcelona
Command : hold d for 2 seconds, u + K
Attack Type : Setup move
Description : Jump to the edge of the screen.

Move Name : Flying Barcelona Attack
Command : Flying Barcelona, P
Attack Type : Diving special
Description : Diving claw slash.

Move Name : Izuna Drop
Command : Flying Barcelona, close, any direction + HP
Attack Type : Unblockable diving special throw
Description : Flying belly to back suplex.

Move Name : SCARLET MIRAGE
Command : hold b for 2 seconds, f, b, f + K
Attack Type : Anti-Air / Charging Super/Desperation
Description : Multiple Scarlet Terrors.

Move Name : ROLLING BARCELONA
Command : hold db for 2 seconds, df, db, u + K
Attack Type : Setup Super/Desperation move
Description : Super version of the Flying Barcelona.

Move Name : ROLLING BARCELONA ATTACK
Command : Rolling Barcelona, P
Attack Type : Diving Super/Desperation
Description : Powerful version of his Flying Barcelona Attack.
Level is detemined by Level of Rolling Barcelona.

Move Name : ROLLING IZUNA DROP
Command : Rolling Barcelona, close, any direction + HP
Attack Type : Unblockable Diving Super/Desperation Throw
Description : Multiple Izuna Drops.
Level is determined by Level of Rolling Barcelona.

Move Name : RED IMPACT
Command : Level 3/Super Desperation, hold b for 2 seconds,
f, b, f + P
Attack Type : Auto-Combo Super/Desperation
Description : Long claw thrust. If it connects, he flips his opponent
into the air, where his foe lands back on his claw.

NAME : Rugal APPEARED 1ST : King of Fighters '94
SIDE : SNK

Taunt : Gently bows.

Move Name : Double Tomahawk
Command : f + LK
Attack Type : Overhead attack
Description : Overhead axe kick that must be blocked standing.

Move Name : Scorpion Deathlock
Command : close, b/f + HP
Attack Type : Normal throw
Description : Choke hold with electricity.

Move Name : Scorpion Blow
Command : close, b/f + HK
Attack Type : Normal throw
Description : Flips the opponent behind him and slaps his or her back.

Move Name : Reppu Ken (Violent Wind Fist)
Command : d, df, f + P
Attack Type : Full screen projectile
Description : Throws a wave of rolling energy on the floor.

Move Name : Kaiser Wave
Command : f, b, db, d, df, f + (hold) P
Attack Type : Full screen special projectile
Description : Massive horizontal projectile.
Hold the attack button to strengthen attack.

Move Name : Genocide Cutter
Command : f, d, df + K
Attack Type : Anti-air special
Description : Rising full moon kick.

Move Name : Dark Barrier
Command : d, df, f + K
Attack Type : Reflet/stationary special
Description : Creates a shield of energy.
This move can reflect all normal special projectiles.

Move Name : God Press
Command : f, df, d, db, b + P
Attack Type : Blockable charging special throw
Description : Running grab. If it connects, he slams his opponent to
the edge of the screen.

Move Name : GIGANTIC PRESSURE
Command : d, df, f, df, d, db, b + P
Attack Type : Blockable Charging Super/Desperation Throw
Description : Powerful version of the God Press with an explosion at

the end.

Move Name : GENOCIDE HEAVEN
Command : d, df, f, d, df, f + K
Attack Type : Stationary Super/Desperation
Description : Multiple kicks, ending with one or two Genocide Cutters.

NAME : Yamazaki APPEARED 1ST : Fatal Fury 3
SIDE : SNK

Taunt : Stretches his neck.

Move Name : Bussashi (Slashing)
Command : f + LP
Attack Type : Overhead attack
Description : Overhead punch which must be blocked standing.

Move Name : Shime Age (Strangle Lift)
Command : close, b/f + HP
Attack Type : Normal throw
Description : One arm choke. Shake the joystick and rapidly press on the buttons to do more damage.

Move Name : Back Throw
Command : close, b/f + HK
Attack Type : Normal throw
Description : Tosses opponent behind him.

Move Name : Hebi Tsukai [Joudan] (Snake Tamer [Upper])
Command : d, db, b + (hold) LP
Attack Type : Anti-air special
Description : Strikes his hand upward.
Hold the attack button to strengthen attack.

Move Name : Hebi Tsukai [Chuudan] (Snake Tamer [Mid Level])
Command : d, db, b + (hold) HP
Attack Type : Long range special
Description : Strikes his hand forward.
Hold the attack button to strengthen attack.

Move Name : Hebi Tsukai [Gedan] (Snake Tamer [Lower])
Command : d, db, b + (hold) LK
Attack Type : Low range special
Description : Strike his hand toward the feet of the opponent.
This move must be blocked crouching.
Hold the attack button to strengthen attack.

Move Name : Hebi Damashi (Snake Tamer)
Command : during any delayed Hebi Tsukai, HK
Attack Type : Move cancel
Description : Cancels Hebi Tsukai.

Move Name : Sabaki no Aikuchi
Command : Dagger of Judgement
Attack Type : Charging special
Description : Does multiple slashes with his dagger.

Move Name : Yamiire (Tempering)
Command : f, d, df + K

Attack Type : Overhead special
Description : Overhead axe kick that must be blocked standing.

Move Name : Dokusyu (Poison Blow)
Command : b, d, db + (hold) P
Attack Type : Stationary special
Description : Powerful body blow.
Hold the attack button to strengthen attack.

Move Name : Sadomaso
Command : b, db, d, df, f + K
Attack Type : Counter special
Description : Sticks his tongue out. If he is hit by any attack,
except projectiles, he will counter with an uppercut.

Move Name : Bai Gaeshi
Command : d, df, f + P
Attack Type : Reflect/Anti-air special
Description : Uppercut. If he hits a special projectile, he throws
his own powerful fire ball.

Move Name : GUILLOTINE
Command : f, b, db, d, df, f + P
Attack Type : Blockable Charging/Anti-Air/Diving
Super/Desperation Throw
Description : Uppercut grab/Diving grab. If it connects, he drags
his opponent on the ground, and pounds on him or her.

Move Name : DRILL
Command : spin joystick 360 + tap P rapidly
Attack Type : Unblockable Super/Desperation Throw
Description : Powerful uppercut. Damage is determined by number of
punch button presses you have done before he attacks.
Must be close in order to connect.

NAME : Geese APPEARED 1ST : Fatal Fury 1
SIDE : SNK

Taunt : Motions with both hands to come closer.

Move Name : Wind Toss
Command : close, b/f + HP
Attack Type : Normal throw
Description : Throws his opponent over his back with one hand.

Move Name : Body Slam
Command : close, b/f + HK
Attack Type : Normal throw
Description : Body slam.

Move Name : Reppuu Ken (Violent Wind Fist)
Command : d, df, f + LP
Attack Type : Full screen special projectile
Description : Throws a wave of rolling energy on the floor.

Move Name : Double Reppuu Ken (Double Violent Wind Fist)
Command : d, df, f + HP
Attack Type : Full screen special projectile
Description : Throws two Reppuu Kens together into one projectile.

Can cancel a special projectile if done close.
Hits twice if done close.

Move Name : Joudan Atemi Nage (High Hit Self Throw)
Command : f, df, d, db, b + LP
Attack Type : Counter special
Description : Raises his hand. If hit by jumping attacks, he will grab the opponent and do a Body Slam.

Move Name : Chuudan Atemi Nage (Mid-level Hit Self Throw)
Command : f, df, d, db, b + HP
Attack Type : Counter special
Description : Forward stance. If hit by standing attacks, he will grab the opponent and Body Slam him or her.

Move Name : Gedan Atemi Uchi (Low Hit Self Blow)
Command : f, df, d, db, b + LK
Attack Type : Counter special
Description : Low stance. If hit by low attacks, he will trip and do a palm thrust.

Move Name : RAGING STORM
Command : db, f, df, d, db, b, df + P
Attack Type : Anti-air / Stationary Super/Desperation
Description : Motions his arms downwards and pillars of energy erupt from the ground.

Move Name : DEADLY RAVE
Command : Level 3/Super Desperation, f, df, d, db, b, f + LK, LP, LP, LK, LK, HP, HP, HK, HK, d, db, b + P
Attack Type : Charging Super/Desperation
Description : Rushing kick, followed by a flurry of attacks, ending with a powerful wind blast.

F. Spoilers/Endings:

WARNING: THE FOLLOWING SECTION CONTAINS MAJOR SPOILERS TO THE GAME!
IF YOU DO NOT WANT TO KNOW THE ENDINGS TO THIS GAME, SKIP THIS SECTION AND DO NOT READ THIS!

1) GEESE TOWER

Normal Team:

Geese will comment that you must be pretty strong, or pretty lucky to get this far. But now, your luck has run out because you will have to do battle with him!

After you beat him once, Geese is amazed that you have knocked him out. But now, he's going to get serious!

After defeating Geese for the second time, he will be crouching down, hurt. He stares at you, asking why you do not finish him off. He is amazed that you do not kill him because of your "Fighter's Honor", which he finds laughable. He will not have your pity and falls away from the balcony and plummets down. Geese Tower explodes.

A news broadcast is shown. The female reporter tells that the winners of the tournament has been determined, and they are...

Joe Higashi and Dan Hibiki!

There is then a news update on the explosion on Geese Tower. No one was found hurt, but Geese Howard has been missing for comment.

Team with Vega:

Geese has been looking forward to this. Finally, he will get to do battle with one of the greatest street fighters in history, the infamous leader of Shadowloo, Vega.

After you beat him once, Geese is amazed that you have knocked him out. But now, he's going to get serious!

After defeating Geese for the second time, he will be crouching down, hurt. He stares at you, asking why you do not finish him off. He is amazed that you do not kill him because of your "Fighter's Honor", which he finds laughable. He will not have your pity and falls away from the balcony and plummets down. Geese Tower explodes.

A news broadcast is shown. The female reporter tells that the winners of the tournament has been determined, and they are...
Joe Higashi and Dan Hibiki!

There is then a news update on the explosion on Geese Tower. No one was found hurt, but Geese Howard has been missing for comment.

2) SHADOWLOO HIDEOUT

Normal Team:

M.Bison takes this opportunity to congratulate you for getting this far. For your reward, he sends one of his warriors, Balrog to do battle with you.

After defeating Balrog, M.Bison is impressed that you have defeated the boxer. But now, he will take control of your soul by defeating you.

M.Bison is defeated and is impressed with your skills. That is the exact reason why he must control the best Street Fighters. But, for now, it is time to leave. The base explodes.

A news broadcast is shown. The female reporter tells that the winners of the tournament has been determined, and they are...
Joe Higashi and Dan Hibiki!

There is then a news update on the volcanic eruption. It appears that the citizenry have been safely evacuated and no one was reported hurt caused by the resulting earthquakes.

Team with Geese:

M.Bison is glad that the great Geese Howard, the leader of South Town and one of the greatest street fighters, has graced him with his presence. But, before he can fight him, he sends Balrog to test him if he is worthy enough to spar with him. If he beats Balrog, he'll see which one of them is the real boss!

After defeating Balrog, M.Bison is impressed that you have

defeated the boxer. But now, he will take control of your soul by defeating you.

M.Bison is defeated and is impressed with your skills. That is the exact reason why he must control the best Street Fighters. But, for now, it is time to leave. The base explodes.

A news broadcast is shown. The female reporter tells that the winners of the tournament has been determined, and they are...
Joe Higashi and Dan Hibiki!

There is then a news update on the volcanic eruption. It appears that the citizenry have been safely evacuated and no one was reported hurt caused by the resulting earthquakes.

G. Tips and Hints:

Stuff about Gameplay:

- 1) Do the Ground Roll!
 - It's easy! It helps you dodge attacks easily, like projectiles, to get close to opponents and smash them!
- 2) Throw, throw, throw!
 - Throws are real powerful in this game! It's also hard to get out of! Sure, people say it cheap to throw your opponent, but it is legal!
 - Another thing: The throws that has you shaking the joystick and pounding on the buttons really fill up your Super Meter when you're in Capcom mode!
- 3) Variation attacks are useful!
 - Variation attacks can be used to surprise your opponents, link up into combos, and much more! For example, Vega's Low Medium Thrust can poke from far range, and Ryu and Ken's Low Medium Kick can combo nicely into a Hado Ken.

Stuff about Characters:

- 1) SNK Kim is One Tough Bastard!
 - The main reason why I put up this section! Kim already has great attacks, but in SNK mode, he becomes almost unstoppable!
 - First of all, Kim has high priority attacks. He's got a super anti-air in his Hien Zan, high priority air attacks with his jumping HK and Hisho Kyaku and a long ranged crouching HK.
 - Now, in SNK Mode and with his life meter flashing, Kim can do his Hou'ou Kyaku, which has super-high priority and a quick startup, practically indefinitely. He can do it forever, and if you try to counterattack, you'll get nailed with another one of those darn Hou'ou Kyakus of his!
 - Fortunately, there is a way to beat it. You can throw him after one of those Hou'ou Kyakus (which is difficult) or you can roll out of the way and let him fly off in the distance!
- 2) Zangief and Raiden are Strong if You Know How to Use Them!
 - My main team! Simply roll close then do their unblockable throws to smash up the opponent! Zangief's Double Lariat is useful for jumpers (and Kim!) and Raiden's Giant Bomb can work the same

way (especially against Kim)!

- 3) SNK Iori is a Tough Bastard, Too!
 - Almost as bad as Kim! First of all, he's got a projectile! Also, his 100 Shiki: Oni Yaki is a great anti-air and combo ender. Finally, he's got his Ge Shiki: Yuri Ori as a combo starter!
 - In SNK Mode, he can get real tough to beat! When his life meter is flashing, and he's fully charged, Iori can throw that darn powerful, hard-to-dodge version of his Ura 108 Shiki: Ya Sakazuki. If you get hit by it, he'll have enough time to charge up and do a Super Desperation version of his Ura 1211 Shiki: Ya Otome, which is really damaging!
 - To avoid the powerful version of the Ura 108 Shiki: Ya Sakazuki, get close and block. After blocking the entire thing, quickly do a jump attack, before he can do it again! It's tough, but it is possible.
 - Another way is to roll at Iori to avoid that darn rolling flame pillars. This is harder and risky!

Stuff about Characters versus Characters:

- 1) Sakura vs. Yuri Intro
 - Sakura bows as Yuri poses.
- 2) Cammy vs. Vice Intro
 - Vice taunts Cammy while Cammy does her normal intro
- 3) Vice vs. Rugal Intro
 - Mature appears behind Vice and bows to Rugal.
- 4) Benimaru vs. any female Intro
 - Benimaru tosses a heart in the air before he shocks his hair so it stands on end.
- 5) Yuri vs. Ryo Intro
 - Yuri poses and Ryo is shakes his head in embarassment.
- 6) Ryu vs. Ken Intro
 - They both tap their fists together.
- 7) Ryu vs. Kyo Intro
 - Ryu taunts as Kyo waves a hand of flame at Ryu.
- 8) Ryu vs. Ryo Intro
 - They both jump into fighting position.
- 9) Ryu vs. Sagat Intro
 - Ryu tightens his belt while looking at Sagat while Sagat puts his hand over his scar while staring at Ryu.
- 10) Ken vs. Terry Intro
 - Ken tosses Terry his cap, which he catches with his head.
- 11) Chun-Li vs. Mai Intro
 - Mai is shown dressed as Chun-Li, which she takes off immediately before taunting Chun-Li. Chun-Li shrugs her shoulder as a large bead of persperation comes out of her forehead.
- 12) Chun-Li vs. Yamazaki Intro
 - Hon-Fu jumps in but is quickly dispatched by a Hebi Tsuki from

Yamazaki.

- 13) Guile vs. Rugal Intro
 - A statue of Guile is between the two fighters. Guile cuts it in half with a Sonic Boom. Rugal used a Reppu Ken to destroy the remains of the statue.
- 14) Zangief vs. Raiden Intro
 - They grapple with each other before jumping into their fighting positions.
- 15) Kyo vs. Iori Intro
 - They both create flames in their palms before putting them out by clutching their fists.
- 16) Iori vs. M.Bison Intro
 - Iori tosses a 108 Shiki: Yami Barai at M.Bison, who dodges the projectile by jumping over it and Iori.
- 17) Terry vs. Yamazaki Intro
 - Yamazaki throws a dagger at Terry. Terry breaks it with a punch.
- 18) Terry vs. Geese Intro
 - Terry clenches his fist as Geese snickers.
- 19) M.Bison vs. Geese Intro
 - Geese blasts M.Bison's cape with a Double Reppu Ken.
- 20) M.Bison vs. Rugal Intro
 - Rugal's panther growls at M.Bison.
- 21) Vega vs. E.Honda, Blanka, Zangief or Raiden
 - Vega shakes his head in disgust while the opponent does his normal intro.
- 22) Vega vs. any female character, and Benimaru Intro
 - Vega takes off his mask and bows while the opponent does his normal intro.

H. Help Me!:

Send me some comments or suggestions to make this FAQ a better one. They are always welcome! Contact me at <fiefo@hotmail.com>.

I. Thanks!

www.gamefaqs.com (CJayC) - a great site for your faqs! Thanks for putting this one up! You get credit now for being the first one to do so!

gameadvice.com (Al Amaloo) - thanks for asking to put this up!

Kao Megura - He's got real great FAQs. I used his Street Fighter, Fatal Fury and King of Fighters FAQs as a reference to the translations to the moves. He is a FAQ writer's god! Can't wait for him to blow this FAQ away with his own Capcom vs. SNK FAQ!

Daniel Tan - for info on the Introductions! Also for info on the
Ratio 4 characters.

Capcom and SNK - For finally getting together to produce this dream
game! It's a fighting gamer's dream!

END!

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