

Capcom vs. SNK Combo FAQ

by The KiD

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C A P C O M V S S N K : M I L L E N N I U M F I G H T 2 0 0 0 + P R O
T H E C O M B O F A Q O F T H E T W E N T Y - F I R S T C E N T U R Y
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----- Capcom vs. SNK: Millennium Fight 2000 + PRO Combo FAQ -
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A note to other sites: DO NOT rip off this document from GameFAQs.com and just place it on your webpage. It becomes an annoyance to find my work at other locations I KNOW I didn't send it to. With that stated, I take this moment to bitch at "Just the FAQs" <faqs.simplenet.com> that have "stole" my 'Groove On Fight' and 'Bullesta' FAQs in the past. If you're that eager to have this FAQ as an addition to your site, it's not that hard to write a letter and just ask me for it. If you can't do that, make your own FAQ.

..Alright, I'm done ranting and raving. Have a nice day. ^_^

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• Part 1 / Introduction]-----

After being glued to MvC2 and the god that is Street Fighter Zero 3, it was hard to go back to this "basic" style of game. No insane juggle or Supers. A style that was ... easy to follow. Who would have thought we'd see that again, huh? Something to tide us over until SNK releases the sequel. In the meantime, enjoy the mayhem. ^_^

Share the wealth. Destroy the competition. Losing sucks.

This FAQ is written with the assumption that you know the basis of terms and gameplay for "SNK vs. Capcom Millennium Fight 2000". If not, I advise you to look at the FAQs written and posted at <www.gamefaqs.com> or other gamesites first before looking through this one. There is only limited info concerning button notation and gaming notes listed within this FAQ.

Each combo was performed on Ryu unless otherwise stated.

• Part 2 / Button & Controller Configuration]-----

ub	u	uf	Jump Up-Back	Jump Up	Jump Up-Forward
\		/			
b --	N	-- f	Move Back/Block	Neutral	Move Forward/Advance
/		\			

db d df Block Low/Crouch Crouch Offensive Crouch

Reverse left and right if on right side of screen or Player 2.

L Trigger	R Trigger	LP + HP	LK + HK
X	Y	LP	HP
A	B	LK	HK

Button notation can be changed at the Button Config option screen.

• Part 3 / Combo Listing Notation]-----

- s. stands for STANDING
- c. stands for CROUCHING
- j. stands for JUMPING
- cu. stands for CROSS-UP
- > indicates the following attack will chain from the previous attack
- XX indicates 2-in-1s or Super Cancels
- /\ indicates that you jump after the previous move/command
- \/ indicates that you land to the ground after the previous move/command
- ,
- () indicates a move that can be added into the combo, but not necessary normally used when a certain move may alter the combo
- | | indicated the number of hits a move must hit before moving on
- + stands for "and"
- / stands for "or"
- * stands for new or updated combos/infomation since the last FAQ revision

- [Level 1] - A Type 1 Super
Capcom Groove: Perform when Level 1+ with LP / LK.
SNK Groove: Perform when "MAX" energy or life is in red.
- [Level 2] - A Type 2 Super (Capcom Groove Only)
Capcom Groove: Perform with Level 2+ with HP / HK.
- [Level 3/MAX] - A Type 3 Super
Capcom Groove: Perform with Level 3 with LP + HP / LK + HK.
SNK Groove: Perform when "MAX" energy and life is in red.

• Part 4 / How to Read the Combos]-----

Combos are listed in descending order by the amount of hits they do. So, the high hitting combos are at the top and go down to the smaller ones. If there was a way to tell the correct damage, each combo would have been listed that way. Below are what parts the combos are broken down into:

Combo number ---o o--- Number of hits o-- Which Groove combo

```

\ / / can be done in
[10][04 hit] -- Capcom or SNK Groove
o----- j.HK \ / c.LP > c.LK XX Hadou Ken
/ (Jump HK \ / c.LP > c.LK XX qcf + P) ---o
/ \
The combo Controller motion
in which combo is
done

```

There are normally a bunch of notes at the end of the combo section. Before a note is the number pertaining to whatever combo(s) it's for. They are there for combos that have either complex maneuvers, timing, or a certain aspect that needs to be noted due to possible confusion.

A final point to add. I appreciate anyone submitting combos and info. But if you're going to send in something, help me a little and follow these steps:

- 1) Check if the combo is listed.
If it is, don't send it. If it's the same combo, just with one extra hit or a substitution of a hit (i.e- replacing j.HP with a j.HK), don't send it in. I hate to receive the same combos over and over. Can't credit one combo to eight different people.
- 2) Make sure the combo -works-!
Meaning, the moves have to connect one after the other in a manner where the opponent CANNOT block in the middle. If the combo doesn't work, then why bother wasting your time and mine with it? Make sure each hit better link from the last or the combo won't go into the FAQ.
- 3) Include any information about the combo that is necessary.
Believe it or not, there are combos that work on Zangief that won't work on Yuri Sakazaki. If a combo works only on a certain character or degree (i.e- height) of character, I don't want to sit for long hours and do it on someone it's not going to work on. Because if you don't specify, I'll assume it was done on Ryu as default.
- 4) Please give the number of hits the combo does in all. That way I know if I'm doing the combo you're giving to me correctly.

• Part 5 / Character Combos]-----

B a l r o g (Vega in US) kamen no kikoushi

B a l r o g EX (Vega EX in US)

B e n i m a r u N i k a i d o senkou no bigaku

[01][18 hit] -- SNK Groove
Opponent in corner. j.HK \ / s.LP > c.HP XX MAX Rai Kou Ken |10 hit|, Rai Kou Ken
(Jump HK \ / s.LP > c.HP XX qcf,qcf + P, qcf,qcf + P)
[from "James Chen Combo Exhibition #1"]

[02][14 hit] -- Capcom Groove
Opponent in corner. j.HK \ / s.HP XX Level 1 Rai Kou Ken |5 hit|, Level 2

Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + LP, qcf,qcf + HP)

[03][12 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.HP XX Level 1 Rai Kou Ken |5 hit|, Level 1

Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + LP, qcf,qcf + LP)

[04][12 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Level 3/MAX Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + PP)

[05][09 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK > c.HP XX Level 3/MAX Den Ei Spark

(Jump HK \ / c.LP > c.LK XX qcb,qcb + PP)

[06][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX Iai Geri

(Jump HK \ / c.LP > c.LK XX qcf + K)

[07][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK > c.HK

(Jump HK \ / c.LP > c.LK > c.HK)

[08][03 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Shinkuu Kata Te Goma

(Jump HK \ / s.HP XX hcb + K)

[09][03 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HP Rai Jin Ken

(Jump HK \ / s.HP XX qcf + HP)

- <Combo 01,02,03> Once the last hit of the Rai Kou Ken connects, you have very little time to do the next Rai Kou Ken before the opponent falls out of range.

B e n i m a r u N i k a i d o EX

[01][14 hit] -- Capcom Groove

Opponent in corner. j.HK \ / s.HP XX Level 1 Rai Kou Ken |5 hit|, Level 2

Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + LP, qcf,qcf + HP)

[02][12 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.HP XX Level 1 Rai Kou Ken |5 hit|, Level 1

Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + LP, qcf,qcf + LP)

[03][12 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Level 3/MAX Rai Kou Ken

(Jump HK \ / s.HP XX qcf,qcf + PP)

[04][08 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Shinkuu Kata Te Goma

(Jump HK \ / s.HP XX hcb + HK)

[05][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX Iai Geri

(Jump HK \ / c.LP > c.LK XX qcf + K)

[06][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK > c.HK

(Jump HK \ / c.LP > c.LK > c.HK)

[07][03 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HP Rai Jin Ken

(Jump HK \ / s.HP XX qcf + HP)

- <Combo 01,02> Once the fifth hit of the Rai Kou Ken connects, you have very little time to do the next Rai Kou Ken before the opponent hits the ground.

B l a n k a

yasei no houkou

[01][17 hit] -- Capcom

Opponent in corner. Punch Throw |7 hit|, Level 1 Shout of Earth |4 hit|, Level 2 Shout of Earth

(When close, f + HP (charge db), df,db,uf + LP (charge db), df,db,uf + HP)

[from "SF2Freak's Combo Exhibition"]

[02][04 hit] -- Capcom or SNK Groove

Stand close. c.LK > c.LK > s.HP |1 hit| XX HP Rolling Attack

((charge b) c.LK > c.LK > s.HP XX f + HP)

[from "James Chen Combo Exhibition #2"]

[03][04 hit] -- Capcom or SNK Groove

j.HP \ / c.LK > s.HP |1 hit| XX HP Rolling Attack

(Jump HP (charge b) \ / c.LK > s.HP XX f + HP)

[from "James Chen Combo Exhibition #2"]

[04][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LK > DB + HK XX HP Rolling Attack

(Jump HK (charge b) \ / c.LK > DB + HK XX f + HP)

[from "SF2Freak's Combo Exhibition"]

- <Combo 01> You can press the buttons rapidly to add more hits to the punch throw. However, don't do that for the first Shout of Earth. There's a last hit that pops the opponent up so the second Shout of Earth can connect.

B l a n k a EX

[01][04 hit] -- Capcom or SNK Groove

Stand close. c.LK > c.LK > s.HP |1 hit| XX HP Rolling Attack

((charge b) c.LK > c.LK > s.HP XX f + HP)

[from "James Chen Combo Exhibition #2"]

[02][04 hit] -- Capcom or SNK Groove

j.HP \ / c.LK > s.HP |1 hit| XX HP Rolling Attack

(Jump HP (charge b) \ / c.LK > s.HP XX f + HP)

[from "James Chen Combo Exhibition #2"]

[03][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LK > DB + HK XX HP Rolling Attack

(Jump HK (charge b) \ / c.LK > DB + HK XX f + HP)
[from "SF2Freak's Combo Exhibition"]

C a m m y

ningen heiki [Lethal Weapon]

[01][11 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / DB + HP > DB + HK XX Level 3/MAX Spin Dive
Smasher
(Jump HP \ / DB + HP > DB + HK XX qcf,qcf + KK)
[from "SF2Freak's Combo Exhibition"]

[02][11 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX Level 3/MAX Spin Drive Smasher
(Jump HK \ / s.HP XX qcf,qcf + KK)

[03][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HK Spiral Arrow
(Jump HK \ / c.LP > c.LK XX qcf + HK)

[04][04 hit] -- Capcom or SNK Groove
j.HP \ / s.LK > s.LP XX HK Cannon Spike
(Jump HP \ / s.LK > s.LP XX f,d,df + HK)

C a m m y EX

[01][17 hit] -- Capcom Groove
Stand close. Level 1 Reverse Shaft Breaker |7 hit| \ / Level 2 Reverse
Shaft Breaker |6 hit| \ / Level 3 Reverse Shaft Breaker
(qcb,qcb + LK, qcb,qcb + HK, qcb,qcb + KK)
[from Kevin Eav]

[02][12 hit] -- Capcom Groove
j.HK \ / c.HK XX Level 1 Reverse Shaft Breaker |5 hit| \ / Level 2 Reverse
Shaft Breaker
(Jump HK \ / s.HK XX qcb,qcb + LK, qcb,qcb + HK)

[03][11 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / DB + HP > DB + HK XX Level 3/MAX Spin Dive
Smasher
(Jump HP \ / DB + HP > DB + HK XX qcf,qcf + KK)
[from "SF2Freak's Combo Exhibition"]

[04][11 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX Level 3/MAX Spin Drive Smasher
(Jump HK \ / s.HP XX qcf,qcf + KK)

[05][04 hit] -- Capcom or SNK Groove
j.HP \ / s.LK > s.LP XX HK Cannon Spike
(Jump HP \ / s.LK > s.LP XX f,d,df + HK)

[06][02 hit] -- Capcom or SNK Groove
HK Cannon Strike \ / HK Cannon Spike
(Jump, qcb + HK \ / f,d,df + HK)

- <Combo 01> As you can see, all three Levels are used in this combo. How
so?! Well, this combo will really only work in practice mode and/or you

- have a Gameshark where you have infinite Super Combo meter.
- <Combo 02> Once the c.HK sweeps the opponent into the air, quickly go into the Reverse Shaft Breaker to juggle. Tap the buttons rapidly so the Reverse Shaft Breaker scores more hits.
 - <Combo 06> The Cannon Strike must hit the lowest point of the opponent (i.e- the tip of their foot or lower half of their leg). There is not much stun from the Cannon Strike, so Cammy must be as close to landing as possible so the Cannon Spike will combo from it.

C h u n - L i

miwaku no kyakusenbi

[01][18 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.LP > s.LP > s.LK XX MAX Sen Retsu Kyaku |7 hit|, Ha Zan Ten Shou Kyaku
(Jump HP (charge b) \ / s.LP > s.LP > s.LK XX f,b,f + K (charge db), df,db,uf + K)
[from "James Chen Combo Exhibition #1"]

[02][16 hit] -- SNK Groove
Opponent in corner. j.HP \ / c.HP XX MAX Sen Retsu Kyaku |7 hit|, Kikou Shou |4 hit|, Ha Zan Ten Shou Kyaku
(Jump HP (charge b) \ / c.HP XX f,b,f + K, qcf,qcf + P (charge db), df,db,uf + K)
[from "SF2Freak's Combo Exhibition"]

[03][14 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.LP XX Level 1 Sen Retsu Kyaku |5 hit|, Level 1 Kikou Shou |4 hit|, Level 1 Ha Zan Ten Shou Kyaku
(Jump HP (charge b) \ / s.LP XX f,b,f + LK, qcf,qcf + LP (charge db), df,db,uf + LK)
[from "James Chen Combo Exhibition #2"]

[04][09 hit] -- Capcom Groove
Opponent in corner. Stand close. Kaku Kyaku Raku \ / Level 1 Kikou Shou |4 hit|, Level 2 Ha Zan Ten Shou Kyaku
(DF + LK \ / qcf,qcf + LP (charge db), df,db,uf + HK)
[from "SF2Freak's Combo Exhibition"]

[05][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP Kikou Ken
(Jump HP \ / s.HP XX hcf + HP)

- <Combo 02,03,04> Once the fifth hit of the Sen Retsu Kyaku connects, you have very little time to do the Kikou Shou before the opponent hits the ground. Same goes after the Kikou Shou into the Ha Zan Ten Shou Kyaku.

C h u n - L i EX

*[01][17 hit] -- Capcom or SNK Groove
cu.HP \ / c.LP > c.LK XX Level 3/MAX Spinning Hornet Kick
(Cross-up HP (charge db) \ / c.LP > c.LK XX df,db,uf + KK)

*[02][13 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.LP > s.LK XX MAX Sen Retsu Kyaku |7 hit|, Spinning Hornet Kick
(Jump HP (charge b) \ / s.LP > s.LK XX f,b,f + K (charge db), df,db,uf +

K)

D a n H i b i k i

D a n H i b i k i E X

D h a l s i m

yoga no kiseki

[01][06 hit] -- Capcom or SNK Groove

Opponent in corner. Stand close. HK Yoga Blast XX Level 3/MAX Yoga
Volcano
(hcb + HK XX qcf,qcf + KK)

[02][06 hit] -- Capcom or SNK Groove

c.HK XX Level 3/MAX Yoga Volcano
(c.HK XX qcf,qcf + KK)

[03][03 hit] -- Capcom or SNK Groove

j.B + HP \ / B + HP XX HP Yoga Fire
(Jump B + HP \ / b + HP XX qcf + HP)

[04][02 hit] -- Capcom or SNK Groove

Dhalsim 1/2 screen away. LP Yoga Fire, s.HP
(qcf + LP, s.HP)

- <Combo 01> Combo also works on jumping opponents in the corner.
 - <Combo 02> Once the c.HK sweeps the opponent into the air, quickly go into the Yoga Volcano to juggle.
-
-

D h a l s i m E X

[01][06 hit] -- Capcom or SNK Groove

Opponent in corner. Stand close. Yoga Flame XX Level 3/MAX Yoga Tempest
(hcf + P XX hcf,hcf + KK)

[02][06 hit] -- Capcom or SNK Groove

Opponent in corner. Stand close. Yoga Blast XX Level 3/MAX Yoga Tempest
(hcf + K XX hcf,hcf + KK)

[03][02 hit] -- Capcom or SNK Groove

Dhalsim 1/2 screen away. LP Yoga Fire, F + HP
(qcf + LP, F + HP)

- <Combo 02> Combo also works on jumping opponents in the corner.
-
-

E d m o n d H o n d a

goukai sumou power

*[01][10 hit] -- Capcom or SNK Groove

j.HK \ / c.LK XX Level 3 Oni Musou
(Jump HK (charge b) \ / c.LK XX f,b,f + PP)
[from Angel of Rage]

*[02][03 hit] -- Capcom or SNK Groove
j.HK \ / c.LK XX Super Zutsuki
(Jump HK (charge b) \ / c.LK XX f + HP)
[from Angel of Rage]

E d m o n d H o n d a EX

*[01][10 hit] -- Capcom or SNK Groove
j.HK \ / c.LK XX Level 3 Oni Musou
(Jump HK (charge b) \ / c.LK XX f,b,f + PP)
[from Angel of Rage]

*[02][03 hit] -- Capcom or SNK Groove
j.HK \ / c.LK XX Super Zutsuki
(Jump HK (charge b) \ / c.LK XX f + HP)
[from Angel of Rage]

G e e s e H o w a r d

aku no charisma

[01][06 hit] -- Capcom or SNK Groove
c.LK > c.HK XX Level 3/MAX Raging Storm
(c.LK > c.HK XX db,hcb,df + PP)
[from "James Chen Combo Exhibition #1"]

- <Combo 01> Once the c.HK sweeps the opponent into the air, quickly go into the Raging Storm to juggle.

G e e s e H o w a r d EX

[01][06 hit] -- Capcom or SNK Groove
c.LK > c.HK XX Level 3/MAX Raging Storm
(c.LK > c.HK XX db,hcb,df + PP)
[from "James Chen Combo Exhibition #1"]

- <Combo 01> Once the c.HK sweeps the opponent into the air, quickly go into the Raging Storm to juggle.

G o u k i (Akuma in US)

*[01][14 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.HP XX MAX Messatsu Gou Hadou |8 hit|, LP
Gou Shou Ryuu Ken \ / LP Gou Shou Ryuu Ken \ / Level 1 Messatsu Gou Shou
Ryuu
(Jump HP \ / s.HP XX hcb,hcb + P, f,d,df + LP \ / f,d,df + LP \ / qcf,qcf +
P)

*[02][11 hit] -- Capcom Groove
cu.HK \ / c.LK > c.LP > c.LK > c.HK XX LK Tatsumaki Zankuu Kyaku |1 hit|

\\ LK Tatsumaki Zankuu Kyaku |1 hit| \\ / Level 2 Messatsu Gou Shou Ryuu
(Cross-up HK \\ / c.LK > c.LP > c.LK > c.HK XX qcb + LK \\ / qcb + LK \\ /
qcf,qcf + HP)
[from Adrian Hazzard]

[03][09 hit] -- Capcom or SNK Groove
j.HK XX Level 3/MAX Tenma Gou Zan Kuu
(Jump HP XX qcf,qcf + PP)
[from "James Chen Combo Exhibition #2"]

[04][08 hit] -- Capcom Groove
j.LK XX Tatsumaki Zankuu Kyaku |1 hit| \\ / \\ / Tatsumaki Zankuu Kyaku |2
hit| \\ / Level 2 Messatsu Gou Shou Ryuu
(j.LK XX qcb + K \\ / \\ / qcb + K \\ / qcf,qcf + HP)
[from "James Chen Combo Exhibition #1"]

*[05][08 hit] -- Capcom Groove
j.HK \\ / c.LP > c.LK XX LK Tatsumaku Zankuu Kyaku |1 hit| \\ / Level 2
Messatsu Gou Shou Ryuu
(Jump HK \\ / c.LP > c.LK XX qcb + LK \\ / qcf,qcf + HP)
[from Adrian Hazzard]

*[06][08 hit] -- Capcom Groove
Opponent in corner. Gouki 1/3 screen away. Level 1 Messatsu Gou Hadou |4
hit| XX Level 2 Messatsu Gou Shou Ryuu
(hcb,hcb + LP XX qcf,qcf + HP)
[from Adrian Hazzard]

- <Combo 04> After landing from the second Tatsumaki Zankuu Kyaku, wait a
split second so the opponent falls about Gouki's head height before you
cancel into the Messatsu Gou Shou Ryuu. You won't whiff the juggle then.

G u i l e

onsoku no ryoudan

[01][15 hit] -- SNK Groove
cu.LK \\ / c.LP > c.LP > c.LK XX MAX Somersault Strike |8 hit| \\ /
Somersault Strike
(Cross-up LK (charge db) \\ / c.LP > c.LP > c.LK XX df,db,uf + K (charge
db) \\ / df,db,uf + K)
[from "James Chen Combo Exhibition #1"]

[02][14 hit] -- SNK Groove
Opponent in corner. Full screen away. LP Sonic Boom (dash forward) \\ /
j.HP \\ / s.HP XX MAX Total Wipeout |5 hit| \\ / Somersault Strike |4 hit|
\\ / Somersault Strike
(charge b,f + LP (f,f) \\ / Jump HP (charge b) \\ / s.HP XX f,b,f + P
(charge db), df,db,uf + K (charge db), df,db,uf + K)
[from "SF2Freak's Combo Exhibition"]

[03][12 hit] -- Capcom Groove
Opponent in corner. Guile 1/2 screen away. LP Sonic Boom, (roll) c.LP >
c.LP > c.LK XX Level 2 Somersault Strike |5 hit| \\ / Level 1 Somersault
Strike
(charge b,f + LP (charge db), (LP + LK) c.LP > c.LP > c.LK XX df,db,uf +
HK (charge db) \\ / df,db,uf + LK)
[from "James Chen Combo Exhibition #1"]

[04][07 hit] -- Capcom or SNK Groove

Opponent in corner. Guile 3/4 screen away. LP Sonic Boom (dash forward) / \ j.HP \ / s.LP XX LP Sonic Boom, c.LP > c.LP XX HK Somersault Kick (charge b,f + LP (f,f) / \ Jump HP (charge b) \ / s.LP XX f + LP, c.LP > c.LP XX u + HK)

[05][04 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.LP XX HK Somersault Kick
(Jump HP (charge d) \ / c.LK > c.LP XX u + HK)

- <Combo 03> Roll immediately after the Sonic Boom is released to hit the opponent with the Jab just as the Sonic Boom connects.
- <Combo 04> As you let the first Sonic Boom go, super jump over and hit the opponent with the HP. While Guile is in the air, hold back to begin charging for the second Sonic Boom. The c.LPs will link as the opponent is in stun; doubling as charging for you to conclude with a Somersault Kick. The combo works better on large opponents.

G u i l e EX

[01][15 hit] -- SNK Groove
cu.LK \ / c.LP > c.LP > c.LK XX MAX Somersault Strike |8 hit| \ /
Somersault Strike
(Cross-up LK (charge db) \ / c.LP > c.LP > c.LK XX df,db,uf + K (charge db) \ / df,db,uf + K)
[from "James Chen Combo Exhibition #1"]

[02][12 hit] -- Capcom Groove
Opponent in corner. Guile 1/2 screen away. LP Sonic Boom, (roll) c.LP > c.LP > c.LK XX Level 2 Somersault Strike |5 hit| \ / Level 1 Somersault Strike
(charge b,f + LP (charge db), (LP + LK) c.LP > c.LP > c.LK XX df,db,uf + HK (charge db) \ / df,db,uf + LK)
[from "James Chen Combo Exhibition #1"]

[03][07 hit] -- Capcom or SNK Groove
Opponent in corner. Guile 3/4 screen away. LP Sonic Boom (dash forward) / \ j.HP \ / s.LP XX LP Sonic Boom, c.LP > c.LP XX HK Somersault Kick (charge b,f + LP (f,f) / \ Jump HP (charge b) \ / s.LP XX f + LP, c.LP > c.LP XX u + HK)

[04][04 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.LP XX HK Somersault Kick
(Jump HP (charge d) \ / c.LK > c.LP XX u + HK)

- <Combo 02> Roll immediately after the Sonic Boom is released to hit the opponent with the Jab just as the Sonic Boom connects.
- <Combo 03> As you let the first Sonic Boom go, super jump over and hit the opponent with the HP. While Guile is in the air, hold back to begin charging for the second Sonic Boom. The c.LPs will link as the opponent is in stun; doubling as charging for you to conclude with a Somersault Kick. The combo works better on large opponents.

I o r i Y a g a m i

hukushuu no shi en

[01][19 hit] -- SNK Groove
MAX Ura Hyaku Hachi Shiki: Ya Sakazuki |5 hit|, s.HP XX MAX Kin Sen Ni

Hyaku Juu Isshiki: Ya Otome
(qcb,hcf + P, s.HP XX qcf,hcb + P)

[02][16 hit] -- Capcom Groove
Level 1 Ura Hyaku Hachi Shiki: Ya Sakazuki |3 hit|, s.HP XX Level 2 Kin
Sen Ni Hyaku Juu Isshiki: Ya Otome
(qcb,hcf + LP, s.HP XX qcf,hcb + HP)

[03][15 + 01 hit] -- Capcom or SNK Groove
Opponent in corner. Iori 1/4 screen away. c.HK, LP Hyaku Hachi Shiki:
Yami Barai, s.HP XX Level 3/MAX Kin Sen Ni Hyaku Juu Isshiki: Ya Otome
(c.HK, qcf + LP, s.HP XX qcf,hcb + PP)
[from "James Chen Combo Exhibition #1"]

[04][12 hit] -- Capcom or SNK Groove
Stand close. Kuru Kaze, c.LP > c.LK XX Level 1 Kin Sen Ni Hyaku Juu
Isshiki: Ya Otome
(hcb,f + P, c.LP > c.LK XX qcf,hcb + LP)
[from "James Chen Combo Exhibition #2"]

*[05][12 hit] -- Capcom or SNK Groove
Stand close. s.LP > s.LP > s.LP XX Level 1 Kin Sen Ni Hyaku Juu Isshiki:
Ya Otome
(s.LP > s.LP > s.LP XX qcf,hcb + LP)
[from Angel of Rage]

*[06][11 hit] -- Capcom or SNK Groove
Stand close. s.LP > s.HP XX Level 1 Kin Sen Ni Hyaku Juu Isshiki: Ya
Otome
(s.LP > s.HP XX qcf,hcb + LP)
[from Angel of Rage]

[07][06 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana (x3)
(Jump HK \ / c.LP > c.LK XX qcb + HP (x3))

[08][05 hit] -- Capcom or SNK Groove
Stand close. Kuzu Kaze, s.HP XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana
(x3)
(hcb,f + P, s.HP XX qcb + HP (x3))

[09][05 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana (x3)
(Jump HP \ / s.HP XX qcb + HP (x3))

[10][05 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP Hyaku Shiki: Oni Yaki
(Jump HP \ / s.HP XX f,d,df + HP)

[11][04 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Ni Kyaku Juu Ni Shiki: Kotozuki In
(Jump HK \ / s.HP XX hcb + HK)

[12][03 hit] -- Capcom or SNK Groove
Full screen away. LP Hyaku Hachi Shiki: Yami Barai, HK Ni Kyaku Juu Ni
Shiki: Kotozuki In
(qcf + LP, hcb + HK)

- <Combo 01> As soon as the Ya Sakazuki hits, immediately start charging the
super meter again. But the time the meter is full, the Ya Sakazuki should

- be scoring the fourth or fifth hit.
- <Combo 03> The c.HK is there to make the Yami Barai hit the back of the opponent; thus making it hit late. It'll travel through the opponent and only hit when they are fully at their feet again. That gives Iori enough time to stand and attack with a s.HP that will combo after the Yami Barai's hit.
 - <Combo 04,08> The Kuzu Kaze only stuns the opponent for a split second after Iori switches sides, so you have to hit them with the s.HP quickly.

J o e H i g a s h i

J o e H i g a s h i E X

K a p H w a n K i m kon shin no sei dou

[01][21 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LK > c.LP XX Level 3/MAX Hou Ou Kyaku
(Cross-up HK \ / c.LK > c.LK > c.LP XX qcb,db,f + KK)
[from "James Chen Fatal Fury Combo Exhibition"]

[02][19 hit] -- Capcom or SNK Groove
j.HK \ / s.HP |1 hit| XX Level 3/MAX Hou Ou Kyaku
(Jump HK \ / s.HP XX qcb,db,f + KK)

[03][12 hit] -- Capcom or SNK Groove
j.HP XX Level 3/MAX Hou Ou Ten Bu Kyaku
(Jump HP XX qcf,hcb + KK)
[from "James Chen Combo Exhibition #2"]

[04][05 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HK Hi En Zan, Hi En Zan Tsuika Kougeki
(Jump HK (charge d) \ / c.LP > c.LK XX u + HK, d + HK)

[05][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > c.LP > c.HK
(Jump HK \ / c.LK > c.LP > c.HK)

K a p H w a n K i m E X

[01][21 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LK > c.LP XX Level 3/MAX Hou Ou Kyaku
(Cross-up HK \ / c.LK > c.LK > c.LP XX qcb,db,f + KK)
[from "James Chen Fatal Fury Combo Exhibition"]

[02][18 hit] -- Capcom Groove
cu.HK \ / c.LP > c.LK XX Level 2 Hou Ou Hiten Kyaku, Level 1 Hou Ou Kyaku
(Cross-up HK \ / c.LP > c.LK XX qcf,qcf + HK, qcb,db,f + LK)
[from "James Chen Fatal Fury Combo Exhibition"]

[03][17 hit] -- Capcom Groove

j.HK \ / s.LK XX Level 2 Hou Ou Hiten Kyaku, Level 1 Hou Ou Kyaku
(Jump HK \ / s.LK XX qcf,qcf + HK, qcb,db,f + LK)
[from "HououKen"]

*[04][16 hit] -- SNK Groove
j.HK \ / MAX Hou Ou Hiten Kyaku, Hou Ou Kyaku
(Jump HK \ / qcf,qcf + K, qcb,db,f + K)
[from Adrian Hazzard]

[05][07 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LK > c.LP > c.HK XX HP Kuu Sa Jin
(Cross-up HK \ / c.LK > c.LK > c.LP> c.HK XX u + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

[06][06 hit] -- Capcom or SNK Groove
cu.HK \ / s.LK XX Level 2 Hou Ou Hiten Kyaku, Level 1 Hou Ou Hiten Kyaku,
HP Kuu Sa Jin
(Cross-HK \ / s.LK XX qcf,qcf + HK, qcf,qcf + LK (charge d), u + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

[07][06 hit] -- Capcom or SNK Groove
cu.HK \ / c.LP > s.LK XX HP Kuu Sa Jin
(Cross-up HK (charge d) \ / c.LP > s.LK XX u + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

- <Combo 02,03> The Hou Ou Kyaku will catch opponent as they are falling.
- <Combo 07> Remember that trick from old school SF2 for Guile? Where you can do a crouching attack into a standing one and still perform the Flash Kick? The same principle works here. Press LK just as you roll the control pad/joystick neutral, pressing up immediately after plus HP to get the Kuu Sa Jin.

K e n M a s t e r s

h i e n n o s h o u r y u u

[01][17 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Level 3/MAX Shin Ryuu Ken
(Jump HP \ / s.LP XX f,d,df + P \ / qcf,qcf + KK)
[seen in "James Chen Combo Exhibition #1"]

[02][17 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > c.HK XX Level 3/MAX Shin Ryuu Ken
(Jump HK \ / c.LK > c.HK XX qcf,qcf + KK)
[from "James Chen Combo Exhibition #1"]

[03][14 hit] -- Capcom Groove
Opponent near corner. j.LK XX Tatsumaki Senpoo Kyaku |1 hit| \ / c.LK > c.HK XX Level 1 Shou Ryuu Reppa |3 hit| \ / Level 2 Shin Ryuu Ken
(j.LK XX qcb + K \ / c.LK > c.HK XX qcf,qcf + LP \ / qcf,qcf + HK)
[from "James Chen Combo Exhibition #1"]

[04][13 hit] -- Capcom Groove
Opponent in corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Level 1 Shou Ryuu Reppa |3 hit| \ / Level 2 Shin Ryuu Ken
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + LP \ / qcf,qcf + HK)
[seen in "SF2Freak's Combo Exhibition"]

[05][13 hit] -- Capcom or SNK Groove

cu.HK \ / c.LK > c.LP > c.LK > DB + HK XX Shippuu Jinrai Kyaku
(Cross-up HK \ / c.LK > c.LP > c.LK > DB + HK XX qcb,qcb + K)
[from "James Chen Combo Exhibition #1"]

[06][12 hit] -- Capcom or SNK Groove
Ken in corner. Opponent 1/3 screen from corner. cu.HK \ / c.LK > c.LK >
c.HK XX Shippuu Jinrai Kyaku
(Cross-up HK \ / c.LK > c.LK > c.HK XX qcb,qcb + K)
[from "SF2Freak's Combo Exhibition"]

*[07][10 hit] -- Capcom or SNK Groove
j.LK XX Tatsumaki Senpoo Kyaku \ / s.HP XX Level 3/MAX Shou Ryuu Reppa
(Jump LK XX qcb + K \ / s.HP XX qcf,qcf + PP)
[from Adrian Hazzard]

[08][09 hit] -- Capcom Groove
Opponent 1/3 screen from corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ /
Level 2 Shou Ryuu Reppa |4 hit| \ / Level 1 Shin Ryuu Ken
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + HP \ / qcf,qcf + LK)

[09][09 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Shou Ryuu Reppa
|3 hit| \ / Shin Ryuu Ken
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + P \ / qcf,qcf + K)

[10][07 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 1 Shou Ryuu Reppa
(Jump HK \ / c.LP > c.LK XX qcf,qcf + LP)

[11][07 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Tatsumaki Senpoo Kyaku
(Jump HK \ / s.HP XX qcb + HK)

[12][05 hit] -- Capcom or SNK Groove
j.HK \ / s.LP XX HP Shou Ryuu Ken
(Jump HK \ / s.LP XX f,d,df + HP)

[13][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > DB + HK XX Hadou Ken
(Jump HK \ / c.LK > DB + HK XX qcf + P)

[14][04 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.HP XX Hadou Ken
(Jump HP \ / c.LK > c.HP XX qcf + P)

[15][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Hadou Ken
(Jump HK \ / c.LP > c.LK XX qcf + P)

[16][03 hit] -- Capcom or SNK Groove
j.HP \ / c.HP XX Hadou Ken
(Jump HP \ / c.HP XX qcf + P)

- <Combo 01,02,03,04,08,09> Tap the buttons rapidly so the Shin Ryuu Ken scores more hits.
- <Combo 01,04,08,09> The LP Shou Ryuu Ken pops the opponents into the air at the perfect height to allow Ken to land and cancel into a Shou Ryuu Reppa. That will catch the opponent and juggle them.
- <Combo 02,03> Once the c.HK sweeps the opponent into the air, quickly go into the Shin Ryuu Ken to juggle.

- <Combo 03,08> The reason for the specific distance is because once you get to the Shou Ryuu Reppa's second loop, Ken would have juggled his opponent into the corner. Thus, they fall down straight and Ken can land and juggle the opponent again with the Shin Ryuu Ken.
- <Combo 05,06> The Shippuu Jinrai Kyaku needs a Level 3/MAX to perform.

K e n M a s t e r s E X

[01][09 hit] -- Capcom Groove

Opponent 1/4 screen from corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ /
Level 1 Shou Ryuu Reppa |3 hit| \ / Level 2 Shou Ryuu Reppa
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + LP \ / qcf,qcf + HP)

[02][07 hit] -- Capcom Groove

j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Level 2 Shou Ryuu Reppa
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + HP)

[03][07 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX Level 1 Shou Ryuu Reppa
(Jump HK \ / c.LP > c.LK XX qcf,qcf + LP)

[04][07 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Tatsumaki Senpoo Kyaku
(Jump HK \ / s.HP XX qcb + HK)

[05][05 hit] -- Capcom or SNK Groove

j.HK \ / s.LP XX HP Shou Ryuu Ken
(Jump HK \ / s.LP XX f,d,df + HP)

[06][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LK > DB + HK XX Hadou Ken
(Jump HK \ / c.LK > DB + HK XX qcf + P)

[07][04 hit] -- Capcom or SNK Groove

j.HP \ / c.LK > c.HP XX Hadou Ken
(Jump HP \ / c.LK > c.HP XX qcf + P)

[08][04 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX Hadou Ken
(Jump HK \ / c.LP > c.LK XX qcf + P)

[09][03 hit] -- Capcom or SNK Groove

j.HP \ / c.HP XX Hadou Ken
(Jump HP \ / c.HP XX qcf + P)

- <Combo 01,02> The LP Shou Ryuu Ken pops the opponents into the air at the perfect height to allow Ken to land and cancel into a Shou Ryuu Reppa. That will catch the opponent and juggle them.
- <Combo 01> The reason for the specific distance is because once you get to the Shou Ryuu Reppa's second loop, Ken would have juggled his opponent into the corner. Thus, they fall down straight and Ken can land and juggle the opponent again with the Shin Ryuu Ken.

K i n g

juugeki no rei jin

[01][16 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.HP XX HK Trap Shot |10 hit|, Surprise Rose
(Jump HK \ / s.HP XX b,d,db + HK, f,d,df + K)

[02][14 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.HP XX HK Trap Shot |10 hit|, Level 1

Silent Flash

(Jump HK \ / s.HP XX b,d,db + HK, qcb,qcb + LK)

[03][14 hit] -- Capcom or SNK Groove

Opponent in corner. Full screen away. LK Venom Strike, Level 3/MAX

Illusion Dance

(qcf + LK, qcf,hcb + KK)

[04][13 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Level 3/MAX Silent Flash

(Jump HK \ / s.HP XX qcb,qcb + KK)

[05][12 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.LK XX LK Trap Shot |6 hit|, Surprise Rose

(Jump HK \ / s.LK XX b,d,db + LK, f,d,df + K)

[06][11 hit] -- Capcom or SNK Groove

Opponent in corner. j.HP \ / c.LK > s.LP XX LK Trap Shot |6 hit|, Level 1

Silent Flash

(Jump HP \ / c.LK > s.LP XX b,d,db + LK, qcb,qcb + LK)

[from "SF2Freak's Combo Exhibition"]

[07][10 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / s.LK XX LK Trap Shot |6 hit|, Level 1 Silent
Flash

(Jump HK \ / s.LK XX b,d,db + LK, qcb,qcb + LK)

[08][07 hit] -- Capcom or SNK Groove

j.HK \ / s.LP XX Surprise Rose

(Jump HK \ / s.LP XX f,d,df + K)

[09][06 hit] -- Capcom or SNK Groove

Opponent in corner. HP Throw |2 hit|, Surprise Rose

(When close, f + HP, f,d,df + K)

[10][06 hit] -- Capcom or SNK Groove

j.HK \ / c.HK XX Surprise Rose

(Jump HK \ / c.HK XX f,d,df + K)

[11][04 hit] -- Capcom or SNK Groove

j.HK \ / c.HK XX Level 1 Silent Flash

(Jump HK \ / c.HK XX qcb,qcb + LK)

[12][04 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Double Strike

(Jump HK \ / s.HP XX qcf,qcf + HK)

[13][04 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Tornado Kick

(Jump HK \ / s.HP XX hcb + HK)

[14][03 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Venom Strike

(Jump HK \ / s.HP XX qcf + HK)

- <Combo 10,11> Once the c.HK sweeps the opponent into the air, quickly go into the Surprise Rose / Silent Flash to juggle; respectively.

K i n g EX

- [01][19 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.HP XX HK Trap Shot |10 hit|, Level 3/MAX
Double Strike
(Jump HK \ / s.HP XX b,d,db + HK, f,b,f,df,d + KK)
- [02][17 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HK Moushuu Kyaku |7 hit|, Level 3/MAX Double
Strike
(Jump HK \ / c.LP > c.LK XX qcb + HK, f,b,f,df,d + KK)
- [03][14 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.HP XX HK Trap Shot |10 hit|, HK Tobi 2 Dan
Hiza Geri
(Jump HK \ / s.HP XX b,d,db + HK, f,d,df + HK)
- [04][14 hit] -- Capcom or SNK Groove
Opponent in corner. Full screen away. LK Venom Strike, Level 3/MAX
Illusion Dance
(qcf + LK, qcf,hcb + KK)
- [05][12 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / c.LP > c.LK XX HK Moushuu Kyaku |7 hit|, HK
Tobi 2 Dan Hiza Geri
(j.HK \ / c.LP > c.LK XX qcb + HK, f,d,df + HK)
- [06][10 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.LK XX LK Trap Shot |6 hit|, HK Tobi 2 Dan
Hiza Geri
(Jump HK \ / s.LK XX b,d,db + LK, f,d,df + KK)
- [07][10 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX Level 3/MAX Double Strike
(Jump HK \ / s.HP XX f,b,f,df,d + KK)
- [08][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Moushuu Kyaku
(Jump HK \ / s.HP XX qcb + HK)
- [09][04 hit] -- Capcom or SNK Groove
j.HK \ / s.LP XX HK Tobi 2 Dan Hiza Geri
(Jump HK \ / s.LP XX f,d,df + HK)
- [10][04 hit] -- Capcom or SNK Groove
Opponent in corner. HP Throw |2 hit|, HK Tobi 2 Dan Hiza Geri
(When close, f + HP, f,d,df + HK)
- [11][04 hit] -- Capcom or SNK Groove
j.HK \ / c.HK XX HK Tobi 2 Dan Hiza Geri
(Jump HK \ / c.HK XX f,d,df + HK)
- [12][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Venom Strike
(Jump HK \ / s.HP XX qcf + HK)

- <Combo 02> Immediately after the seventh hit of the Moushuu Kyaku connects, perform the Double Strike at the opponent is flying upwards. They will fall onto each blast and be juggled.
- <Combo 11> Once the c.HK sweeps the opponent into the air, quickly go into the Tobi 2 Dan Hiza Geri to juggle.

K y o u K u s a n a g i

kake agaru guren

[01][14 hit] -- Capcom or SNK Groove

c.LP > c.LP > c.LK XX Level 3/MAX Saishuu Kessen Ougi "Mu Shiki" (San Shin Ki no Ichi)

(c.LP > c.LP > c.LK XX qcf,qcf + PP)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[02][13 hit] -- Capcom or SNK Groove

j.HK \ / c.LK XX Level 3/MAX Saishuu Kessen Ougi "Mu Shiki" (San Shin Ki no Ichi)

(Jump HK \ / c.LK XX qcf,qcf + PP)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[03][08 + 01 hit] -- Capcom or SNK Groove

Special opponent in corner. c.HK, Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (don't hold button) |2 hit|, c.LK > c.LP > c.HP XX Hyaku Juu You Shiki: Ara Gami XX Hyaku Ni Juu Hachi Shiki: Ku Kizu XX Hyaku Juu Ni Go Shiki: Nana Se

(c.HK, qcb,hcf + PP, c.LK > c.LP > c.HP XX qcf + P XX qcf + P XX Press K)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[04][07 hit] -- SNK Groove

Opponent 1/2 screen from corner. j.LK \ / Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire; hold button) |1 hit|, (release Orochi Nagi) |3 hit|, Saishuu Kessen Ougi "Mu Shiki" (San Shin Ki no Ichi)

(Jump LK \ / qcb,hcf + P, hold P, (wait 1/2 second) release P, qcf,qcf + P)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[05][06 hit] -- Capcom or SNK Groove

j.HK \ / c.LK > c.HP XX Hyaku Juu You Shiki: Ara Gami XX Hyaku Ni Juu Hachi Shiki: Ku Kizu XX Hyaku Juu Ni Go Shiki: Nana Se

(Jump HK \ / c.LK > c.HP XX qcf + P XX qcf + P XX Press K)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[06][06 hit] -- Capcom or SNK Groove

c.LK > c.LP > c.HP XX Hyaku Juu You Shiki: Ara Gami XX Hyaku Ni Juu Hachi Shiki: Ku Kizu XX Hyaku Juu Ni Go Shiki: Nana Se

(c.LK > c.LP > c.HP XX qcf + P XX qcf + P XX Press K)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[07][06 hit] -- Capcom or SNK Groove

c.HK XX Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire; hold button) |2 hit|, (release Orochi Nagi)

(c.HK XX qcb,hcf + PP, hold P, (wait 1/2 second) release P)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[08][05 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Hyaku Juu Yon Shiki: Ara Gami XX Hyaku Ni Juu Hachi

Shiki: Ku Kizu XX Hyaku Juu Ni Go Shiki: Nana Se
(Jump HK \ / s.HP XX qcf + P XX qcf + P XX Press K)

[09][04 hit + 01 hit] -- Capcom or SNK Groove
Opponent in corner. c.HK, Level 1 Ura Hyaku Hachi Shiki: Orochi Nagi,
Level 1 Saishuu Kessen Ougi "Mu Shiki" (San Shin Ki no Ichi)
(c.HK, qcb,hcf + LP, qcf,qcf + LP)
[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[10][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HK Ni Hyaku Juu Ni Shiki: Kotozuki You
(Jump HP \ / s.HP XX hcb + HK)
[seen in "Kyo_Kusanagi's Kyou Combo Exhibition"]

[11][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP Hyaku Shiki: Oni Yaki
(Jump HP \ / s.HP XX f,d,df + HP)

- <Combo 03> This combo will only work on the following people: Balrog (Vega in US), Benimaru Nikaidou, Blanka, Cammy, Edmond Honda, Morrigan Aensland, and Zangief. It works about 60% of the time on Raiden. Personally, I don't know why there's a certain group of opponents that you can perform this on. It seemingly works on thin characters, but as you can see, Honda and Zangief are eligable. Once you knock the opponent down with s.HK, perform the Orochi Nagi as they hit the ground. They aren't suppose to be hit by the flames that surround Kyou. Don't hold the button, allowing the flames to be released immediately while the opponent is standing. If timing's right, only two of the three hits will connect to set the opponent ablaze. Plus, they won't fall down; allowing Kyou to continue the combo.
- <Combo 04,07> The flames around Kyou's body will hit the opponent and pop them back into the air. Release Punch to unleash the flames and catch them as they are falling.
- <Combo 09> The c.HK is there to make the Orochi Nagi hit the opponent late just as the flames are dissipating. It'll hit when they are fully at their feet again. That gives Kyou enough time to cancel into "Mu Shiki" to juggle from the Orochi Nagi's pop-up.

K y o u K u s a n a g i EX

[01][10 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / c.LK > c.LP > c.LK XX LK Nana Juu Go Shiki: Kai |2 hit| \ / Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire; hold button) |1 hit|, (release Orochi Nagi)
(Jump HP \ / c.LK > c.LP > c.LK XX qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait 1/2 second) release P)
[seen in "Kyo_Kusanagi's Kyou Combo Exhibition"; omit j.HP]

[02][09 hit] -- Capcom or SNK Groove
Opponent in corner. Full screen away. LP Hyaku Shiki: Yami Barai (dash forward) /\ j.HK \ / c.LK XX LK Nana Juu Go Shiki: Kai |2 hit| \ / Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire; hold button) |1 hit|, (release Orochi Nagi)
(qcf + LP (f,f) /\ Jump HK \ / c.LK XX qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait 1/2 second) release P)
[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[03][09 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / c.LP > s.HP XX LK Nana Juu Go Shiki: Kai |2

hit| \ / Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire;
hold button) |1 hit|, (release Orochi Nagi)
(Jump HK \ / c.LK > s.HP XX qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait
1/2 second) release P)
[from "James Chen Kyou Kusanagi Combo Exhibition"]

*[04][08 hit] -- Capcom or SNK Groove
Opponent in corner. Full screen away. LP Hyaku Hachi Shiki: Yami Barai,
(run forward)/LK Ni Hyaku Juu Ni Shiki: Kotozuki You (whiffed), c.LK XX
LK Nana Juu Go Shiki: Kai |2 hit| \ / Level 3/MAX Ura Hyaku Hachi Shiki:
Orochi Nagi (Kyou on fire; hold button) |1 hit|, (release Orochi Nagi)
(qcf + LP, (f,f) c.LK XX qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait 1/2
second) release P)
[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[05][08 hit] -- Capcom or SNK Groove
Opponent 1/2 screen from corner. HK Nana Juu Go Shiki: Kai |2 hit| \ /
(walk forward) s.HP XX LK Nana Juu Go Shiki: Kai |1 hit| \ / Level 3/MAX
Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on fire; hold button) |1 hit|,
(release Orochi Nagi)
(qcf + HK,HK \ / s.HP XX qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait 1/2
second) release P)
[from "James Chen Kyou Kusanagi Combo Exhibition"]

[06][08 hit] -- Capcom or SNK Groove
Opponent 3/4 screen from corner. HK Nana Juu Go Shiki: Kai |2 hit| \ /
(walk forward) LP Hyaku Shiki: Oni Yaki \ / Level 3/MAX Ura Hyaku Hachi
Shiki: Orochi Nagi (Kyou on fire; hold button) |2 hit|, (release Orochi
Nagi)
(qcf + HK,HK \ / f,d,df + LP \ / qcb,hcf + PP, hold P, (wait 1/2 second)
release P)
[from "James Chen Kyou Kusanagi Combo Exhibition"]

[07][08 hit] -- Capcom or SNK Groove
Opponent middle of entire stage. HK Nana Go Juu Shiki: Kai |2 hit| \ / LK
Nana Go Juu Shiki: Kai |2 hit| \ / Level 3/MAX Ura Hyaku Hachi Shiki:
Orochi Nagi (Kyou on fire; hold button) |1 hit|, (release Orochi Nagi)
(qcf + HK,HK \ / qcf + LK,LK \ / qcb,hcf + PP, hold P, (wait 1/2 second)
release P)
[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[08][08 hit] -- Capcom or SNK Groove
j.HP \ / c.LK XX Level 3/MAX Ura Hyaku Hachi Shiki: Orochi Nagi (Kyou on
fire; hold button) |3 hit|, (release Orochi Nagi)
(Jump HP \ / c.LK XX qcf,hcf + PP, hold P, (wait 1/2 second) release P)
[from "James Chen Kyou Kusanagi Combo Exhibition"]

[09][07 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.LK > c.LK XX HK Hyaku Isshiki: Oboroguruma
(Jump HP \ / c.LK > c.LK > c.LK XX b,d,db + HK)
[from "James Chen Kyou Kusanagi Combo Exhibition"]

[10][06 hit] -- Capcom or SNK Groove
j.HP \ / s.LP > s.LK XX HK Hyaku Isshiki: Oboroguruma
(Jump HP \ / s.LP s.LK XX b,d,db + HK)
[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[11][05 hit] -- Capcom Groove
Opponent middle of entire stage. HK Nana Juu Go Shiki: Kai |2 hit| \ / LK
Nana Juu Go Shiki: Kai |2 hit| \ / Level 2 Ura Hyaku Hachi Shiki: Orochi

Nagi

(qcf + HK, HK \ / qcf + LK, LK \ / qcb, hcf + HP)

[from "James Chen Kyou Kusanagi Combo Exhibition"]

[12][05 hit] -- Capcom Groove

Opponent in corner. Kyou 1/3 screen away. HK Nana Juu Go Shiki: Kai |2 hit| \ / s.HP XX Level 2 Ura Hyaku Hachi Shiki: Orochi Nagi

(qcf + HK, HK \ / s.HP XX qcb, hcf + HP)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

[13][05 hit] -- Capcom or SNK Groove

HK Nana Juu Go Shiki: Kai |2 hit| \ / (walk forward) s.HP XX HK Hyaku Isshiki: Oboroguruma

(qcf + HK, HK \ / s.HP XX b, d, db + HK)

[from "James Chen Kyou Kusanagi Combo Exhibition"]

[14][04 hit] -- Capcom or SNK Groove

Opponent screen distance from corner. HK Nana Juu Go Shiki: Kai |2 hit| \ / (walk forward) s.HP XX Level 1 Ura Hyaku Hachi Shiki: Orochi Nagi

(qcf + HK, HK, s.HP XX qcb, hcf + LP)

[from "James Chen Kyou Kusanagi Combo Exhibition"]

[15][04 hit] -- Capcom or SNK Groove

j.HP \ / s.HP XX HK Ni Hyaku Juu Ni Shiki: Kotozuki You

(Jump HP \ / s.HP XX hcb + HK)

[16][04 hit] -- Capcom or SNK Groove

j.HP \ / s.HP XX HP Hyaku Shiki: Oni Yaki

(Jump HP \ / s.HP XX f, d, df + HP)

[17][03 hit] -- Capcom or SNK Groove

Full screen away. LP Hyaku Hachi Shiki: Yami Barai, HK Ni Hyaku Juu Ni Shiki: Kotozuki You

(qcf + LP, hcb + HK)

[from "Kyo_Kusanagi's Kyou Combo Exhibition"]

- <Combo 01,02,03,04,05,06,07,08> The flames around Kyou's body will hit the opponent and pop them back into the air. Release Punch to unleash the flames and catch them as they are falling.
- <Combo 04> Two methods can be used here to get this to work. The easiest is on the Dreamcast and have the "Run" feature on. The universal is to do a LK Kotozuki You after the Yami Barai. Kyou will stop before reaching the opponent and you'll be in range to do the rest of the combo.
- <Combo 05> After the first Kai, Kyou and the opponent should be in the corner. You can only cancel into the second Kai after Kyou's standing close HP. Thus, Kyou has to be right under the opponent as they are falling. The second kick from the LK Kai will be the one that hits and relaunches the opponent.
- <Combo 06> The opponent won't be popped off the top of Kyou when he's surrounded by flames. Rather, they'll be about their head level to be hit with two of the hits before being launched.
- <Combo 07,11> The opponent must be practically in the middle of the entire stage for this to work. The pair of Kai will eventually drive them into the corner and set them up high enough to have Kyou land and nail them with the Orochi Nagi.
- <Combo 08> You must be VERY close to the opponent or the flames from the Orochi Nagi's start up won't hit.
- <Combo 14> The distancing is rather difficult. It has to be set up that once Kyou connects with the s.HP after the Kai, the screen slides over and the opponent is sent in the corner. You have to cancel into the Orochi

Nagi as soon as the punch hits so once they fall back toward the ground,
they can be caught by it.

M a i S h i r a n u i

youen naru bu tou

- [01][13 hit] -- Capcom or SNK Groove
j.HK \ / s.HK XX Level 3/MAX Chou Hissatsu Shinobi Bachi
(Jump HK \ / s.HK XX qcb,hcf + KK)
- [02][10 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / c.HP XX LP Ryuu En Bu, Level 3/MAX Chou
Hissatsu Shinobi Bachi
(Jump HP \ / c.HP XX qcb + LP, qcb,hcf + PP)
[from "James Chen Fatal Fury Combo Exhibition"]
- [03][10 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 1 Chou Hissatsu Shinobi Bachi
(Jump HK \ / c.LP > c.LK XX qcb,hcf + LK)
- [04][08 hit] -- Capcom or SNK Groove
Mai in corner. Opponent close. HP Masasabi no Mai (to opposite wall) \ /
Level 3/MAX Chou Hissatsu Shinobi Bachi
(charge d,u + HP \ / qcb,hcf + PP)
[from "James Chen Fatal Fury Combo Exhibition"]
- [05][06 hit] -- Capcom or SNK Groove
j.HK XX Level 3/MAX Shiranui Ryuu Ougi: Beni Suzaku
(Jump HK XX qcb,qcb + PP)
[seen in "James Chen Combo Exhibition #2"; Level 3/MAX replaced by
Level 2]
- [06][05 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / c.LP > c.LK XX HP Ryuu En Bu
(Jump HK \ / c.LP > c.LK XX qcb + HP)
- [07][04 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Ryuu En Bu
(Jump HK \ / s.HP XX qcb + HP)
- [08][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Hissatsu Shinobi Bachi
(Jump HK \ / s.HP XX hcf + HK)
- [09][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP Ka Chou Sen
(Jump HP \ / s.HP XX qcf + HP)
- [10][02 hit] -- Capcom or SNK Groove
Opponent in corner. Full screen away. LP Ka Chou Sen, HK Hissatsu
Shinobi Bachi
(qcf + LP, hcb + HK)
- <Combo 03> The Chou Hissatsu Shinobi Bachi acts differently depending on
when it was cancelled into. Sometimes, the full seven hits from it connect
to knock the opponent down. Other times, it gets only a few hits to slide
the opponent backwards as Mai is traveling. Very weird.
- <Combo 04> You must make Mai fly to the wall over on the opposite side of
the screen; not the one behind her. When she flies back, she will hit them

into the corner, enabling her to land to juggle with the Chou Hissatsu Shinobi Bachi.

- <Combo 05> Make the j.HK hit as high on the opponent as possible. That way once you cancel into the Beni Suzaku, all five hits will connect.
- <Combo 06,07> The Ryuu En Bu hits twice on full. If Mai is not close to the opponent, it may just hit only once.
- <Combo 06> On certain opponents (normally large ones), this combo can be done anywhere.
- <Combo 10> As soon as Mai gets another fan after the Ka Chou Sen, go into the Hissatsu Shinobi Bachi to fly over and combo.

M a i S h i r a n u i EX

[01][13 hit] -- Capcom Groove

j.HK \ / c.LK > c.LK XX Level 2 Chou Hissatsu Shinobi Bachi |8 hit| \ /
Level 1 Sui Chou no Mai
(Jump HK \ / c.LK > c.LK XX qcb,hcf + HP \ / qcf,qcf + LP)
[from "James Chen Fatal Fury Combo Exhibition"]

[02][13 hit] -- Capcom or SNK Groove

j.HK \ / s.HK XX Level 3/MAX Chou Hissatsu Shinobi Bachi
(Jump HK \ / s.HK XX qcb,hcf + KK)

[03][10 hit] -- Capcom or SNK Groove

Opponent in corner. j.HP \ / c.HP XX LP Ryuu En Bu, Level 3/MAX Chou
Hissatsu Shinobi Bachi
(Jump HP \ / c.HP XX qcb + LP, qcb,hcf + PP)
[from "James Chen Fatal Fury Combo Exhibition"]

[04][10 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX Level 1 Chou Hissatsu Shinobi Bachi
(Jump HK \ / c.LP > c.LK XX qcb,hcf + LK)

[05][09 hit] -- Capcom or SNK Groove

cu.LK \ / c.LK > s.LK > c.HK XX Level 3/MAX Sui Chou no Mai
(Cross-up LK \ / c.LK > s.LK > c.HK XX qcf,qcf + PP)
[from "James Chen Fatal Fury Combo Exhibition"]

[06][08 hit] -- Capcom or SNK Groove

Mai in corner. Opponent close. HP Masasabi no Mai (to opposite wall) \ /
Level 3/MAX Chou Hissatsu Shinobi Bachi
(charge d,u + HP \ / qcb,hcf + PP)
[from "James Chen Fatal Fury Combo Exhibition"]

[07][07 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX Level 3/MAX Sui Chou no Mai
(j.HK \ / s.HP XX qcf,qcf + PP)

[08][05 hit] -- Capcom or SNK Groove

Opponent in corner. j.HK \ / c.LP > c.LK XX HP Ryuu En Bu
(Jump HK \ / c.LP > c.LK XX qcb + HP)

[09][04 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HP Ryuu En Bu
(Jump HK \ / s.HP XX qcb + HP)

[10][03 hit] -- Capcom or SNK Groove

j.HP \ / s.HP XX HP Ka Chou Sen

(Jump HP \ / s.HP XX qcf + HP)

- <Combo 01,05> Opponent can't be close to the corner of the Sui Chou no Mai will not all hit.
- <Combo 04> The Chou Hissatsu Shinobi Bachi acts differently depending on when it was cancelled into. Sometimes, the full seven hits from it connect to knock the opponent down. Other times, it gets only a few hits to slide the opponent backwards as Mai is traveling. Very weird.
- <Combo 08,09> The HP Ryuu En Bu hits twice on full. If Mai is not close to the opponent, it may just hit only once.
- <Combo 08> On certain opponents (normally large ones), this combo can be done anywhere.

M i k e B i s o n (Balrog in US)

[01][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > c.LP XX HP Dash Ground Straight
(Jump HK (charge db) \ / c.LK > c.LP XX df + HP)

[02][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HP Buffalo Headbutt
(Jump HK (charge d) \ / c.LP > c.LK XX u + HP)

M i k e B i s o n EX (Balrog EX in US)

M o r r i g a n A e n s l a n d

[01][33 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.LK > F + HK |4 hit| XX Darkness Illusion
(Jump HK \ / s.LK > F + HK XX LP,LP,f,LK,HP)
[from "SF2Freak's Combo Exhibition"]

[02][25+ hit] -- Capcom or SNK Groove
(Opponent in/near corner.) Level 3/MAX Valkyrie Turn |20+ hit| \ / c.LP
|2 hit| > c.LK > c.HK
(hcf + KK \ / c.LP > c.LK > c.HK)
[from "SF2Freak's Combo Exhibition"]

[03][23 hit] -- Capcom or SNK Groove
Opponent in corner. Full screen away. LP Soul Fist, (dash forward) /\
j.LP XX Kuuchuu Darkness Illusion
(qcf + LP (f,f) /\ j.LP XX LP,f,LK,HP)
[from "SF2Freak's Combo Exhibition"]

[04][15+ hit] -- Capcom Groove
(Opponent in/near corner.) Level 1 Valkyrie Turn |10+ hit| \ / Level 2
Cardinal Blade
(hcb + LK \ / qcf,qcf + HP)
[from "SF2Freak's Combo Exhibition"]

[05][10 hit] -- Capcom Groove
Opponent in corner. j.HK \ / s.LP XX LP Shadow Blade \ / Level 1 Cardinal
Blade |6 hit| \ / Level 2 Cardinal Blade

(Jump HK \ / s.LP XX f,d,df + LP \ / qcf,qcf + LP \ / qcf,qcf + HP)
[from "James Chen Combo Exhibition #1"]

[06][09 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > c.HK > DF + HK XX Level 3/MAX Cardinal Blade
(Jump HK \ / c.LK > c.HK > DF + HF XX qcf,qcf + PP)
[from "James Chen Combo Exhibition #1"]

- <Combo 01,03> The Darkness Illusion needs a Level 3/MAX to perform.
- <Combo 01> Perform the Darkness Illusion motion as Morrigan is spinning.
- <Combo 02,04> Depending on the height of the opponent, the more hits Morrigan can get from the Valkyrie Turn before she lands. Obviously, the more taller they are (i.e- Sagat), the better. The hardest part it to aim the Valkyrie Turn to the highest point on the opponent where it won't carry Morrigan overhead to whiff. The combo doesn't necessarily need to be done with the opponent in the corner. However, it is easier that way since it will hit them immediately as Morrigan pops back on screen.
- <Combo 03> After you let the Soul Fist go, super jump over and perform the Darkness Illusion motion once you're in hitting range so that the LP will hit and stun until the command is complete to have the Super connect.

N a k o r u r u

*[01][09 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > c.LK > c.HK XX Level 3/MAX Shichikapu Kamui Irushika
(Jump HK \ / c.LK > c.LK > c.HK XX hcb,hcb + PP)

*[02][05 hit] -- Capcom or SNK Groove
cu.HK \ / s.LP > s.LK > s.HP XX Rera Matsube
(Cross-up HK \ / s.LP > s.LK > s.HP XX qcf + P)

*[03][05 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LP > c.LK XX Rera Matsube
(Cross-up HK \ / c.LK > c.LP > c.LK XX qcf + P)

*[04][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > s.HP XX Annu Matsube
(Jump HK \ / c.LK > s.HP XX b,db,d + P)

*[05][04 hit] -- Cacpom or SNK Groove
j.HK \ / c.LP > c.LK > c.HK
(Jump HK \ / c.LP > c.LK > c.HK)

O r o c h i I o r i

[01][15 + 01 hit] -- Capcom or SNK Groove
Opponent in corner. Iori 1/4 screen away. c.HK, LP Hyaku Hachi Shiki:
Yami Barai, s.HP XX Level 3/MAX Kin Sen Ni Hyaku Juu Isshiki: Ya Otome
(c.HK, qcf + LP, s.HP XX qcf,hcb + PP)
[from "James Chen Combo Exhibition #1"]

*[02][12 hit] -- Capcom or SNK Groove
Stand close. s.LP > s.LP > s.LP XX Level 1 Kin Sen Ni Hyaku Juu Isshiki:
Ya Otome
(s.LP > s.LP > s.LP XX qcf,hcb + LP)
[from Angel of Rage]

*[03][11 hit] -- Capcom or SNK Groove

Stand close. s.LP > s.HP XX Level 1 Kin Sen Ni Hyaku Juu Isshiki: Ya
Otome
(s.LP > s.HP XX qcf,hcb + LP)
[from Angel of Rage]

[04][09 hit] -- Capcom Groove

Iori in corner. Opponent 1/3 screen from corner. Ge Shiki: Yuri Oni \/
c.LK > s.HP XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana (x2), Level 2 Ura
Hyaku Shiki: Oni Hono'o
(Cross-up F + LK \ / c.LK > s.HP XX qcb + HP (x2), qcf,qcf + HP)
[from "James Chen Combo Exhibition #1"]

[05][06 hit] -- Capcom or SNK Groove

j.HK \ / c.LP > c.LK XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana (x3)
(Jump HK \ / c.LP > c.LK XX qcb + HP (x3))

[06][05 hit] -- Capcom or SNK Groove

j.HP \ / s.HP XX HP Hyaku Ni Juu Nana Shiki: Aoi Hana (x3)
(Jump HP \ / s.HP XX qcb + HP (x3))

[07][05 hit] -- Capcom or SNK Groove

j.HP \ / s.HP XX HP Hyaku Shiki: Oni Yaki
(Jump HP \ / s.HP XX f,d,df + HP)

[08][04 hit] -- Capcom or SNK Groove

j.HK \ / s.HP XX HK Ni Kyaku Juu Ni Shiki: Kotozuki In
(Jump HK \ / s.HP XX hcb + HK)

[09][03 hit] -- Capcom or SNK Groove

Full screen away. LP Hyaku Hachi Shiki: Yami Barai, HK Ni Kyaku Juu Ni
Shiki: Kotozuki In
(qcf + LP, hcb + HK)

- <Combo 01> The c.HK is there to make the Yami Barai hit the back of the opponent; thus making it hit late. It'll travel through the opponent and only hit when they are fully at their feet again. That gives Iori enough time to stand and attack with a s.HP that will combo after the Yami Barai's hit.
- <Combo 04> Iori has a special kick that he can aim back at the opponent if he jumps over them. Hold the controller towards the opponent and press LK to kick out toward them. The kick, also, will drag them closer to Iori. The distance is important because after the second Aoi Hana, the opponent has to be in the corner or the Oni Hono'o will miss.

R a i d e n

housou train

[01][10 hit] -- Capcom or SNK Groove

cu.D + HP \ / c.LP > c.HP XX LP Combination: Body Blow (Headbutt) |2 hit|
XX Level 3/MAX Fire Press
(Cross-up D + HP \ / c.LP > c.HP XX d,b,db + LP, qcb + P XX hcb,hcb + PP)
[seen in "James Chen Combo Exhibition #1"]

[02][04 hit] -- Capcom or SNK Groove

j.HP \ / s.LP XX LP Combination: Body Blow (Headbutt)
(Jump HP \ / s.LP XX b,d,db + LP, qcb + P)

- <Combo 01> Though it not necessary for the most part, it might be best to make it so Raiden knocks the opponent into the corner after the Combination: Body Blow. Therefore, the Fire Press has a higher chance of connecting.

R a i d e n EX

[01][09 hit] -- Capcom or SNK Groove
cu.D + HP \ / c.HP XX Level 3/MAX Crazy Train
(Cross-up D + HP \ / c.HP XX qcf,qcf + PP)

R u g a l B e r n s t e i n gyakysatsu no koukyoukyoku

[01][10 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 3/MAX Genocide Heaven
(Jump HK \ / c.LP > c.LK XX qcf,qcf + KK)

[02][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HK XX Level 3/MAX Genocide Heaven
(Jump HK \ / s.HK XX qcf,qcf + KK)

[03][05 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Level 3/MAX Gigantic Pressure
(Jump HP \ / s.HP XX qcf,hcb + PP)

[04][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX HP God Press
(Jump HP \ / s.HP XX hcb + HP)

[05][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HK XX Genocide Cutter
(Jump HK \ / s.HK XX f,d,df + K)

[06][03 hit] -- Capcom or SNK Groove
Full screen away. LP Reppuu Ken, HP God Press
(qcf + LP, hcb + HP)

R u g a l B e r n s t e i n EX

[01][10 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 3/MAX Genocide Heaven
(Jump HK \ / c.LP > c.LK XX qcf,qcf + KK)

[02][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HK XX Level 3/MAX Genocide Heaven
(Jump HK \ / s.HK XX qcf,qcf + KK)

[03][05 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Level 3/MAX Gigantic Pressure
(Jump HP \ / s.HP XX qcf,hcb + PP)

[04][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HK XX Genocide Cutter
(Jump HK \ / s.HK XX f,d,df + K)

-
-
- [01][18 hit] -- Capcom or SNK Groove
cu.HK \ / s.LP > s.HP XX Level 3/MAX Ryuu Ko Ranbu
(Cross-up HK \ / s.LP > s.HP XX qcf,hcb + PP)
- [02][17 hit] -- Capcom or SNK Groove
Opponent in corner. Ryou 1/2 screen away. Kuuchuu LP Ko Ou Ken \ / s.HK
XX Level 3/MAX Ryuu Ko Ranbu
(Mid-air qcf + LP \ / s.HK XX qcf,hcb + PP)
- [03][16 hit] -- Capcom or SNK Groove
Full screen away. LP Ko Ou Ken, Level 3/MAX Ryuu Ko Ranbu
(qcf + LP XX qcf,hcb + PP)
- [04][16 hit] -- Capcom or SNK Groove
j.HK \ / s.LK XX HP Zan Retsu Ken
(Jump HK \ / s.LK XX f,b,f + HP)
- [05][08 hit] -- Capcom or SNK Groove
j.HP \ / s.LK > s.LP XX Level 3/MAX Ha Ou Shou Kou Ken
(Jump HP \ / s.LK > s.LP XX f,hcf + PP)
- [06][07 hit] -- Capcom or SNK Groove
Opponent in corner. Ryou 1/2 screen away. Kuuchuu LP Ko Ou Ken \ / s.HK
XX Level 3/MAX Ha Ou Shou Kou Ken
(Mid-air qcf + LP \ / s.HK XX f,hcf + PP)
- [07][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Ko Ou Ken
(Jump HP \ / s.HP XX qcf + P)
- <Combo 02,06> Ryou must jump towards the opponent at the beginning. It might even be better to super jump to get maximum height. Perform the Ko Ou Ken at the peak of Ryou's jump. That allows time to have Ryou land as the Ko Ou Ken hits so the s.HK can link from it.
-
-

R y o u S a k a z a k i EX

-
-
- [01][18 hit] -- Capcom or SNK Groove
cu.HK \ / s.LP > s.HP XX Level 3/MAX Ryuu Ko Ranbu
(Cross-up HK \ / s.LP > s.HP XX qcf,hcb + PP)
- [02][08 hit] -- Capcom or SNK Groove
j.HP \ / s.LK > s.LP XX Level 3/MAX Ha Ou Shou Kou Ken
(Jump HP \ / s.LK > s.LP XX f,hcf + PP)
- [03][04 hit] -- Capcom or SNK Groove
cu.HK \ / c.LP > s.HP XX Tenchi Ha Ou Ken
(Cross-up HK \ / c.LP > s.HP XX qcf,qcf + P)
- [04][04 hit] -- Capcom or SNK Groove
j.HK \ / s.LK > s.LP XX Ko Ou Ken
(Jump HK \ / s.LK > s.LP XX qcf + P)

[05][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Ko Ou Ken
(Jump HP \ / s.HP XX qcf + P)

- <Combo 03> The Tenchi Ha Ou Ken needs a Level 3/MAX to perform.

R y u u

eien no chousensha

[01][14 hit] -- Capcom or SNK Groove
cu.HK \ / c.LP > s.HP XX Level 3/MAX Shinkuu Tatsumaki Senpoo Kyaku
(Cross-up HK \ / c.LP > s.HP XX qcb,qcb + KK)
[from "James Chen Combo Exhibition #1"]

[02][14 hit] -- Capcom or SNK Groove
j.HK \ / s.LK XX Level 3/MAX Shinkuu Tatsumaki Senpoo Kyaku
(Jump HK \ / s.LK XX qcb,qcb + KK)

[03][12 hit] -- SNK Groove
Opponent in corner. j.HP \ / c.LP > c.LK XX MAX Shinkuu Hadou Ken |5
hit|, Shinkuu Tatsumaki Senpoo Kyaku
(Jump HP \ / c.LP > c.LK XX qcf,qcf + P, qcb,qcb + K)
[seen in "James Chen Combo Exhibition #1"; c.LP > c.LK replaced with
c.HP]

[04][11 hit] -- Capcom Groove
Opponent in corner. j.LK XX Tatsumaki Senpoo Kyaku |1 hit| \ / Level 1
Tatsumaki Senpoo Kyaku |4 hit|, Level 2 Tatsumaki Senpoo Kyaku
(Jump LK XX qcb + K \ / qcb,qcb + LK, qcb,qcb + HK)
[from "James Chen Combo Exhibition #1"]

[05][11 hit] -- Capcom Groove
Opponent in corner. j.HK \ / c.LP > c.LK XX Level 2 Shinkuu Hadou Ken |4
hit|, Level 1 Shinkuu Tatsumaki Senpoo Kyaku
(Jump HK \ / c.LP > c.LK XX qcf,qcf + HP, qcb,qcb + LK)

[06][10 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LP > c.LK > DB + HK XX Level 3/MAX Shinkuu Hadou Ken
(Cross-up HK \ / c.LK > c.LP > c.LK XX DB + HK XX qcf,qcf + PP)
[from "James Chen Combo Exhibition #1"]

[07][08 hit] -- Capcom or SNK Groove
cu.HK \ / c.LK > c.LK > c.HK XX Shin Shou Ryuu Ken
(Cross-up HK \ / c.LK > c.LK > c.HK XX qcf,qcf + K)
[from "James Chen Combo Exhibition #1"]

[08][07 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Shin Shou Ryuu
Ken
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + K)
[seen in "James Chen Combo Exhibition #1"; s.LP replaced with c.LK]

[09][07 hit] -- Capcom or SNK Groove
j.HP \ / c.LP > c.HK XX Shin Shou Ryuu Ken
(Jump HP \ / c.LP > c.HK XX qcf,qcf + K)

[10][06 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 1 Shinkuu Hadou Ken
(Jump HK \ / c.LP > c.LK XX qcf,qcf + LP)

[11][05 hit] -- Capcom or SNK Groove
Opponent in corner. Kuuchuu Tatsumaki Senpoo Kyaku |1 hit| \ / Shin Shou
Ryu Ken
(Mid-air qcb + K \ / qcf,qcf + K)

[12][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > DB + HK XX Hadou Ken
(Jump HK \ / c.LK > DB + HK XX qcf + P)

[13][04 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.HP XX Hadou Ken
(Jump HP \ / c.LK > c.HP XX qcf + P)

[14][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Hadou Ken
(Jump HK \ / c.LP > c.LK XX qcf + P)

[15][03 hit] -- Capcom or SNK Groove
j.HP \ / s.LP XX HP Shou Ryu Ken
(Jump HP \ / s.LP XX f,d,df + HP)

[16][03 hit] -- Capcom or SNK Groove
j.HP \ / c.HP XX Hadou Ken
(Jump HP \ / c.HP XX qcf + P)

- <Combo 03,05> Once the last hit of the Shinkuu Hadou Ken connects, you have very little time to do the Shinkuu Tatsumaki Senpoo Kyaku before the opponent falls out of range.
- <Combo 04> Once the fourth hit of the Shinkuu Tatsumaki Senpoo Kyaku connects, you have very little time to do the Shinkuu Tatsumaki Senpoo Kyaku again before the opponent falls out of range.
- <Combo 07,08,09,11> The Shin Shou Ryu Ken needs a Level 3/MAX to perform.
- <Combo 09> Once the c.HK sweeps the opponent into the air, quickly go into the Shin Shou Ryu Ken to juggle.
- <Combo 11> The last revolution of the Tatsumaki Senpoo Kyaku will knock the opponent off the ground. Upon Ryu landing, execute the Shin Shou Ryu Ken to catch them.

R y u u j i Y a m a z a k i

shikei shikkou nin

[01][05 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > s.LP > s.HP XX LK Hebi Tsukai
(Jump HK \ / c.LP > s.LP > s.HP XX qcb + LK)
[from "James Chen Fatal Fury Combo Exhibition"]

[02][04 hit] -- Capcom or SNK Groove
j.HK \ / s.LP > s.HP XX HP Sabaki no Aikuchi
(Jump HK \ / s.LP > s.HP XX f,d,df + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

R y u u j i Y a m a z a k i EX

[01][18 hit] -- Cacpom or SNK Groove
j.HK \ / c.LP > c.LP > s.LP > c.HK XX Level 3/MAX Guillotine
(Jump HK \ / c.LP > c.LP > s.LP > c.HK XX qcf,qcf + PP)

[from "James Chen Fatal Fury Combo Exhibition"]

[02][05 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LP XX LK Suna Kake XX LK Hebi Tsukai
(Jump HK \ / c.LP > c.LP XX f,d,df + LK XX qcb + LK)
[from "James Chen Fatal Fury Combo Exhibition"]

[03][05 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > s.LP > s.HP XX LK Hebi Tsukai
(Jump HK \ / c.LP > s.LP > s.HP XX qcb + LK)
[from "James Chen Fatal Fury Combo Exhibition"]

[04][04 hit] -- Capcom or SNK Groove
j.HK \ / s.LP > s.HP XX HP Sabaki no Aikuchi
(Jump HK \ / s.LP > s.HP XX f,d,df + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

S a g a t

sekigan no teiou

[01][16 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |2 hit| XX Level 3/MAX Tiger Genocide
(Jump HK \ / s.HK XX qcf,qcf + PP)

[02][10 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |2 hit| XX Level 3/MAX Tiger Raid
(Jump HK \ / s.HK XX qcb,qcb + KK)

[03][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Ground Tiger Shot
(Jump HK \ / s.HP XX qcf + HK)

[04][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |1 hit| XX Tiger Crush
(Jump HK \ / s.HK XX f,d,df + K)

[05][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Tiger Uppercut
(Jump HK \ / s.HP XX f,d,df + HP)

[06][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Tiger Shot
(Jump HK \ / s.HP XX qcf + HP)

S a g a t EX

[01][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |2 hit| XX Level 3/MAX Ground Tiger Cannon
(Jump HK \ / s.HK XX qcf,qcf + PP)

[02][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |2 hit| XX Level 3/MAX Tiger Cannon
(Jump HK \ / s.HK XX qcb,qcb + KK)

[03][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Ground Tiger Shot
(Jump HK \ / s.HP XX qcf + HK)

[04][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HK |1 hit| XX Tiger Crush
(Jump HK \ / s.HK XX qcf,uf + K)

[05][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Tiger Uppercut
(Jump HK \ / s.HP XX f,d,df + HP)

[06][03 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Tiger Shot
(Jump HK \ / s.HP XX qcf + HP)

S a k u r a K a s u g a n o

super joshikousei

[01][15 hit] -- Capcom Groove
On large opponent. cu.HK \ / c.LK > c.LK > c.LK > c.LK XX HP Kou Ou Ken
|6 hit| XX Level 2 Shinkuu Hadou Ken
(Cross-up HK \ / c.LK > c.LK > c.LK > c.LK XX f,d,df + HP XX qcf,qcf +
HP)
[from "SF2Freak's Combo Exhibition"]

[02][14 hit] -- Capcom or SNK Groove
j.HP \ / s.LP > s.LK XX HP Kou Ou Ken |6 hit|, Level 3/MAX Shinkuu Hadou
Ken
(Jump HP \ / s.LP > s.LK XX f,d,df + HP, qcf,qcf + PP)

[03][10 hit] -- Capcom or SNK Groove
j.HP \ / s.LP > s.LK XX HP Kou Ou Ken |6 hit|, LP Kou Ou Ken
(Jump HP \ / s.LP > s.LK XX f,d,df + HP, f,d,df + LP)

[04][09 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX Level 3/MAX Haru Ichiban
(Jump HK \ / s.HP XX qcb,qcb + KK)

[05][08 hit] -- Capcom or SNK Groove
j.HK \ / s.LP > s.LK XX Level 3/MAX Shinkuu Hadou Ken
(Jump HK \ / s.LP > s.LK XX qcf,qcf + PP)

[06][05 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HK Shunpoo Ren Kyaku (LK ender)
(Jump HK \ / s.HP XX qcb + HK, qcb + LK)

S a k u r a K a s u g a n o EX

S a t s u i n o H a d o u R y u u

[01][11 hit] -- Capcom Groove
cu.HK \ / c.LK > c.LP > c.LK > c.HK XX LK Tatsumaki Senpoo Kyaku |1 hit|
\ / LK Tatsumaki Senpoo Kyaku |1 hit| \ / Level 2 Messatsu Gou Shou Ryuu
(Cross-up HK \ / c.LK > c.LP > c.LK > c.HK XX qcb + LK \ / qcb + LK \ /
qcf,qcf + HP)
[from "James Chen Combo Exhibition #1"]

*[02][11 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.HP XX MAX Shinkuu Hadou Ken |5 hit|, LP
Shou Ryuu Ken \ / LP Shou Ryuu Ken \ / Messatsu Gou Shou Ryuu
(Jump HP \ / s.HP XX hcb,hcb + P, f,d,df + LP \ / f,d,df + LP \ / qcf,qcf +
P)

[03][11 hit] -- SNK Groove
Opponent in corner. j.HP \ / s.LP > s.LP XX MAX Shinkuu Hadou Ken |5
hit|, Messatsu Gou Shou Ryuu
(Jump HP \ / s.LP > s.LP XX hcb,hcb + P, qcf,qcf + P)

[04][10 hit] -- Capcom Groove
j.HK \ / c.LP > c.LK XX LK Tatsumaki Senpue Kyaku |1 hit| \ / LP Shou Ryuu
Ken |2 hit| \ / Level 2 Messatsu Gou Shou Ryuu
(Jump HK \ / c.LP > c.LK XX qcb + LK \ / f,d,df + LP \ / qcf,qcf + HP)

[05][10 hit] -- Capcom Groove
Opponent in corner. j.HP \ / s.LP > s.LP XX Level 1 Shinkuu Hadou Ken |3
hit|, Level 2 Messatsu Gou Shou Ryuu
(Jump HP \ / s.LP > s.LP XX hcb,hcb + LP, qcf,qcf + HP)

[06][10 hit] -- Capcom or SNK Groove
cu.HK \ / c.LP > s.HP XX Level 3/MAX Messatsu Gou Shou Ryuu
(Cross-up HK \ / c.LP > s.HP XX qcf,qcf + PP)

[07][10 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Level 3/MAX Messatsu Gou Shou Ryuu
(Jump HK \ / c.LP > c.LK XX qcf,qcf + PP)

*[08][08 hit] -- Capcom Groove
j.HK \ / c.LP > c.LK XX LK Tatsumaku Senpue Kyaku |1 hit| \ / Level 2
Messatsu Gou Shou Ryuu
(Jump HK \ / c.LP > c.LK XX qcb + LK \ / qcf,qcf + HP)
[from Adrian Hazzard]

[09][08 hit] -- Capcom Groove
cu.HK \ / c.LK > c.LK > c.HK XX Level 2 Messatsu Gou Shou Ryuu
(Cross-up HK \ / c.LK > c.LK > c.HK XX qcf,qcf + HP)

*[10][07 hit] -- Capcom Groove
Opponent in corner. Satsui no Hadou Ryuu 1/3 screen away. Level 1
Shinkuu Hadou Ken |3 hit| XX Level 2 Messatsu Gou Shou Ryuu
(hcb,hcb + LP XX qcf,qcf + HP)
[from Adrian Hazzard]

[11][07 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.LP XX LP Shou Ryuu Ken \ / Level 1 Messatsu
Gou Shou Ryuu
(Jump HP \ / s.LP XX f,d,df + LP \ / qcf,qcf + LP)

[12][07 hit] -- Capcom Groove
j.HP \ / c.LK > c.HK XX Level 2 Messatsu Gou Shou Ryuu
(Jump HP \ / c.LK > c.HK XX qcf,qcf + HP)

[13][06 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX LK Tatsumaku Senpue Kyaku |1 hit| \ / HP Shou Ryuu
Ken
(Jump HK \ / c.LP > c.LK XX qcb + LK \ / f,d,df + HP)

[14][05 hit] -- Capcom or SNK Groove
j.HP \ / s.LP XX HP Shou Ryuu Ken
(Jump HP \ / s.LP XX f,d,df + HP)

[15][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LK > DB + HK XX Hadou Ken
(Jump HK \ / c.LK > DB + HK XX qcf + P)

[16][04 hit] -- Capcom or SNK Groove
j.HP \ / c.LK > c.HP XX Hadou Ken
(Jump HP \ / c.LK > c.HP XX qcf + P)

[17][04 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX Hadou Ken
(Jump HK \ / c.LP > c.LK XX qcf + P)

[18][03 hit] -- Capcom or SNK Groove
j.HP \ / c.HP XX Hadou Ken
(Jump HP \ / c.HP XX qcf + P)

- <Combo 03,05> Once the last hit of the Shinkuu Hadou Ken connects, you have very little time to do the Messatsu Gou Shou Ryuu before the opponent falls out of range.
- <Combo 04> The Messatsu Gou Shou Ryuu may not get the last hit to connect, depending on the opponent and placement. Better in the corner.

T e r r y B o g a r d

wild wolf

[01][13 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.HP |2 hit| XX Level 3/MAX Buster Wolf |6 hit|, HP Rising Tackle
(Jump HP \ / s.HP XX qcf,qcf + KK (charge d), u + HP)

[02][10 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX Level 3/MAX Buster Wolf |6 hit| XX LP Burn Knuckle
(Jump HP \ / s.HP XX qcf,qcf + KK, qcb + LP)

[03][10 hit] -- SNK Groove
j.HK \ / s.HP |2 hit| XX MAX Buster Wolf |6 hit|, Power Geyser
(Jump HK \ / s.HP XX qcf,qcf + K, qcb,db,f + P)
[seen in "James Chen Combo Exhibition #1"; s.HP replaced with c.HP]

[04][08 hit] -- Capcom Groove
j.HP \ / s.HP |2 hit| XX Level 2 Buster Wolf |4 hit|, Level 1 Power Geyser
(Jump HP \ / s.HP XX qcf,qcf + HK, qcb,db,f + LP)

[05][06 hit] -- Capcom Groove
Opponent in corner. j.HP \ / c.HP XX Level 1 Buster Wolf |2 hit|, c.HP XX Level 2 Power Geyser
(Jump HP \ / s.HP XX qcf,qcf + LK, c.HP XX qcb,db,f + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

[06][06 hit] -- Capcom or SNK Groove
Opponent 2/3 screen from corner. j.HK \ / s.LP > DF + HP XX Level 3/MAX Power Geyser
(Jump HK \ / s.LP > DF + HP XX qcb,db,f + PP)

[from "James Chen Fatal Fury Combo Exhibition"]

[07][06 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.HP |2 hit| XX Level 1 Buster Wolf |2
hit|, c.HK
(Jump HK \ / s.HP XX qcf,qcf + K, c.HK)

[08][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX Level 1 Power Geyser
(Jump HP \ / s.HP XX qcb,db,f + P)

[09][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX LP Burn Knuckle
(Jump HP \ / s.HP XX qcb + LP)

[10][02 hit] -- Capcom or SNK Groove
Full screen away. LP Power Wave, HP Burn Knuckle
(qcf + LP, qcb + HP)

- <Combo 01> Start charging down for the Rising Tackle as the Buster Wolf is hitting. Perform it when the opponent is close to hitting the ground.
- <Combo 03,04> As soon as the last hit of the Buster Wolf connects, do the motion for the Power Geyser as the opponent is still rising to juggle.

T e r r y B o g a r d EX

[01][11 hit] -- Capcom or SNK Groove
j.HP \ / c.LP > c.LK XX Level 3/MAX Buster Wolf |6 hit|, (walk forward)
c.HP XX LK Power Dunk
(Jump HP \ / c.LP > c.LK XX qcf,qcf + PP, c.HP XX f,d,df + LK)
[from "James Chen Fatal Fury Combo Exhibition"]

[02][11 hit] -- Capcom or SNK Groove
Opponent in corner. j.HP \ / s.HP |2 hit| XX Level 3/MAX Buster Wolf |6
hit|, HK Power Dunk
(Jump HP \ / s.HP XX qcf,qcf + KK, f,d,df + HK)

[03][10 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX Level 3/MAX Buster Wolf |6 hit| XX LP Burn
Knuckle
(Jump HP \ / s.HP XX qcf,qcf + KK, qcb + LP)

[04][10 hit] -- SNK Groove
j.HK \ / s.HP |2 hit| XX MAX Buster Wolf |6 hit|, Power Geyser
(Jump HK \ / s.HP XX qcf,qcf + K, qcb,db,f + P)
[seen in "James Chen Combo Exhibition #1"; s.HP replaced with c.HP]

[05][08 hit] -- Capcom Groove
j.HP \ / s.HP |2 hit| XX Level 2 Buster Wolf |4 hit|, Level 1 Power
Geyser
(Jump HP \ / s.HP XX qcf,qcf + HK, qcb,db,f + LP)

[06][07 hit] -- Capcom or SNK Groove
Opponent in corner. j.HK \ / s.HP |2 hit| XX Level 1 Buster Wolf |2
hit|, HK Power Dunk
(Jump HK \ / s.HP XX qcf,qcf + K, f,d,df + HK)

[07][06 hit] -- Capcom Groove

Opponent in corner. j.HP \ / c.HP XX Level 1 Buster Wolf |2 hit|, c.HP XX Level 2 Power Geyser
(Jump HP \ / c.HP XX qcf,qcf + LK, c.HP XX qcb,db,f + HP)
[from "James Chen Fatal Fury Combo Exhibition"]

[08][06 hit] -- Capcom or SNK Groove
Opponent 2/3 screen from corner. j.HK \ / s.LP > DF + HP XX Level 3/MAX Power Geyser
(Jump HK \ / s.LP > DF + HP XX qcb,db,f + PP)
[from "James Chen Fatal Fury Combo Exhibition"]

[09][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX Level 1 Power Geyser
(Jump HP \ / s.HP XX qcb,db,f + P)

[10][04 hit] -- Capcom or SNK Groove
j.HP \ / s.HP |2 hit| XX LP Burn Knuckle
(Jump HP \ / s.HP XX qcb + LP)

[11][04 hit] -- Capcom or SNK Groove
j.HK \ / s.LK XX Power Dunk
(Jump HK \ / s.LK XX f,d,df + K)

- <Combo 02,06> Catch the opponent with the Power Dunk when they are close to hitting the ground so both hits connect.
- <Combo 04,05> As soon as the last hit of the Buster Wolf connects, do the motion for the Power Geyser as the opponent is still rising to juggle.
- <Combo 11> Depending on character, this combo has to be altered. On small to medium characters (Vice, Ryu, Balrog), it must be done in the corner, using the LK version of the Power Dunk. On large characters (Raiden, Zangief), it can be done anywhere, using either Kick button strength.

V e g a (M. Bison in US)

senritsu no ma jin

[01][12 hit] -- Capcom or SNK Groove
cu.HK \ / s.LK > s.LK > s.LK XX Level 3/MAX Knee Press Nightmare
(Cross-up HK (charge b) \ / s.LK > s.LK > s.LK XX f,b,f + KK)
[from "James Chen Combo Exhibition #2"]

[02][08 hit] -- Capcom Groove
Opponent near corner. HP Somersault Skull Diver \ / c.HP XX Level 1 Knee Press Nightmare |4 hit|, Level 2 Knee Press Nightmare
(charge d,u + HP (charge b) \ / c.HP XX f,b,f + LK (charge b), f,b,f + HK)
[from "James Chen Combo Exhibition #2"]

[03][05 hit] -- Capcom or SNK Groove
j.HK \ / c.LP > c.LK XX HK Double Knee Press
(Jump HK (charge b) \ / c.LP > c.LK XX f + HK)

[04][05 hit] -- Capcom or SNK Groove
j.HK \ / s.LP XX LP Psycho Banish
(Jump HK \ / s.LP XX f,d,df + LP)

- <Combo 02> In the video, as Vega is doing the Somersault Skull Diver, the opponent walks forward. That's because you have to start charging for the first Knee Press Nightmare while he's in the air, but as you are holding back, it controls Vega's flight during the Somersault Skull Diver. So the

opponent must move forward to be hit with the air punch, then you can land and add on the rest of the combo.

V e g a EX (M. Bison EX in US)

[01][12 hit] -- Capcom or SNK Groove
cu.HK \ / s.LK > s.LK > s.LK XX Level 3/MAX Knee Press Nightmare
(Cross-up HK (charge b) \ / s.LK > s.LK > s.LK XX f,b,f + KK)
[from "James Chen Combo Exhibition #2"]

V i c e kowaku no saidan

[01][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Deicide
(Jump HP \ / s.HP XX hcf + K)

- <Combo 01> For guaranteed results that the Deicide will hit the opponent, use the LK version. The HK one does more damage, but may not work if the opponent is in the corner or Vice is too close.

V i c e EX

[01][05 hit] -- Capcom or SNK Groove
j.HP \ / c.LP > c.LK XX HP Mayhem, Deicide: Slayer
(Jump HP \ / c.LP > c.LK XX qcb + HP, f,d,df + K)

[02][04 hit] -- Capcom or SNK Groove
j.HK \ / s.HP XX HP Mayhem, Deicide: Slayer
(Jump HK \ / s.HP XX qcb + HP, f,d,df + K)

[03][03 hit] -- Capcom or SNK Groove
j.HP \ / s.HP XX Deicide
(Jump HP \ / s.HP XX hcf + K)

- <Combo 01,02> The combos will not work in the corner because the Deicide: Slayer won't catch the opponent.
- <Combo 03> For guaranteed results that the Deicide will hit the opponent, use the LK version. The HK one does more damage, but may not work if the opponent is in the corner or Vice is too close.

Y u r i S a k a z a k i gyakuten yoyuucchi

[01][11 hit] -- Capcom or SNK Groove
j.HK \ / s.LK XX HK Hyaku Retsu Binta
(Jump HK \ / s.LK XX hcb + HK)

[02][08 hit] -- Capcom or SNK Groove
j.HP \ / s.LK > s.LP XX Level 3/MAX Ha Ou Shou Kou Ken
(Jump HP \ / s.LK > s.LP XX f,hcf + PP)

[03][06 hit] -- Capcom or SNK Groove
j.HP \ / s.LP XX HP Yuri Chou Upper (Kuu Ga) |2 hit| XX HP Double Yuri

Chou Upper (Ura Kuu Ga)

(Jump HP \ / s.LP XX f,d,df + HP XX f,d,df + HP)

[04][05 hit] -- Capcom or SNK Groove

j.HK \ / s.LP > s.LK XX Level 1 Ha Ou Shou Kou Ken

(Jump HK \ / s.LP > s.LK XX f,hcf + LP)

[05][04 hit] -- Capcom or SNK Groove

j.HP \ / s.LK > s.LP > c.HK

(Jump HP \ / s.LK > s.LP > c.HK)

[06][03 hit] -- Capcom or SNK Groove

Opponent in corner. j.HP \ / c.HP XX HP Ko Ou Ken

(Jump HP \ / c.HP XX qcf + HP)

[07][03 hit] -- Capcom or SNK Groove

j.HK \ / s.LK XX LP Ko Ou Ken

(Jump HK \ / s.LK XX qcf + LP)

Y u r i S a k a z a k i EX

[01][19 hit] -- Capcom or SNK Groove

Opponent 3/4 screen away. LP Ko Ou Ken, Level 3/MAX Hi En Hou Ou Kyaku

(qcf + LP, f,b,hcb + KK)

[02][11 hit] -- Capcom or SNK Groove

j.HK \ / s.LP XX LK Hyaku Retsu Binta

(Jump HK \ / s.LP XX f,b,f + LK)

[03][09 hit] -- Capcom or SNK Groove

Opponent in corner. Yuri 1/2 screen away. LK Rai Ou Ken \ / \ / j.HK \ /

s.LK > s.LP XX Level 3/MAX Ha Ou Shou Kou Ken

(qcf + LK \ / \ / Jump HK \ / s.LK > s.LP XX f,hcf + PP)

[04][08 hit] -- Capcom or SNK Groove

j.HP \ / s.LK > s.LP XX Level 3/MAX Ha Ou Shou Kou Ken

(Jump HP \ / s.LK > s.LP XX f,hcf + PP)

[05][05 hit] -- Capcom or SNK Groove

j.HK \ / s.LP > s.LK XX Level 1 Ha Ou Shou Kou Ken

(Jump HK \ / s.LP > s.LK XX f,hcf + LP)

[06][04 hit] -- Capcom or SNK Groove

j.HP \ / s.LK > s.LP > c.HK

(Jump HP \ / s.LK > s.LP > c.HK)

- <Combo 03> The Rai Ou Ken must hit the opponent's foot or lower half of their leg. It gives the best time for Yuri to land and rejump to hit them with the j.HK.

Z a n g i e f

akaki cyclone

Z a n g i e f EX

• Part 6 / Video Bibliography]-----

Below are the URLs to any videos used within this FAQ to get combos from. Any combo that was taken from a video has the video's name directly under it. All you have to do is match that name with the one below and copy the URL to your MPEG/movie viewer and download the content.

- James Chen Combo Exhibition #1
<http://www.infohwy.com/~javierm/jc-CvS/CvS-FirstLow.mpg>
(Low Bandwidth / 13,292K)
<http://www.infohwy.com/~javierm/jc-CvS/CvS-FirstMid.mpg>
(High Bandwidth / 24,363K)

- James Chen Combo Exhibition #2
<http://www.infohwy.com/~javierm/jc-CvS/CvS-SecondLow.mpg>
(Low Bandwidth / 5,008K)
<http://www.infohwy.com/~javierm/jc-CvS/CvS-SecondMid.mpg>
(High Bandwidth / 9,005K)

- James Chen Fatal Fury Combo Exhibition
<http://www.infohwy.com/~javierm/jc-CvS/CvS-FatalFuryLow2.mpg>
(Low Bandwidth / 10,865K)
<http://www.infohwy.com/~javierm/jc-CvS/CvS-FatalFuryMid2.mpg>
(High Bandwidth / 19,497K)

- James Chen Kyou Kusanagi Combo Exhibition
<http://www.infohwy.com/~javierm/jc-CvS/CvS-KyoLow.mpg>
(Low Bandwidth / 4,060K)
<http://www.infohwy.com/~javierm/jc-CvS/CvS-KyoMid.mpg>
(High Bandwidth / 7,510K)

- Kyo_Kusanagi's Kyou Combo Exhibition
<http://www.infohwy.com/~javierm/cvs/CvSKyo.mpg> (13,215K)

- SF2Freak's Combo Exhibition
<http://www.infohwy.com/~javierm/cvs/cvs1-low2.mpg>
(Low Bandwidth / 6,300K)
<http://www.infohwy.com/~javierm/cvs/cvs1-2.mpg>
(High Bandwidth / 16,610K)

• Part 7 / Issue Revisions]-----

- Issue 0.5 <2001.04.01>
Happy April! Yosh! Was going to put an April Fools joke in, but felt like everyone that read it would see it coming a mile away anyway. Here's one anyway. If any thought the Marvel vs. Capcom 2 combo FAQ was gonna be done anytime soon, think again. Anyway, The Nakoruru combos are up! ..It's not many, but it's something. ^_^ Other than that, not too much of a difference to the FAQ. Yuhin Lee sent in a tidbit for Iori and E.Honda while Adrian Hazzard pops in a dozen combos for Gouki, Kim EX, Ken, and Evil Ryu. Thanks! See ya next issue!

- Issue 0.4 <2001.03.01>
The next video is done: Fatal Fury Combo Exhibition! James Chen gives us combos for Kap Hwan Kim, Mai Shiranui, Ryuuji Yamazaki and Terry Bogard! Too bad we didn't see any for Geese. Five issues down, lots to go. ^_^

- Issue 0.3 <2001.02.26>

All you Kyou Kusanagi fans (including me!), rejoice! Both of the Kyou combo videos from James Chen and "Kyou_Kusanagi" are taken apart and each combo is in here. Combos for both versions of Kyou. Woohoo! As for that Nakoruru section, umm.. I'll get back to you. ^_^

- Issue 0.2 <2001.02.25>

As you can see, everyone now (well, except for poor Balrog, E.Honda, and Zangief) has at least a combo in their section now. Many are doubles that can be used in either normal or EX mode, but it's something, huh? The second of James Chen's videos and SF2Freak's Exhibition video have been spliced and added as well. Next on the agenda: James Chen's Kyou Kusanagi video and my huge Nakoruru section! ..Then maybe I'll find something for Zangief.. _

- Issue 0.1 <2001.02.22>

Thankfully, alot got added in this revision. Corrections and alterations to things. Adjustments here and there. James Chen's Exhibition #1 video combos have been placed in; the "harder" ones picked apart. Added in the URLs for videos that'll be set in here in the future. Two solo additions from Kevin Eav and "HououKen" with Cammy EX and Kim EX combos. Now to get to work on the second video!

- Issue 0.0 <2001.02.12>

Don't say it. I already know. 1) Do you have a fetish with combo FAQs? And 2) Do you know this looks like crap? "Yes!" to both. Ok, it's not exactly a fetish. Anyway, I decided this to be my next challenge after that huge MvC2 Combo FAQ that's floating around. Actually, this SHOULD have been out before the New Year, but I got sidetracked on a little gem entitled "Guilty Gear X". All in all, once I ripped through this game and got all the chars, I went ahead and set this FAQ up. I know there's a couple of videos lying around on the web; including one or two by my man, James Chen. So, I'll be sure to include those combos in some manner. Look for this FAQ to have a different format in a couple of revisions from now. Especially an ASCII art title. As for now, sorry this is crap version and it looks like hell. Give me a little time. Until then, later!

• Part 8 / Special Thanks]-----

- Capcom of America / Capcom Japan [www.capcom.com] [www.capcom.co.jp]
SNK / NeoGeo Japan [www.neogeo.co.jp]

Thanks to both companies for FINALLY coming together to make this game! After all the rumors.. All the wishing.. All the.. Well, after a lot of other things, it's finally in our hands. Thank you Capcom and SNK! One final note. Capcom: "Marvel vs. DC" now. ^_^ SNK: Return Pocket Color!

- GameFAQs / CJayC [www.gamefaqs.com]

Without either, I'd be lost in so many games. Plus, I'd have nowhere to post all my awesome FAQs. ^_^;

- Sutorappedo Kuruu [various]

They never really do anything to help me, but I always wind up giving them a shout out. It's the least I can do, right?

- Shoryuken.com [www.shoryuken.com]

One of your greatest sources for Street Fighter and Capcom-associated material next to Capcom.com itself!

- James Chen [???

More and more of his videos pop up on various sites! What a guy! ^_^
Already posted are his combos from his Exhibition #1 video. His guide to

combos can be found at <www.gamefaqs.com>. All of his videos ranging from Marvel vs. Capcom 2 to SNK vs. Capcom can be found in an archive at <www.shoryuken.com>.

- <v0.2> Combos from Exhibition #2 of his collection for SvC.
- <v0.3> The Kyou Kusanagi EX combos added from his video.
- <v0.4> Garou Densetsu (Fatal Fury) Character video inputted.

- "SF2Freak" [??]
Usage of his video for a total of fourteen extra combos!

- "Kyo_Kusanagi" [kyo_kusanagi@combogods.com]
Combos for both Kyou and Kyou EX from his video; sixteen combos in all!

- "HououKen" [HououKen@aol.com]
Combo for Kap Hwan Kim EX as well as info to use for other combos.

- Kevin Eav [keav@ea.oac.uci.edu]
A Cammy EX combo using each level of her Reverse Shaft Breaker.

- Adrian Hazzard [??]
Group of combos for Gouki, Kap Hwan Kim EX, Ken Masters and Satsui no Hadou Ryou.

- Angel of Rage [Yuhin Lee] [yuhinhuhagain@icqmail.com]
Pair of Iori and E.Honda combos that work with either versions.

• Part 9 / Final Word]-----

Oss'!

Kind of had a toss up if I wanted to see this game as hectic and insane as the other "Vs." games out there, or just like it is. Mai doing an aerial rave ending with a mid-air Chou Hissatsu Shinobi Bachi? Hmm.. Still, I think alot of people are happy. Others wanted something better. Can't please everyone. Just have to wait until the sequel, ne? =O Oh, and Capcom.. Why'd you put in E. Honda?! Fei Long, damnit!

Like what you see? Have anything you want to add for all to see? Feel free to send in your combos. Of course you'll get credit for anything posted in the FAQ as well as the bragging rights of getting in a combo before anyone else. You know the drill. You know the e-mail address. So I'll just leave.
..By the way, thanks for reading!

Sayounara, adios, ciao, xie xie, au revoir, and all that other stuff. =P
- "The KiD" <Oodzume@hotmail.com>

| "The object of war is not to die for your country, but to make the other|
| poor sons-of-bitches die for theirs." -- George Patton |

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