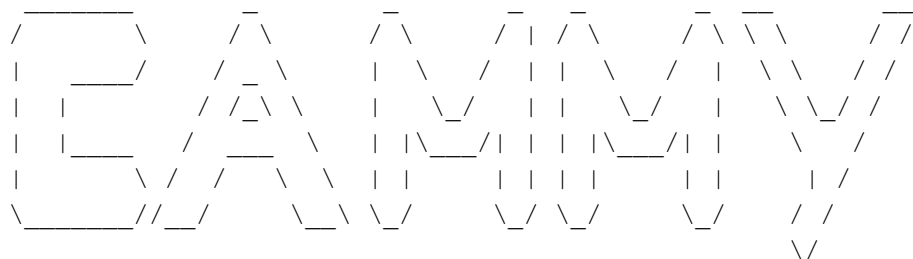


# Capcom vs. SNK Cammy Character Guide

by CleavesF

Updated to v1.5 on Nov 25, 2000



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Game       : Capcom Versus SNK: Millenium Fight 2000
Character  : Cammy
Author     : CleavesF
E-mail     : christian.truong@ignmail.com
Platform   : Arcade
Version    : 1.5
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Introduction:

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Hi-lo, this is my first FAQ so bare with me. I hope my info is consise and short and whatever you hope it may be. So here it is. Oh yeah, send in any tips you have and I'll add you in with credit of course. So voila... my first FAQ:

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Table of Contents:
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1. Cammy's Bio
2. The MOVES!!!
3. Combos
4. Colors
5. Legal Burns
6. Coming Updates

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1: Cammy's Bio:
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Name           : Cammy
Street Fighter Relations : M-Bison
Ratio          : One, but if played correctly can beat out a ratio 4.
Side           : Capcom, hence Street Fighter...
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that's all you need to know, I think... who cares about fictional characters anyways? let's go on the MOVES!

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2: The MOVES!!!!:
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I don't know the names of these moves so I gave them names myself.

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translation of abbrev. and symbols:
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P   = Any Punch
K   = Any Kick
2P  = Both Punches
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"Terry Bogard's Burn Knuckle" HCF+P

-Jumps with her hand with glowy blue stuff for 2 hits.

-MOST EFFECTIVE FOR PEOPLE WHO DON'T BLOCK.

\*Spin Dive Smasher [silvergear2014@yahoo.com (Nathan Roach)]

or

\*Spiral Arrow into Cannon Spike QCF, QCF+2K

-Hyper Combo consisting of a spiral arrow and cannon spike.

-MOST EFFECTIVE FOR PEOPLE WHO UNDERESTIMATE CAMMY'S POWER.

-Very impressive when comboed into... You'll get "ooohh's and ahhh's", I did.

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EX, NON-Normal Mode:

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Moves from above and then some... I personally don't use EX, too much trouble.

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Cannon Strike QCB+K (in air)

-One of them "surprise" air tricks

-MOST EFFECTIVE FOR PEOPLE WHO THINK YOU'LL JUST DO ANOTHER PUNCH OR KICK.

\*Spiral Arrow into Cannon Spike QCF, QCF+2K

-Same as above.

-MOST EFFECTIVE FOR PEOPLE WHO THINK EX IS VERY DIFFERENT FROM NORMAL.

Reverse Shaft Breaker [silvergear2014@yahoo.com (Nathan Roach)]

or

\*Spiral Arrow into the AIR! QCB, QCB+2K

-Nuff' said.

-MOST EFFECTIVE FOR PEOPLE WHO DOUBT THAT CAMMY HAS ANOTHER HYPER COMBO.

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3) Combos:

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legend:

"c" stands for crutching

-ex: c.LK, crutching LK

"x#" stands of number of hits

-ex: LP (x3), means press LP tree times

here are my combos:

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EASY:

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1) c.LK's, then Spiral Arrow (3-8 hits)

2) Burn Knuckle, c.HK (3 hits)

3) The all too common c.LK (x3-x5), c.HK (4-6 hits)

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Medium:

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1) Burn Knuckle, LP (x3), Spiral Arrow or Cannon Spike (5-8 hits)

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Hard, I'm doing this cuz Cammy is my fighting Goddess:

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- 1) Burn Knuckle, LP (x3), c.LK (x4), c.LP (x2), QCF, QCF+2K  
-(\*Spiral Arrow into Cannon Spike = QCF, QCF+2K)  
-Hard to connect, like a 80% failure rate.  
-If you employ this correctly, you will destroy your opponent like mulch.

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4) Colors:

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LP : Blue leotard, brownie gloves.  
LK : Pink everything, my favorite.  
HP : Sky blue with brownie gloves.  
HK : Turquoise and the brownies.  
LP+LK: Red and the brownies.  
HP+HK: Lavendar and red gloves  
2P : The evil Cammy look, try it for yourself.  
2K : The good Cammy look.

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5) Legal Burns:

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Capcom: Awesome game.

SNK : For letting Capcom butcher their characters and removing many of their special attacks. King of Fighters though is Awesome.

Everything is trademark of respective owners... etc...

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6) Coming Updates:

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-Your stuff  
-e-mail me

thanks to Nathan "Silver" Roach and Trung H Bui for the move corrections