

Capcom vs. SNK King Character Guide

by CleavesF

Updated to v0.8 on Nov 25, 2000

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Game       : Capcom Versus SNK: Millenium Fight 2000
Character  : King
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Platform  : Arcade
Version   : 0.8
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Introduction:
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Hi-lo, this is my second FAQ so bare with me; AGAIN. King is an SNK character
from the Art of Fighting series. People tell me she's cheap, but if you really
think about it, all characters are cheap IF played cheaply. I guess that makes
sense. Remember send in any contributions to me and I'll give you credit.

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1: King's Bio:
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Name           : King
Art of Fighting and
KOF '94-'00 relations : Mai and those other characters which I don't really
care about.

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Ratio : One
Side : SNK, hence King of Fighters and Art of Fighting...

Now since we (or is it 'I') don't what to know the rest of King's life, well move on to the MOVES!!! Unless you want the real stuff continue then...

Heres the real stuff thanks to: delandsiv@shakaan.com (R. Deland Smallwood, IV)

Entry: KING SNK: Art of Fighting I Ratio Point 1
Nationality: France Art: Muay Thai Kickboxing
Birthday: April 8 Height: 175cm/5'9' Weight: 58kg/128lb

One of the two great Muay Thai fighters from the KOF series--the other being Joe Higashi--King is a very powerful kickboxer to deal with, despite that she is ranked at Ratio 1. She is never one you should shrug off, despite that all her special attacks are kicks.

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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.

translation of abbrev. and symbols:

P = Any Punch
K = Any Kick
2P = Both Punches
2K = Both Kicks
LP = Light Punch
HP = HARD Punch
LK = Light Kick
HK = HARD Kick

QCF = Quarter Circle Front (Down, Down-Front, Front)
RQCF = Reverse Quarter Circle Front (Front, Down-Front, Down)
QCB = Quarter Circle Back (Down, Down-Back, Back)
DP = Dragon Punch (Front, Down, Down-Front)
RDP = Reverse Dragon Punch (Back, Down, Down-Back)
HCF = Half Circle Front (Back, Down-back, Down, Down-front, Front)
DB = Down-Back
D = Down
DF = Down-Front
F = Front
UF = Up-Front

Taunts: "Come on BABY."

Okay the layout is like this:

MOVE NAME Move Command
-Description of move.
-MOST EFFECTIVE AGAINST PEOPLE WHO...blah blah blah...
-Miscellaneous information.

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Normal, NON-EX mode:
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Venom Strike QCF+K
-The only non-hand using fireball in the whole game, heck Fighting game history from what I know.
-MOST EFFECTIVE AGAINST PEOPLE WHO ARE USING A NON-FIREBALL PRODUCING CHARACTER, LIKE CAMMY.

Double Strike QCF, QCF+K
-Venom Strike x2, nuff said.
-MOST EFFECTIVE AGAINST PEOPLE WHO THINK THEY HAVE FIREBALL SUPERIORITY.

Surprise Rose DP+K
-Jumps like a Rose into the air and kicks your opponent's chest or head or upper torso.
-MOST EFFECTIVE AGAINST PEOPLE WHO THINK THEY HAVE AIR SUPERIORITY.
-Do Roses really jump? or am I the only person who thinks the name doesn't fit?

Trap Shot RDP+K
-King does a sommersault kick like Guile which stays on the ground and pound your enemy full of exploding blows to the stomach.
-MOST EFFECTIVE AGAINST PEOPLE WHO THINK KING CAN'T FIGHT IN CLOSE QUARTERS.
-This move is really a trap when employed cheaply in corners. Enemy must ROLL OUT FAST!

Tornado Kick HCB+K
-Like a Tatsumaki or Tornado, she rotates multiple times with feet facing out flying foward.
-MOST EFFECTIVE AGAINST PEOPLE WHO DON'T BELIEVE KING HAS THE POWER OF THE TORNADO LIKE RYU.

*Shinku-Tatsumaki TRAPSHOT! QCB, QCB+2K
-Basically it's a Trapshot, and then a DOZEN few extra exploding kicks.
-MOST EFFECTIVE AGAINST PEOPLE WHO THINK 'Shinku-Tatsumaki TRAPSHOT!' IS A INFERIOR MOVE.
-If your life bar is flashing (if in SNK groove) then use this instead of the regular Trapshot.

*Rabbit kicks of DEATH! QCF, HCB+2K
-Like a Rabbit she hops into a series of kicks of DEATH!
-MOST EFFECTIVE AGAINST PEOPLE WHO THOUGHT 'Shinku-Tatsumaki TRAPSHOT!' WAS IMPRESSIVE.
-While performing this maneuver as a level 3 attack say: "Rabbit kicks of DEATH!", (put lots of emphasis on Rabbit and Death) most embarassing for you and your opponent. Note: do this only if you know you're gonna win.

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EX, NON-Normal Mode:
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V.strike, trapshot and these moves, I personally don't use EX, too hard to combo with.

Rushing kicks! QCB+K
-Runs and kicks at opponent.
-MOST EFFECTIVE AGAINST PEOPLE WHO THINK KIM IS THE ONLY CHARACTER WITH KILLER KICKS.
-From KOF. At least that's what I heard.

Bust-a-Knee! DP+K
-A close attack, almost useless.
-MOST EFFECTIVE AGAINST PEOPLE WHO DON'T BLOCK.

-Remember, almost useless, not useless.

*Rabbit kicks of DEATH! QCF, HCB+2K

-King would not be King without this one.

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

*Double Leg Hadoken! B, F, B, RQCF+2K

-Uhhhh, venom strike 'Shinkuu-Hadoken' Ryu style x2.

-MOST EFFECTIVE FOR PEOPLE WHO THINK THEY HAVE SUPER FIREBALL SUPERIORITY.

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3) Combos:

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legend:

"c" stands for crutching

-ex: c.LK, crutching LK

"j" stands for jumping

-ex: j.hk jumping HK

"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 (x1-4), Roll over (LP+LK), Trapshot (6-8 hits)
- 2) c.LK or c.LP (x1-3), double strike (3-5 hits)
- 3) The all too common c.LK (x3-x5), c.HK (4-6 hits)
- 4) Tornado kick, c.HK (3-6 hits)

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Medium:

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1) Double Strike, Surprise Rose (while fireballs are homing in), as fireballs hit employ Surprise Rose again [note: easy to block, so do it at close range.] (varies)

2) j.HK, *Rabbit kicks of DEATH! (QCF, HCB+2K) (10+ hits)

EX ONLY:

2) Double Strike, Run F (if run enabled), as fireballs hit employ Rushing Kicks! (varies)

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

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1) j.HK, c.LK (x2), c.LP (x2), Roll over (LP+LK), *Shinku-Tatsumaki TRAPSHOT! (QCB, QCB+2K) (10+ hits)

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4) Colors:

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LP : Dark blue
LK : Violet
HP : Red
HK : Darker Red
LP+LK: Pink all over.
HP+HK: Yellow and white.
2P : Original Blue.
2K : Gray.

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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
- Yes I did make the King ASCII art on top.

Thanks to R. Deland Smallwood, IV for King's Bio

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