

[Index]

(I) [Introduction]

(II) [Controls]

(III) [Rules]

(IV) [Game Systems]

(V) [Menus]

(VI) [Capcom Characters]

(Tier 1)

-Sakura
-Cammy
-Dhalsim
-Blanka

(Tier 2)

-Ryu
-Ken
-Chun-Li
-Guile
-Zangief
-E. Honda
-Balrog

(Tier 3)

-Vega
-Sagat
-M. Bison

(VII) [SNK Characters]

(Tier 1)

-Yuri
-Vice
-King
-Benimaru

(Tier 2)

-Kyo
-Iori
-Mai
-Terry
-Ryo
-Kim
-Raiden

(Tier 3)

-Yamazaki
-Rugal
-Geese

(VIII) [Capcom EX Characters]

(Tier 1)

-Sakura
-Cammy
-Dhalsim
-Blanka

(Tier 2)

-Ken
-Chun-Li
-Guile
-Zangief
-E. Honda
-Balrog

(Tier 3)

-Vega
-Sagat
-M. Bison

(IX) [SNK EX Characters]

(Tier 1)

-Yuri
-Vice
-King
-Benimaru

(Tier 2)

-Kyo
-Mai
-Terry
-Ryo
-Kim
-Raiden

(Tier 3)

-Yamazaki
-Rugal
-Geese

(VIII) [Secret Characters]

(Tier 2)

-Morrigan

(Tier 4)

-Evil Ryu

(X) [Secrets]

(XI) [FAQ]

(XII) [Acknowledgments]

(I) [Introduction]

- Story -

In AD 2000, a special martial arts event is planned through a collaboration of the two most powerful world organizations: Robert Financial Clique and Masters Foundation. It is hoped that the gala event will ease the political conflicts between the two powers.

Many renowned martial artists have registered for the tournament. Around the world, people are intensely focused on the upcoming exhibitions.

The long-awaited opening ceremony is a huge success.

No one notices the signs of imminent collapse...

- Features -

Capcom VS. SNK is a 2D, group-based fighting game that brings together many popular fighters from both the Street Fighter (Capcom) and King of Fighters (SNK) universes. The game also allows play in either Capcom or SNK Groove, which influences gameplay by how Super Combos are performed.

(II) [Controls]

- Basics -

LP: Light Punch (default: X Button)

HP: Hard Punch (default: Y Button)

LK: Light Kick (default: A Button)

HK: Hard Kick (default: B Button)

LP+HP: Light Punch + Hard Punch (default: L Button)

LK+HK: Light Kick + Hard Kick (default: R Button)

D: Down DF: Down-Forward

U: Up DB: Down-Back

F: Forward UF: Up-Forward

B: Back UB: Up-Back

QCF: Quarter-Circle Forward control pad motion.
(Down, Down-Forward, Forward)

HCF: Half-Circle Forward control pad motion.
(Back, Down-Back, Down, Down-Forward, Forward)

QCB: Quarter-Circle Forward control pad motion.
(Down, Down-Back, Back)

HCB: Half-Circle Forward control pad motion.
(Forward, Down-Forward, Down, Down-Back, Back)

CB: Charge Back by holding Back for two seconds.

CD: Charge Down by holding Down for two seconds.

CDB: Charge Down-Back by holding Down-Back for two seconds.

360° Motion: Rotate the control pad in a full circle, starting from any direction.

720° Motion: Rotate the control pad in two full circles, starting from any direction.

- Basic Special Moves -

- Blocking -

- Hold Back to block high and mid-range attacks, or hold Down-Back to block low attacks.
- Blocking Special Attacks will cause a minimal amount of damage to the blocker.
- Throws cannot be blocked, but can be escaped.

- Guard Crush -

- If a character continues to block attacks for an extended period of time, they risk having their defense broken with a Guard Crush. When this is about to happen, the character's Vitality Gauge will flash red. Characters suffering a Guard Crush are stunned for a second and open to attacks.

- Super Jump -

- Press Down, then immediately Up-Back, Up, or Up-Forward to perform a Super jump in the corresponding direction. Super Jumps are slightly higher than normal jumps, as well as much quicker and create an afterimage of the character.

- Dash -

- Tap Forward twice to quickly dash forward one step.
- Tap Back twice to dash backward one step.
- These are both useful for dodging attacks.
- Once Dash & Run (Secret 77) has been unlocked and purchased from the Secret Shop, Dashing can be disabled from the Game Options menu.
- Note that both Dash and Run cannot both be enabled at the same time.

- Run -

- Unlock and purchase Dash & Run (Secret 77) in the Secret Shop to enable the Run option in the Game Options menu.
- Tap Forward, then press and hold Forward to make a character run forward.
- This is an easy way of rapidly moving around the screen during a fight.
- Note that both Dash and Run cannot both be enabled at the same time.

- Throw -

- Press (F/B)+(HP/HK) to grab or throw a nearby opponent.
- Throws and grabs vary from character to character.
- Some grabs can inflict extra damage by rapidly pressing the control pad left and right during the attack. These are marked with a star (*).

- Air Throw -

- Some characters have the ability to throw opponents while in the air. These are marked under their [Throws] with the (air) symbol.
- While in the air with an opponent, press any direction except Up + the specified attack button.

- Throw Escape -
 - Escape a throw by immediately pressing (F/B)+(HP/HK) when an opponent grabs your character.
 - Throw Escapes will not work against Air Throws or Special Move throws.
- Backlash -
 - Press LK+LP to roll forward. The character cannot be hit while rolling.
 - If done close to an opponent, a Backlash will travel behind them.
- Dizzy -
 - If a character is hit multiple times without dealing damage themselves, they risk getting dizzy. In this state, they are defenseless and unable to move.
 - Recover from dizziness by pressing the Punch and Kick buttons rapidly.
- Taunt -
 - Taunt an opponent by holding LK and pressing Start.
 - Taunting leaves the character defenseless for a moment.
- Special Move -
 - Special Moves are unique to each character and are performed by a control pad motion with a button press.
 - Special Moves deal a minimal amount of damage when blocked.
- Counter Special Move -
 - Performing a Special Move the instant the character gets up after being knocked down will make them flash white for a split-second.
 - This also works while performing a Special Move while blocking an opponent's attack.
 - In both cases, if the Special Move hits, it will deal slightly more damage than normal.
 - This will also work with Super Combo attacks.
- Combo -
 - Combos are created by quickly linking together attacks without giving an opponent a chance to block between hits.
 - Common combos are from a normal attack to a Special Move or Super Combo.
 - After performing combos, a message will flash according to the hit total:

2 Hits: Good!	9 Hits: Wonderful!!
3 Hits: Good!!	10 Hits: Fantastic!
4 Hits: Great!	11 Hits: Fantastic!!
5 Hits: Great!!	12 Hits: Marvelous!
6 Hits: Very Good!	13 Hits: Marvelous!!
7 Hits: Very Good!!	14 Hits: Marvelous!!!
8 Hits: Wonderful!	15+ Hits: Marvelous!!!!
- Groove -
 - Choose between Capcom Groove and SNK Groove before selecting characters. Each Groove has a unique approach to the Power Gauge and performing Power attacks:

(Capcom Groove)

 - Accumulate up to 3 levels of energy in the Super Combo Gauge by attacking and performing Special Attacks.
 - Super Combos can be performed as follows:
 - *Level 1 Super Combo: motion + Light Attack
 - *Level 2 Super Combo: motion + Hard Attack
 - *Level 3 Super Combo: motion + Light Attack + Hard Attack

- Some Super Combos can only be performed at Level 3, and are marked as (LV3 & MAX).

(SNK Groove)

- Accumulate the Extra Gauge by holding HP+HK. When the Gauge is full, the character's attack power increases, but the Gauge drains slowly. The character can also perform a Super Special Move, which empties the Gauge.
- When the character is at critical vitality (blinking Vitality Gauge), they can perform Super Special Moves freely.
- When the character is at critical vitality and the Extra Gauge is full, they can perform a MAX Super Special Move. Some Super Special Moves can only be performed under these conditions, and are marked as (LV3 & MAX).

(Equivalents)

[Capcom Groove]	[SNK Groove]
-Level 1 Super Combo	-Super Special Move (either with full Extra Gauge OR critical Vitality Gauge)
-Level 2 Super Combo	-no equivalent
-Level 3 Super Combo	-MAX Super Special Move

(III) [Rules]

- Match Play -
 - Players select a team in accordance to the rules of the Flexible Ratio System (see Game Systems).
 - Players then select the order of the team's characters before a match.
 - Characters fight until either one runs out of Vitality Gauge, or the timer depletes to zero.
- Winning and Losing -
 - If a character's Vitality Gauge is reduced to nothing, that then character is knocked out.
 - If the Timer reaches zero, then the character with more vitality in their Vitality Gauge is the winner.
 - If a character wins by K.O., then their Vitality Gauge will recover in accordance to the amount of time remaining in the match. If a player wins by Time Over, the character recovers no vitality.
 - If one team runs out of characters, then the opposing team wins.
- Draw Game -
 - A Draw Game occurs when both characters reach zero vitality at the same time. In such a case, both characters are eliminated.

(IV) [Game Systems]

- Flexible Ratio System -
 - Each character has a number of Ratio Points that represent the character's strength, from 1 to 4.
 - A team can be made up of any number of characters that the Ratio Point total is equal to 4.
 - For example, a team can be made up of:

- * two Level 2 Ratio characters.
- * one Level 1 Ratio character and one Level 3 Ratio character.
- * two Level 1 Ratio characters and one Level 2 Ratio character.
- * ...and so forth.

- Groove Point System -

- This is a real-time ability-based score system, that only appears during one-player games. The GPS Gauge is located in the bottom middle of the screen, between both teams' Special Gauges.
- Each attack or defense taken by the character will earn a GPS grade of D (lowest), C, B, A, or S (high). These

- S (+ 2.000 GP): Counterattack with a Super Combo.
- A (+ 1.000 GP): Hit with Super Combo Counterattack with a Special Attack.
- B (+ 0.500 GP): Hit with a Special Attack or normal attack.
- C (+ 0.010 GP): Throw or grab.
- D (- 1.000 GP): Getting hit by any opponent's attack.

- Players start the game with 20.000 GP.
- After not getting hit for a few seconds, the GP counter will slowly increase by (+ 0.100 GP) every second.
- Likewise, "turtling" (continuous blocking without attacking) will cause the GP counter to decrease by (- 0.100 GP) every second.
- A blocked special attack by an opponent is worth (+ 0.001 GP).
- Combo hits are worth (+ 0.001 GP) each after the initial hit.
- Likewise, opponents' combo hits deduct (- 0.001 GP) each after the initial hit.
- Blocking an opponent's attack can also score Groove Points, depending on how quickly the attack was guarded from a vulnerable state. D is the rank for getting hit.
- Performing one special attack over and over will deduct (- 0.020 GP) every second until the player does something else.
- Having a character K.O.'d is worth (-15.000 GP) to (-25.000 GP), depending on the amount of GP.
- If you are defeated and continue with less than 20.000 GP, the game will increase the counter to an even 20.000 GP.

- Finest K.O. -

- If an opponent is defeated with a counterattack Special Move or Super Combo, this is known as a Finest K.O. and will earn upwards of 40 Groove Points, depending on the difficulty of the counterattack.
- Similarly, defeating an opponent with a simple attack such as a jumping attack or low attack will drop your total by upwards of 15 Groove Points.

- Score -

- The score is decided after the match is over. The Groove Point score earned is multiplied according to its rank and added to the total score:

39.999 or less:	GP X	100
40.000 to 59.999:	GP X	200
60.000 to 79.999:	GP X	300
80.000 to 89.999:	GP X	500
90.000 to 91.999:	GP X	800
92.000 to 93.999:	GP X	1000
94.000 to 95.999:	GP X	2000
96.000 to 97.999:	GP X	3000

98.000 to 99.999: GP X 5000

100.000: 1,000,000 points (Perfect Score)

- There are also several special bonuses for extraordinary accomplishments during battle:

Perfect: Defeat an opponent with a full Vitality Gauge.
(10,000 Points)

Straight: Defeat all opponents without letting a character get
(10,000 points) K.O'd.

Perfect Straight: Defeat the last opponent on a team with full vitality,
(50,000 points) without letting a character get K.O'd.

(V) [Menus]

- Arcade Mode -

Play a one-player game against computer opponents.

- VS Mode -

Play two-player battles. Two controllers are needed. Options can be adjusted, such as background, handicap, and Max Ratio.

Once Character Ratio Selection (Secret 72) has been purchased, players can choose the amount of Ratio Points that each character consumes on their team. The more points they consume, the more powerful they are, and vice versa.

- Pair Match Mode -

Play a two-on-two match, where all characters are treated as Ratio 2. A team may consist of the same character twice. Secret 71 must be unlocked and purchased to play this mode.

- Game Replay Mode -

Play a two-player battle with the option of saving the gameplay as a movie. Two controllers are needed to play and save Replay data.

VS Game Play Save: Play two-player battle. When the match is finished, the following options appear:

Continue: Continue playing in VS Mode.

Replay Save: Save Replay Data, which can be replayed later.
30 blocks of memory are necessary on a VMU to save Replay Data.

Exit: Return to the Menu screen.

Replay Data Load: Play a movie of a match previously saved to a VMU with the VS Game Play Save option.

- Training Mode -

Free practice against a sparring partner. During gameplay, press Start and select Training Menu to change the following options:

Continue: Return to the Pause Menu.

Character Change: Return to the Character Select screen.

Dummy: Adjust control of the sparring partner.

Dummy Action: Adjust action of the sparring partner when "Dummy" is set to Normal.

Dummy Guard: Adjust the blocking properties of the sparring partner when "Dummy" is set to Normal.

Life: Available only in SNK Groove, adjust between Normal and Critical for performing MAX Super Special Moves.
Gauge: Set the Gauge to Normal, or Full.
Exit: Return to the Title Screen.

- Secret Mode -

NeoGeo Pocket Link: Transfer VS Points from a NeoGeo Pocket. This requires a NeoGeo Pocket with a 'SNK VS. Capcom: Match of the Millennium' cartridge, linked to the Dreamcast via a NeoGeo Pocket/Sega Dreamcast Link Cable.

Select Download and follow the on-screen instructions to transfer VS Points, or Exit to return to the Secret Mode menu.

Secret Shop: Trade VS Points for Secret Factors.

Secret List: View all purchased Secret Factors.

Command List: View the special moves of any character.

- Color Edit Mode -

Create and register unique color combinations for character costumes. Two custom palettes can be saved for each character. A VMU is needed to use Color Edit Mode.

Once a custom character palette has been saved, select that character using A+Y or B+X to use either custom palette one or two.

- Option Mode -

Game Option

Difficulty: Set the difficulty of the computer opponents. (1-8)

Time: Set the time of the fights. (3:00-infinite)

Speed: Set the speed of gameplay. (Free/Normal/Turbo)

Gauge: Set the starting Super Gauge. (Normal/Max)

Sound: Set between Monaural and Stereo.

Test: Play any of the background music's in the game.

Game Music: Set between Normal and Original.

(Secret 73 must be unlocked and purchased)

Run: Set if characters can Run. (On/Off)

Dash: Set if characters can Dash. (On/Off)

(Note: both Dash and Run cannot both be enabled at the same time)

Default Settings: Return all Game Options to their default settings.

Exit: Return to the Option Mode menu.

Button Config.

-Change the configuration of the controller, as well as set Vibrate On or Off.

Display Adjust

-Adjust the center of the television screen.

- Memory Card -

Save and Load game files to and from a Visual Memory Unit. Also the option to enable Auto-Save to keep track of High Scores and VS Points. 9 blocks of space are necessary on a VMU to save a game file.

[Tier 1]

- Sakura -

First Appearance: Street Fighter Alpha 2

[Normal Attacks]

Jab: LP
Straight: HP
Shin Kick: LK
Flower Kick: B+LK
Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK

[Air Attacks]

Dropping Palm: LP
Downward Smash: HP
Flying Thrust: LK
Downward Thrust: HK

[Close Attacks]

Upward Smash: HP
High Kick: HK

[Throws]

*Strangle & Elbow: F/B+HP
Kick Off: F/B+HK

[Special Moves]

Hadoushou: QCF+Punch

-Sakura projects a small sphere of energy in front of her. Although this appears to create a spike of light as well, only the sphere will damage opponents. Use HP for two hits.

Kououken: F,D,DF+Punch

-Sakura will run forward and uppercut. The dash can hit opponents multiple times if using HP, and the uppercut will knock opponents into the air.

Oukakyaku (air): QCB+Kick

-Sakura will drop forward from mid-jump with a downward kick. This attack can only be used at higher than half of Sakura's jump. Using HK will travel a bit farther out than LK.

Shunpu Renkyaku: QCB+Kick (QCB+Kick)

-Sakura spins forward with a kick that arcs slightly upward before returning to the ground. This will hit twice with HK, once with LK. Perform the motion a second time before Sakura touches the ground for another kick after the spin; use LK for a low kick or HK for a high kick.

[Super Combos]

Shinku Hadouken: QCF,QCF+Punch

-A more powerful variation of the Hadoushou, this attacks sends a large blue fireball across the screen which dissipates and loses hits as it travels. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Haruissen: QCB,QCB+Kick

-A more powerful variation of the Shunpu Renkyaku, this attack spins forward with a series of low kicks, ending with a high kick. This attack must be blocked low.

Level 1: 5 Hits

Level 2: 6 Hits

Level 3: 7 Hits

[Victory Quotes]

- (LP) - I can't lose to someone like you!
- (HP) - Now who's next?
- (LK) - ...huh. You were as strong as I expected. So how did I manage to win?
- (HK) - Was I the star of the show?
- (LP+HP) - Why I have not met such strong opponents like this before?
- (LK+HK) - Come on! Show me how tough you really are!
- (LP+LK) - I grow stronger with each step! That's my sincere ballet.
- (HP+HK) - What will happen if my school finds out that I entered into this tournament?

+-----+

- Cammy - First Appearance: Super Street Fighter 2: The New Challengers

[Normal Attacks]

- Jab: LP
- Backfist: HP
- Face Kick: LK
- Handstand Roundhouse: HK

[Crouch Attacks]

- Low Jab: LP
- Low Straight: HP
- Uppercut: DF+HP
- Short Kick: LK
- Double Leg Sweep: HK
- Low Thrust: DB+HK

[Air Attacks]

- Dropping Jab: LP
- Straight Punch: HP
- Thrust Kick: LK
- Roundhouse Kick: HK

[Close Attacks]

- Elbow Jab: LP
- Double Arm Smash: HP
- Knee Strike: LK
- Handstand Kick: HK

[Throws]

- Suplex: F/B+HP
- Frankensteiner: F/B+HK
- Shoulder Toss (air): (any direction but Up)+HP
- Air Steiner (air): (any direction but Up)+HK

[Special Moves]

Spiral Arrow: QCF+Kick

-Cammy will spin herself forward feet-first. LK will travel slightly less than half of the screen, while HK will travel slightly farther and hit twice up close. This attack can be used to pass under high projectile attacks.

Cannon Spike: F,D,DF+Kick

-Cammy performs a rising kick, which is very useful against air attackers. Using HK travels much higher and farther than LK.

Hooligan Combination: DB,D,DF,F,UF+Punch

-Cammy will roll into a ball and jump forward. This can be followed by any of these attacks:

[]Fatal Leg Twister: (any direction but Up)+Punch (near head)

-Cammy performs a Frankensteiner throw attack. Perform the motion when Cammy is near her opponent's head.

[]Cross Scissors Pressure: (any direction but Up)+Punch (near body)

-Cammy will grab her opponent and spin them into the air, then land on them with a stomp. Perform the motion when Cammy is near her opponent's body.

[]Razor Edge Slicer: Neutral

-Cammy will perform a sliding kick upon hitting the ground if nothing is done during the Hooligan Combination roll.

Axel Spinning Knuckle: HCB+Punch

-Cammy will spin forward and perform a double-hit backfist. The spin before the attack is able to dodge oncoming attacks if the timing is right. Using HP spins farther than LP.

[Super Combos]

Spin Drive Smasher: QCF,D,DF+Kick

-Cammy will perform a multi-hitting Spiral Arrow, followed by a multi-hitting Cannon Spike.

Level 1: 6 Hits

Level 2: 7 Hits

Level 3: 9 Hits

[Victory Quotes]

(LP) - Time's up! Retreat!

(HP) - I will finish the opponent in the shortest way possible!

(LK) - Why do you get so serious when you have no chance to win?

(HK) - It is a waste of my time to have to fight scum like you...

(LP+HP) - Threats have no effect on me because I have no fear of death...

(LK+HK) - Obedience leads to a stable victory...

(LP+LK) - I didn't even try and you still failed. This should be your clue to stop trying!

(HP+HK) - Sympathy? Sympathy is for the weak.

+-----+

- Dhalsim -

First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Downward Chop: LP

Horizontal Chop: F+LP

Double Arm Stretch: HP

Upward Chop: B+HP

Stretch Low Kick: LK

Low Kick: B+LK

Stretch Roundhouse: HK

High Kick: B+HK

[Crouch Attacks]

Low Stretch Jab: LP

Low Stretch Straight: HP

Low Chop: DB+LP/HP

Uppercut: DF+HP

Short Slide: LK

Short Kick: DB+LK

Slide Kick: HK

Short Thrust: DB+HK

[Air Attacks]

Stretch Low Jab (up): LP

Down Jab (up): B+LP

Stretch Punch (side): LP

Jab (side): B+LP

Stretch Down Punch: HP

Hook Punch: B+HP

Yoga Mummy: D+HP

Stretch Thrust: LK

Thrust Kick: B+LK

Stretch Roundhouse: HK

Roundhouse: B+HK

Yoga Spear: D+HK

Floating Taunt: Start+LK

[Close Attacks]

(None)

[Throws]

*Yoga Noogie: F/B+HP

Yoga Throw: F/B+HK

[Special Moves]

Yoga Fire: QCF+Punch

-Dhalsim will spit a fireball across the screen. LP will make the projectile travel slower and will not knock the opponent over, while HP is faster and knocks the opponent down.

Yoga Flame: HCB+Punch

-Dhalsim spits out a close range fire that is much larger than a Yoga Fire. HP keeps the blast out longer than LP.

Yoga Blast: HCB+Kick

-Dhalsim spits out a close range fire at an upward angle. HK keeps the blast out longer than LK.

Yoga Teleport: F,D,DF or B,D,DB + (LP+HP or LK+HK)

-Dhalsim will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (LP+HP) will teleport Dhalsim halfway across the screen, while (LK+HK) travels all the way across. Dhalsim cannot be attacked

while he is teleporting.

[Super Combos]

Yoga Volcano: QCF,QCF+Kick

-A more powerful version of the Yoga Blast, Dhalsim spits out a close range multi-hitting fire into the air. This is best used on jumping opponents.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Yoga Stream: QCF,QCF+Punch

-A more powerful variation of the Yoga Flame, Dhalsim spits a multi-hitting fire on the ground. This attack must be blocked low.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Victory Quotes]

(LP) - Let the power of Yoga heal and release you from your fear.

(HP) - There are only two ways to master Yoga, the long way, and the longer way...

(LK) - Mercy is the power to forgive. Kindness is the power to forget.

(HK) - A man must be strong in the mind and limber in the body to succeed.

(LP+HP) - Popular opinion can change in an instant. Always be true to yourself...

(LK+HK) - Free your mind and the rest will follow...

(LP+LK) - In order to attain peace, concentration becomes key.

(HP+HK) - My mission is to spread the power of Yoga throughout the world.

+-----+

- Blanka - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Chop: LP
Scoop Scratch: HP
Headbutt: B+HP
Short Kick: LK
Backflip Kick: HK

[Crouch Attacks]

Low Scratch: LP
Reaching Uppercut: HP
Back Slide: DF+HP
Short Kick: LK
Back Sweep: HK
Roundhouse: DB+HK

[Air Attacks]

Scratch: LP
Fierce Scratch (up): HP
Scoop Scratch (side): HP
High Kick (up): LK
Down Thrust (side): LK
Double Foot Kick: HK

[Close Attacks]

Slap: LP
Double Knee: LK

[Throws]

*Grab & Bite: F/B+HP
Rolling Toss: F/B+HK

[Special Moves]

Electric Thunder: Punch rapidly

-Blanka will hunch down and create an blast of electricity around himself. Blanka will keep the electricity pulsating as long as a Punch button is being pressed rapidly.

Rolling Attack: CB,F+Punch

-Blanka will roll into a ball and fly forward. LP travels halfway across the screen, HP travels the whole screen. If this attack is blocked, Blanka will roll back into the air for a second, leaving him open for a counterattack.

Back Step Rolling: CB,F+Kick

-Blanka will do a backflip, then flips himself forward in a ball into the air and descend. HK travels much higher and farther than LK.

Vertical Rolling: CD,U+Kick

-Blanka rolls into a ball and travels into the air, where he comes out of the ball and falls down. This is best used against air opponents. HK travels higher and farther than LK.

Surprise Forward: F+LK+RK

-Blanka bears his teeth and dashes forward. He can still be hit during this move, and he can travel through opponents if done close enough.

Surprise Back: B+LK+RK

-Blanka bugs his eyes out and dashes back. He can still be hit during this move.

[Super Combos]

Direct Lightning: CB,F,B,F+Punch

-Blanka rolls into a ball charged up with electricity. This attack does not deal more hits with each level, but more damage.

Level 1: 1 Hit Level 2: 1 Hit Level 3: 1 Hit

Shout of Earth: CDB,DF,DF,UF+Punch (Punch rapidly)

-A more powerful version of the Electric Thunder, and will only damage close opponents. The maximum number of hits dealt is dependent on the number of times the Punch buttons are pressed during the attack. This attack can also juggle opponents in the air.

Level 1: 7 Hits Level 2: 9 Hits Level 3: 12 Hits

[Victory Quotes]

- (LP) - Nobody can match my brutal strength!
- (HP) - You are a loser!
- (LK) - Tremble before my howl of victory! Vuo Vuo Vuo!
- (HK) - The strong preys upon the weak! That is the law of the wilderness!
- (LP+HP) - You don't have what it takes to defeat me...
- (LK+HK) - Your fighting style bores me! Vuo Vuo Vuo!
- (LP+LK) - This place is a paradise compared to the harsh Amazon!
- (HP+HK) - Anybody who makes fun of me will live to regret it!

[Tier 2]

- Ryu -

First Appearance: Street Fighter

[Normal Attacks]

Jab: LP
Overhead Punch: F+LP
Straight Punch: HP
High Snap Kick: LK
Hop Kick: F+LK
Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK
Extended Kick: DB+HK

[Air Attacks]

Dropping Jab: LP
Downward Straight: HP
Air High Kick (up): LK
Knee Drop (side): LK
Air Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP
Uppercut: HP
Shin Kick: LK
Axe Kick: HK

[Throws]

Shoulder Toss: F/B+HP
Leg Roll: F/B+HK

[Special Moves]

Hadouken: QCF+Punch

-Ryu throws a blue fireball that travels horizontally across the screen.
Using LP makes the projectile travel slower than HP does.

Shakunetsu Hadouken: HCB+Punch

-Ryu throws a red fireball similar to the Hadouken, except that it burns the opponent when it hits them. Using this attack close enough to an opponent that Ryu's hands touch them will knock them down. Using LP makes the projectile travel slower than HP does.

Shouryuken: F,D,DF+Punch

-Ryu will rise into the air with an uppercut. Using HP will make the attack travel higher into the air.

Tatsumaki Senpukyaku: QCB+Kick (air)

-Ryu will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. Using HK will spin three times and LK will spin once, but one hit will knock down an opponent.

[Super Combos]

Shinku Hadouken: QCF,QCF+Punch

-A more powerful version of the Hadouken that hits multiple times. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Shinku Tatsumaki Senpukyaku: QCB,QCB+Kick

-A more powerful variation of the Tatsumaki Senpukyaku, Ryu will do a spinning kick in place which can hit opponents rapidly or juggle them in the air.

Level 1: 4 Hits Level 2: 7 Hits Level 3: 9 Hits

Shin Shoryuken: QCF,QCF+Kick

(LV3 & MAX)

-A much more powerful version of the Shouryuken that must be performed close to an opponent to connect. If performed correctly, this attack can remove more than half of an opponent's vitality.

Level 3: 4 Hits

[Victory Quotes]

(LP) - Stand up and face me again. I have yet to see your best...

(HP) - A true warrior follows their own destiny!

(LK) - You were your own worst enemy...

(HK) - I noticed the spirit of a true warrior within your fists.

(LP+HP) - That's it? Has your fighting spirit burned out?!

(LK+HK) - You are already giving up? You didn't even try...

(LP+LK) - Never give into your fear...

(HP+HK) - What strength! I won't forget that there are many like you all over the world!

+-----+

- Ken -

First Appearance: Street Fighter

[Normal Attacks]

Jab: LP

Straight Punch: HP

High Snap Kick: LK

Axe Kick: F+LK

[Crouch Attacks]

Low Jab: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Dropping Jab: LP

Downward Straight: HP

Air High Kick (up): LK

Knee Drop (side): LK

Roundhouse Kick: HK

Extended Kick: DB+HK

Air Roundhouse (up): HK

Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP

Uppercut: HP

Shin Kick: LK

[Throws]

Shoulder Toss: F/B+HP

Rolling Leg Toss: F/B+HK

Air Leg Toss (air): (any direction but Up)+HK

[Special Moves]

Hadouken: QCF+Punch

-Ken throws a blue fireball that travels horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Shouryuken: F,D,DF+Punch

-Ken will rise into the air with an uppercut. Using HP will make the attack travel higher into the air. Using HP will make the uppercut travel higher into the air, as well as set Ken's arm on fire for multiple hits up close.

Tatsumaki Senpukyaku: QCB+Kick (air)

-Ken will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. Using HK will spin five times and LK will spin twice, and the kick will continue to hit an opponent with each spin for minimal damage.

Front Rolling Move: QCB+Punch

-Ken will roll forward, and can pass through his opponent if close enough to them. He can still be hit during this move, so it is safer to perform a Backlash.

Ryusenkyaku: F,D,DF+Kick

-Ken will slightly cartwheel forward, hitting twice as his legs fall to the ground. HK cartwheels farther than LK.

[Super Combos]

Shouryureppa: QCF,QCF+Punch

-A more powerful version of the Shouryuken that performs the attack twice in a row rapidly. At Level 3, Ken performs three Shouryukens, the last one flaming.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 7 Hits

Shinryuken: QCF,QCF+Kick (Kick rapidly)

-A more powerful variation of the Shouryuken that spins and travels straight up. Tapping Kick buttons rapidly during the attack will increase the amount of hits and damage that it deals.

Level 1: 9 Hits

Level 2: 13 Hit

Level 3: 16 Hits

Shippu Jinraikyaku: QCB,QCB+Kick

(LV3 & MAX)

-A much more powerful variation of the Tatsumaki Senpukyaku. Ken will perform four stepping kicks forward, followed by a multi-hitting spin kick upward that carries opponents into the air. This can deplete nearly half of an opponent's vitality if all the hits connect.

Level 3: 11 Hits

[Victory Quotes]

(LP) - Ha! You can't compete with me!

(HP) - I know you want my autograph. I just don't know where you'd like me to sign!

(LK) - Your moves were weak and your style was a joke. What were you

thinking?!

(HK) - Maybe next time you should think about watching my hands!!

(LP+HP) - Humph! I wish you were here Eliza...

(LK+HK) - Ha! You had better go back to your basic training rookie.

(LP+LK) - How was that? Did you feel the power of my Shinryuken?

(HP+HK) - My last name is Masters. That should have been your clue, loser!

+-----+

- Chun-Li - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Slap: LP

Straight Punch: HP

Thrust Kick: LK

Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP

Low Straight: HP

Short Kick: LK

Flip Neck Breaker: DF+LK

Handstand Sweep Kick: HK

Leg Sweep: DB+HK

[Air Attacks]

Dropping Jab: LP

Downward Straight: HP

High Kick (up): LK

Thrust Kick (side): LK

Roundhouse (up): HK

Double Kick (side): HK

Stomp Kick: D+HK

[Close Attacks]

Stomach Shove: HP

High Kick: HK

[Throws]

Ground Slam: F/B+HP

Head Kick: F/B+HK

Ground Slam (air): (any direction but Up)+HP

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)

-Chun-Li can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Kikouken: HCF+Punch

-Chun-Li throws a blue fireball that travels horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Hyakuretsukyaku: Kick rapidly

-Chun-Li will kick rapidly in front of her, covering a wide radius. Tapping LK will kick slower than HK, and Chun-Li will continue the attack until the button-pressing stops.

Tenshoukyaku: CD,U+Kick

-Chun-Li will leap into the air with multiple rising kicks. Using LK will kick twice, while HK will kick four times.

Spinning Bird Kick: CB,F+Kick

-Chun-Li will flip upside-down and spin forward with her legs split apart. Using HK will travel farther than LK, but one hit will knock an opponent down.

[Super Combos]

Kikoushou: QCF,QCF+Punch

-A more powerful variation of the Kikouken, this will create a sphere of energy around Chun-Li's hands that can hit opponents multiple times up close.

Level 1: 4 Hits

Level 2: 6 Hit

Level 3: 9 Hits

Senretsukyaku: CB,F,B,F+Kick

-A more powerful variation of the Hyakuretsukyaku, Chun-Li will dash forward with a series of normal kicks ending with a Hyakuretsukyaku.

Level 1: 5 Hits

Level 2: 6 Hit

Level 3: 7 Hits

Hazan Tenshoukyaku: CDB,DF,DB,UF+Kick

-A more powerful variation of the Tenshoukyaku, Chun-Li will perform the upward kick while spinning rapidly and hitting more times.

Level 1: 7 Hits Level 2: 8 Hit Level 3: 7 Hits

[Victory Quotes]

(LP) - You hesitated for a moment, didn't you? You must be stronger than that!

(HP) - Victory is nice, but I have no time to celebrate.

(LK) - You were crazy to think that you could match my lightning quick speed!

(HK) - I guess it's true when they say that misery loves company...

(LP+HP) - Once this tournament is over, then I will...

(LK+HK) - Now that you have lost, you will have to be punished...

(LP+LK) - You cannot measure a person's strength by their honor...

(HP+HK) - What were you thinking?! You can't show off if you don't have any skills!

+-----+

- Guile - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Jab: LP

Straight Punch: HP

Spinning Backfist: F+HP

Shin Kick: LK

Hopping Roundhouse: F/B+LK

Lunging Kick: HK

[Crouch Attacks]

Low Jab: LP

Uppercut: HP

Short Roundhouse: LK

Roundhouse: HK

Double Leg Sweep: DF+HK

[Air Attacks]

Dropping Jab: LP

Down Straight (up): HP

Flying Chop (side): LK

High Kick (up): LK

Knee Drop (side): LK

Roundhouse (up): HK

Thrust Kick (side): HK

[Close Attacks]

Uppercut: HP

High Kick: HK

[Throws]

Shoulder Toss: F/B+HP

Suplex: F/B+HK

Ground Slam (air): (any direction but Up)+HP

Backbreaker (air): (any direction but Up)+HK

[Special Moves]

Sonic Boom: CB,F+Punch

-Guile tosses a twisting wave of energy horizontally across the screen. Using HP will make the projectile travel quicker than LP.

Somersault Kick: CD,U+Kick

-Guile will leap into the air and somersault backwards while kicking, creating a large wave. HK travels higher than LK, and the attack will knock down an opponent when hit.

[Super Combos]

Somersault Strike: CDB,DF,DB,UF+Kick

-A more powerful version of the Somersault Kick that performs the attack twice in a row, hitting multiple times. At Level 3, this attack will perform three Somersault Kicks.

Level 1: 6 Hits Level 2: 8 Hits Level 3: 10 Hits

Total Wipeout: CB,F,B,F+Punch

-Guile will rush forward with a flurry of kicks and punches finished with a spinning backfist.

[Victory Quotes]

(LP) - You lost too easily. You're even a waste of my practice time!
 (HP) - You must learn to move faster than the speed of sound...
 (LK) - You were good... I was better.
 (HK) - You know I can't resist the fight, so I suggest you learn how to win.
 (LP+HP) - Have you ever hungered for revenge?
 (LK+HK) - It was a shame that it had to come to this...
 (LP+LK) - Aww.. Leaving so soon? You should have thought twice before joining the battle!
 (HP+HK) - The strong will survive. The weak will perish. Which one will you be?

+-----+

- Zangief - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Overhead Chop: LP
 Smash Punch: HP
 Shin Kick: LK
 Drop Kick: HK

[Crouch Attacks]

Chop: LP
 Smash Punch: HP
 Short Kick: LK
 Long Trip: HK

[Air Attacks]

Straight Chop: LP
 Down Straight (up): HP
 Flat Straight (side): HP
 Body Splash: D+HP
 Side Kick: LK
 Drop Kick: HK

[Close Attacks]

Backhand Chop: HP

[Throws]

Piledriver: F+HP
 Suplex: B+HP
 *Head Bite: F/B+HK

[Special Moves]

Double Lariat: LP+HP

-Zangief will spin around twice with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time.

Quick Double Lariat: LK+HK

-Zangief will quickly spin around once with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time.

Vanishing Fist: F,D,DF+Punch

-Zangief will step forward and perform a fiery backhanded slap that can cancel projectiles. HP holds his arm out longer than LP.

Screw Piledriver (throw): 360° motion+Punch

-Zangief spins with his opponent into the air and descends with a spinning piledriver. This attack must be done very close to the opponent, and cannot be blocked. HP spins higher than LP and inflicts slightly more damage.

Atomic Suplex (throw): 360° motion+Kick

-Zangief will grab them and perform a suplex, then leap into the air and do a second suplex. Using HK will make Zangief jump higher between the two suplexes. If this attack is not done right next to an opponent, it becomes the Flying Power Bomb (below).

Flying Power Bomb (throw): 360° motion+Kick

-Zangief will take a couple steps forward and attempt a grab. If it is successful, he will hoist them high into the air and powerbomb them into the ground. HK makes Zangief walk farther before attempting the grab than

LK. This is the alternative to the Atomic Suplex, if the attack is performed at a distance from the opponent.

[Super Combos]

Final Atomic Buster (throw): 720] motion+Punch

-A more powerful variation of both the Atomic Suplex and Screw Piledriver, and must be performed right next to an opponent. Zangief will do a series of suplexes, followed by a series of spinning piledrivers.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Aerial Russian Slam (throw): QCF,D,DF+Kick

-Zangief will jump up at a slight angle and grab opponents that are in the air. Each level performs a single hit, but the throw animation is different. Also, the higher the level, the faster, higher, and farther Zangief leaps into the air.

Level 1: Toss Slam Level 2: Piledriver Level 3: Powerbomb

[Victory Quotes]

- (LP) - Ha! Ha! Ha! Look at me! I could be on the cover of a magazine!
- (HP) - For the glory of my mother country and comrades! Victory to us all!
- (LK) - A sound body brings a sound victory.
- (HK) - Next time, I'll defeat you with only one hand!
- (LP+HP) - Praise my body for it is a symbol of perfection! Ha! Ha! Ha!
- (LK+HK) - You were a fool to try and overpower me! My strength is supreme!
- (LP+LK) - Everyone knows that size is more important than skill...
- (HP+HK) - A friend in need is a friend indeed, but a friend who can bleed is better!

+-----+

- E. Honda - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Forward Slap: LP
Overhead Chop: HP
Short Kick: LK
Leg Sweep: F/B+HK
High Roundhouse: HK

[Crouch Attacks]

Forward Slap: LP
Arm Sweep: HP
Short Kick: LK
Leg Sweep: HK

[Air Attacks]

Downward Slap: LP
Arm Swipe: HP
Butt Drop: LK
Thrust Kick: HK
Body Splash: D+HK

[Close Attacks]

(None)

[Throws]

Body Toss: F/B+HK
*Bear Hug: F/B+HP

[Special Moves]

Hyakuretsu Harite: Punch rapidly

-E. Honda will slap furiously in front of himself, making his arms appear as blurs. Pressing LP rapidly will continue to slap until the button is neutral, while HP rapidly will make E. Honda dash forward quickly with one short flurry of slaps.

Super Zutsuki: CB,F+Punch

-E. Honda will shoot himself across the screen with a quick headbutt. Using LP will propel Honda a couple steps, while HP will propel him across the length of the entire screen.

Super Hyakkan Otoshi: CD,U+Kick

-E. Honda leaps into the air with a Body Splash attack, then drop straight

down will a Butt Drop. Using HK will leap higher than LK, but it will not hit while leaping into the air.

Ooichou Nage (throw): 360° Motion+Punch

-E. Honda will thrust his opponent into the ground with one hand, then somersault into the air and land on them with his rear end. This attack must be done right next to the opponent.

[Super Combos]

Onimusou: CB,F,B,F+Punch

-A more powerful variation of the Super Zutsuki, E. Honda will perform two headbutts in a row. At Level 2, he will perform three headbutts, and at Level 3, he will perform two headbutts finished with a Hyakuretsu Harite slapping attack.

Level 1: 3 Hits

Level 2: 5 Hits

Level 3: 10 Hits

Orochi Kudaki: 720° Motion+Punch

(LV3 & MAX)

-A much more powerful variation of the Ooichou Nage, E. Honda will thrust his opponent into the ground twice, then leap high into the air and descend with a powerful butt drop. This must be done right next to the opponent.

Level 3: 3 Hits

[Victory Quotes]

(LP) - Ha ha ha! That was a dramatic finish, wasn't it?

(HP) - Our fighting was like art in motion!

(LK) - Sumo is the greatest sport in the entire world! You will respect it!

(HK) - You haven't seen everything yet! Actually I have seventy finishing moves!

(LP+HP) - I have never had my Mage disheveled in a fight before... Good job!

(LK+HK) - Your weak style of fighting is no match for Sumo! Why don't you switch?

(LP+LK) - A victory mark for me! The power of Sumo shines once again!!

(HP+HK) - It was too easy a victory! You should practice hard and then try again!

+-----+

- Balrog -

First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Jab: LP

Straight Smash: HP

Elbow Jab: LK

Hook Punch: HK

[Crouch Attacks]

High Jab: LP

High Straight: HP

Uppercut: DF+HP

Low Jab: LK

Low Straight: HK

Hook Punch Trip: DF+HK

[Air Attacks]

Downward Jab (up): LP

Short Hook (side): LP

Glove Shove (up): HP

Low Straight (side): HK

Downward Jab: LK

Low Straight: HK

[Close Attacks]

Body Blow: HK

[Throws]

Gut Punch: F/B+HP

Shoulder Slam: F/B+HK

[Special Moves]

Dash Straight: CB,F+Punch

-Balrog will dash forward and punch straight out with great reach. Using LP will dash one step, while HP will dash across the entire screen and knock an opponent down.

Dash Uppercut: CB,F+Kick

-Balrog will dash forward and uppercut at his opponent's head. Using LK will dash one step, while HK will dash across the entire screen.

Dash Ground Straight: CB,DF+Punch

-Balrog will dash forward and punch at his opponent's legs. Using LP will dash one step, while HP will dash across the entire screen and knock an opponent down.

Dash Ground Uppercut: CB,DF+Kick

-Balrog will dash forward and uppercut at his opponent's body. Using LK will dash one step, while HK will dash across the entire screen. This attack will knock opponents down.

Turn Punch: Charge any button, release

-Balrog accumulates power for this punch as long as an attack button is being held down. At any moment on the ground, release the button and Balrog will slightly slide forward with a turning punch. The power of the punch and the distance of the dash depend on how long the button is charged.

Final Punch: Charge any button for 60 seconds, release

-Balrog's fully-charged Turn Punch for 60 seconds or more, this attack will deal nearly half a Vitality Gauge of damage.

Buffalo Headbutt: CD,U+Punch

-Balrog will quickly crouch down, and leap slightly forward into the air with a headbutt. This attack will pass through projectiles if timed correctly, and HP will travel slightly farther than LP.

[Super Combos]

Crazy Buffalo: CB,F,B,F+Punch (Press Punch or Kick)

-A more powerful variation of the Dash Straight and Uppercut, this will punch many times in rapid succession. The punches are by default all Straights, but holding a Kick button during the attack will turn them all into Uppercuts.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Gigaton Blow: CB,F,B,F+Kick

(LV3 & MAX)

-A much more powerful version of the Turn Punch that hits multiple times with a single punch. If performed properly, this can deal nearly half a Vitality Gauge of damage.

Level 3: 6 Hits

[Victory Quotes]

(LP) - I am so tired of having to pull my punches!

(HP) - Hey! I gave you a good show!! So, where is my reward?!

(LK) - I hate your eyes. I feel that they are looking down on me! I will shut them!!

(HK) - It doesn't feel good to step on tiny bugs...

(LP+HP) - That wasn't even close to the quality of a good title fight! You bum!!

(LK+HK) - Hey, you can't go down so easily! Come on! You're upsetting the audience!

(LP+LK) - Are there any tougher sandbags available?

(HP+HK) - Your mamma said to knock you out!!

- Vega - First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Claw Jab: LP
Lunging Claw Stab: HP
Knee Strike: LK
Hopping Axe Kick: HK
Hopping Roundhouse: F+HK

[Crouch Attacks]

Claw Jab: LP
Upper Claw Stab: HP
Claw Stab: DB+HP
Short Kick: LK
Slide Kick: HK

[Air Attacks]

Straight Chop: LP
Down Claw Stab: HP
Down Thrust Kick: LK
Backdoor Roundhouse: HK

[Close Attacks]

(None)

[Throws]

Suplex: F/B+HP
Leg Flip: F/B+HK
Claw Toss (air): (any direction but Up)+HP
Air Leg Flip (air): (any direction but Up)+HK

(Note: If he is hit repeatedly, Vega will drop his claw, then eventually his mask. To retrieve them, have Vega walk over them. Vega will also regain his mask and claw between rounds.)

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)

-Vega can perform a second jump in mid-air by pushing off the side of the screen if he is close enough to it.

Rolling Crystal Flash: CB,F+Punch

-Vega will roll forward and finish with an upper claw stab. LP will roll once, while HP will roll three times.

Sky High Claw: CD,U+Punch (Punch)

-Vega will leap back and push himself off the wall, claw first. Pressing a Punch button during the attack will stretch out Vega's arm for a slightly longer range. Using LP will travel across the upper half of the screen, while HP will travel along the bottom. Vega will always try to jump to the wall behind him for this attack, but pressing (UF) instead of (U) will make him leap to the opposite wall and perform the attack.

Wall Leap: CD,U+Kick

-Vega will leap back and push himself off the side of the screen towards his opponent. Vega will always leap to whichever side of the screen he is closest to, unless (UF) or (UB) is used at the end of the motion. After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Wall Leap:

[]Flying Barcelona Attack: Punch

-Vega will slash his arms out below him, hitting opponents both sides, but not directly below him.

[]Izuna Drop (throw): (any direction but Up)+Punch

-Vega will grab them and perform a powerful suplex. This can only be done if Vega is very close to his opponent.

Scarlet Terror: CDB,F+Kick

-Vega will backflip and kick while moving slightly forward. HK hits twice up close, and goes a bit higher than LK.

Back Slash: LP+HP

-Vega will backflip onto his hands, then flip back again onto his feet. This is an evasive move, and Vega cannot be hit while performing it.

Short Back Slash: LK+HK

-Vega will quickly backflip onto his feet. This evasive move is like the Back Slash except quicker, and Vega cannot be hit while performing it.

[Super Combos]

Super Wall Leap: CDB,DF,DB,UF+Kick

-A more powerful version of the Wall Leap, Vega will leap forward and push himself off the side of the screen towards his opponent. Vega will always leap towards the opposite side of the screen, unless (UB) is used at the end of the motion instead of (UF). After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Super Wall Leap:

[]Flying Barcelona Special: Punch

-This is a more powerful version of the Flying Barcelona Attack, and it will hit multiple times.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[]Rolling Izuna Drop (throw): (any direction but Up)+Punch

-This is a more powerful version of the Izuna Drop that will perform multiple suplexes in a row.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Scarlet Mirage: CB,F,B,F+Kick

-A more powerful version of the Scarlet Terror that performs two backflip kicks in a row. At Level 3, a third backflip kick is added.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Red Impact: CB,F,B,F+Punch

(LV3 & MAX)

-Vega will perform a short claw swipe, which will toss his opponent into the air above him. He will then spin around and impale them with his claw. Vega must be holding his claw to perform this attack.

Level 3: 2 Hits

[Victory Quotes]

(LP) - You are just so... So UGLY!!

(HP) - Let the cold blanket of death cover your eternal sleep...

(LK) - No one can stop my hunger for beauty!

(HK) - You shall die as you lived... sad, weak, and UGLY!

(LP+HP) - I have marked your body so that everyone will know that you are a loser!

(LK+HK) - It's time to paint the rest of your body in RED!

(LP+LK) - The only thing I believe in is 'beauty'! Therefore, I don't believe in you!!

(HP+HK) - Drip... Drip... Yum... Yum...

+-----+

- Sagat -

First Appearance: Street Fighter

[Normal Attacks]

Elbow Jab: LP

Lunging Straight: HP

Low Roundhouse: LK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Short Kick: LK

[Air Attacks]

Straight Jab: LP

Straight Punch: HP

Knee Drop: LK

Mid Roundhouse: HK

Quick Sweep: DB+HK

Roundhouse Kick: HK

Sweep Kick: HK

[Close Attacks]

Body Blow: HP

High Roundhouse: HK

[Throws]

Overhead Toss: F/B+HP

*Knee Bash: F/B+HK

[Special Moves]

Tiger Shot: QCF+Punch

-Sagat throws a blue fireball that travels high horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Ground Tiger Shot: QCF+Kick

-Sagat throws a blue fireball that travels low horizontally across the screen. Using LK makes the projectile travel slower than HK does.

Tiger Crush: F,D,DF+Kick

-Sagat leaps into the air with a knee attack. HK travels slightly higher than LK, and this attack can hit twice up close.

Tiger Uppercut: F,D,DF+Punch

-Sagat rises into the air with an uppercut that only hits once. Using HP will make the uppercut travel higher into the air.

[Super Combos]

Tiger Destroyer: QCF,QCF+Punch

-A more powerful variation of the Tiger Uppercut, Sagat will perform a Tiger Crush knee attack followed by a Tiger Uppercut. At Level 3, Sagat performs two Tiger Uppercuts.

Level 1: 7 Hits

Level 2: 10 Hits

Level 3: 14 Hits

Tiger Raid: QCB,QCB+Kick

-A more powerful variation of the Tiger Crush, Sagat performs a flurry of kicks followed by a multi-hit jump kick. At Level 3, Sagat's leg flames for the final kick.

Level 1: 6 Hits

Level 2: 7 Hits

Level 3: 7 Hits

[Victory Quotes]

(LP) - My power is without question!

(HP) - You should not have challenged me!

(LK) - I despise your useless pride!

(HK) - A warrior does not take a step back! A warrior takes on all challenges!

(LP+HP) - You are too weak! You can't even scratch my body!

(LK+HK) - Challenge me anytime! I'll always be here!

(LP+LK) - Practice all you want! You will never be good enough to defeat me!

(HP+HK) - A true warrior can win under any circumstances!

+-----+

- M. Bison -

First Appearance: Street Fighter 2 - The World Warrior

[Normal Attacks]

Psycho Jab: LP

Psycho Uppercut: HP

Knee Jab: LK

Roundhouse Kick: HK

[Crouch Attacks]

Psycho Jab: LP

Psycho Straight: HP

Short Kick: LK

Slide Kick: HK

[Air Attacks]

Psycho Jab (up): LP

Psycho Punch (side): LP

Psycho Punch: HP

Short Kick (up): LK

[Close Attacks]	[Throws]	Flying Knee (side): LK
Psycho Gut Blow: HP	Shoulder Toss: F/B+HP	Roundhouse Kick (up): HK
Indoor Roundhouse: HK	Leg Lift: F/B+HK	Thrust Kick (side): HK

[Special Moves]

Psycho Vanish: F,D,DF+Punch

-M. Bison will smash punch downward with a fist charged with Psycho Energy. This will hit multiple times up close, and HP hits more times than LP.

Psycho Impact: CB,F+Punch

-M. Bison will dash forward and uppercut, then punch straight forward with his fist charged with Psycho energy. LP will travel a short distance before the uppercut, while HP will dash across the entire screen.

Double Knee Press: CB,F+Kick

-M. Bison somersaults forward and hits twice as he brings his legs down. LK travels farther than HK.

Head Press: CD,U+Kick

-M. Bison will leap and stomp on his opponent's head, then jump off. After the stomp, use Left and Right to control Bison's descent and perform a second attack:

[]Somersault Skull Driver: Punch

-M. Bison will punch forward with his hand charged with Psycho energy.

Somersault Skull Driver: CD,U+Punch (Punch)

-M. Bison will leap towards his opponent. Pressing any Punch button during the leap will make him stop in mid-jump and drop with a Psycho charged punch.

[Super Combos]

Knee Press Nightmare: CB,F,B,F+Kick

-A more powerful version of the Double Knee Press that performs the attack twice in a row. At Level 2, M. Bison will perform a slide kick at the end. At Level 3, he will finish by floating in the air and kicking his opponent several times.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 8 Hits

Heartbreak Despair: CB,F,B,F+Punch

-M. Bison will torpedo himself across the screen, spinning into his opponent and finally throwing them across the screen. With each Level, M. Bison travels slightly farther with the torpedo attack.

Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits

[Victory Quotes]

(LP) - Huh, how did you think a mere human like yourself could beat me!?

(HP) - Psycho power will never lose...

(LK) - Do you want to come work for me? You will have to do better than that!

(HK) - Today is the last day in your life...

(LP+HP) - This is not a fight to decide a winner and loser, but to decide life and death!

(LK+HK) - Relax! You can't stop me, so why even try?

(LP+LK) - The weak always make me sick!

(HP+HK) - You should thank me for keeping you alive!

(VI) [SNK Characters]

[Tier 1]

- King -

First Appearance: Art of Fighting

[Normal Attacks]

Jab: LP

Straight Punch: HP

Front Kick: LK

High Roundhouse: HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

Back Slide Kick: DF+HK

[Air Attacks]

Jab: LP

Uppercut: HP

Flying Knee: LK

Downward Thrust Kick: HK

[Close Attacks]

Elbow Jab: LP

Uppercut: HP

Low Kick: LK

Double Kick: HK

[Throws]

Knee & Uppercut: F/B+HP

Leg Flip: F/B+HK

[Special Moves]

Venom Strike: QCF+Kick

-King kicks a fireball across the screen. HK makes the projectile travel quicker than LK.

Double Strike: QCF,QCF+Kick

-King kicks two fireballs in rapid succession across the screen. HK makes the projectiles travel quicker than LK.

Surprise Rose: F,D,DF+Kick

-King does a backflip forward, then quickly drops forward with her feet out. If King drops on her opponent, she will kick them three times. If the attack is performed up close, the backflip will also hit the opponent twice. HK travels a bit higher and farther than LK

Trap Shot: B,D,DB+Kick

-King backflips in place, which will suck the opponent in for a flurry of kicks if done up close. LK hits 6 times, while HK moves slightly forward while doing the backflip kick and hits 10 times.

Tornado Kick: HCB+Kick

-King hops forward and does an upward roundhouse kick, then twists in mid-air and does a second downward roundhouse kick. HK make the kicks travel farther than LK.

[Super Combos]

Illusion Dance: QCF,HCB+Kick

-A more powerful variation of the Trap Shot, King will perform a Trap Shot backflip kick, then jumpkick forward. If the jumpkick hits, she will perform a flurry of punches and kicks finished by a Tornado Kick. The starting backflip kick does not count as a hit.

Level 1: 9 Hits

Level 2: 11 Hits

Level 3: 13 Hits

Silent Flash: QCB,QCB+Kick

-A more powerful variation of the Trap Shot, King will perform a Trap Shot backflip kick. If this hits, she will perform a multi-hitting somersault kick. At Levels 2 and 3, she will also perform several more Trap Shot backflip kicks.

Level 1: 3 Hits

Level 2: 6 Hits

Level 3: 11 Hits

[Victory Quotes]

(LP) - Your attacks were so slow that they almost put me to sleep!

(HP) - Your turn is over. Leave right now or I will kick you again!

(LK) - In this game there are no rule, no cutting corners, and no forgiveness!

(HK) - Oops, sorry about that! I guess I don't know my own strength!

(LP+HP) - You can't play your hand after the cards have been shown!

(LK+HK) - You should have known that your luck was going to run out sometime!

(LP+LK) - You say I caught you off guard? I'm tired of hearing your excuses!

(HP+HK) - Tournaments are all the same. They are all full of slobs like you...

+-----+

- Vice -

First Appearance: The King of Fighters '95

[Normal Attacks]

Slap: LP

Straight Punch: HP

Quick Roundhouse: LK

Roundhouse Kick: HK

[Crouch Attacks]

Slap: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Slap: LP

Straight Punch: HP

Downward Thrust Kick: LK

Roundhouse Kick: HK

[Close Attacks]

Elbow Smash: HP

Knee Strike: LK

Axe Kick: HK

[Throws]

Face Rip: F/B+HP

Toss Aside: F/B+HK

[Special Moves]

Nail Bomb (throw): HCF+Punch

-Vice will pick up her opponent and slam them into the ground, creating a column of energy with a skull inside. This attack must be done up close and cannot be blocked.

Gore Fest (throw): HCB,F+Punch

-Vice will grab her opponent and dash forward while dragging them on the ground, then toss them into the air. This attack must be done up close and cannot be blocked.

Da Cide (throw): HCF+Kick

-Vice will whip her arm downward and try to catch her opponent's leg, then fling them over her shoulder. Using LK will grab in place, while HK will move Vice slightly forward while grabbing. This attack must be blocked low and will not hit when used up close.

Outrage: QCB+Kick

-Vice does a flurry of kicks that produce a multitude of sharp blades around a large radius in front of her. LK will perform the kick in place, while HK will do a small hop forward before kicking.

Rave Fest (air): QCB+Kick

-Vice does a flurry of kicks in the air that produce a multitude of sharp blades around a large radius in front of her. The kicks will arc according to when it was done during her jump.

Tranquility: F,D,DF+Kick

-Vice will leap into the air and grab jumping opponents, then grab them with her legs and slam them into the ground. HK will leap higher and farther than LK.

[Super Combos]

Negative Gain (throw): HCB,HCB+Kick

-A more powerful variation of the Tranquility, Vice will backflip and grab her opponent with her legs, then backflip multiple times while slamming them into the ground. This attack must be done up close and cannot be blocked.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Withering Force (throw): QCF,QCF+Punch

-A more powerful variation of the Nail Bomb, Vice will somersault forward and attempt to grab her opponent. If she does grab them, she will pick them up and repeatedly slam them into the ground, then toss them into the air and slam them one last time. At Levels 2 and 3, the final slam creates a large column of energy with a skull in it. Each Level makes Vice somersault a bit further. This attack cannot be blocked.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Victory Quotes]

(LP) - This place will do nicely as your own personal graveyard!

(HP) - Are you crying sour grapes? I knew that I should have broken your jaw!

(LK) - You are nothing but a bug and bugs are supposed to be crushed! Ha ha ha!

(HK) - Your turn is over... Now it's MY TURN!

(LP+HP) - Did that hurt? I'm sure it did... And I know that this will too!

(LK+HK) - I'm so excited! I love the sound that bones make when they break!

(LP+LK) - You lack respect... I shall teach it to you with my fists!

(HP+HK) - If you can't stand the pain of losing, I can finish the job...

+-----+

- Yuri -

First Appearance: Art of Fighting

[Normal Attacks]

Jab: LP

Hook Punch: HP

High Kick: LK

Hopping Butt Smack: F+LK

Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Overhead Smash Punch: HP

Thrust Kick: LK

Roundhouse Kick: HK

[Close Attacks]

Elbow Jab: LP

Uppercut: HP

Low Kick: LK

Knee Smash: HK

[Throws]

Slap Uppercut: F/B+HP

Leg Toss: F/B+HK

Head Bomber (air): (any direction but Up)+HP

[Special Moves]

Tiger Flame Punch: QCF+Punch

-Yuri throws a short-range projectile that only travels slightly farther than

her arm. Using HP will make the blast travel a bit farther than LP.

Yuri Super Upper: F,D,DF+Punch

-Yuri will leap forward with an uppercut that can hit twice up close.
Using HP will travel farther and higher than LP, plus will allow a second attack:

[]Yuri Double Uppers: F,D,DF+HP

-Yuri will perform a second Yuri Super Upper after performing a first Upper with HP by doing the motion again with HP as Yuri touches the ground.

Rai Oh Ken: QCF+Kick

-Yuri will hop forward and perform a very close range overhead smash punch.
Using HK will make Yuri leap higher and perform a somersault before the punch.

The 100 Blows: HCB+Kick

-Yuri will dash forward and try to grab her opponent, then slap then repeatedly. LK slaps 9 times, while HK dashes slightly farther before the grab and slaps 11 times. Although this is a grab-type move, it can be blocked.

[Super Combos]

Haoh Shoh Koh Ken: F,HCF+Punch

-A more powerful variation of the Tiger Flame Punch, Yuri will throw a large fireball across the screen. Each Level will makes the fireball travel slightly faster. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 5 Hits

Scalding Steam Blast: QCF,D,DF+Punch

-A more powerful version of the Yuri Super Upper, Yuri performs multiple Super Upper uppercuts in a row.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

[Victory Quotes]

- (LP) - That was so cool! I kicked your butt good!
- (HP) - The Kyokugen style is indeed awesome!
- (LK) - Today, Kyokugen style has evolved into the Millennium Kyokugen style!
- (HK) - You've seen the explosiveness of Yuri's power!
- (LP+HP) - I am the grand master of Kyokugen style. You didn't stand a chance against me!
- (LK+HK) - It's not that I beat you, but how fast I beat you that counts!
- (LP+LK) - I'm not a punk! I am a cute and sweet princess, who can kick your butt!
- (HP+HK) - I'm afraid of my own incredible strength! You should be too!

+-----+

- Benimaru - First Appearance: The King of Fighters '94

[Normal Attacks]

- Jab: LP
- Straight Punch: HP
- High Kick: LK
- Hopping Roundhouse: HK

[Crouch Attacks]

- Jab: LP
- Downward Elbow: HP
- Short Kick: LK
- Sweep Kick: HK

[Air Attacks]

- Elbow Drop: LP
- Spinning Uppercut: HP
- Knee Drop: LK
- Backdoor Roundhouse: HK
- Drill Kick: D+HK

[Close Attacks]
Elbow Jab: LP
Fierce Elbow: HP
Low Kick: LK
Knee Strike: HK

[Throws]
Body Slam: F/B+HP
Knee Smash: F/B+HK
Knee Drop (air): (any direction but Up)+HP

[Special Moves]

Lightning Fist: QCF+Punch (HP rapidly)

-Benimaru will punch forward and create a sphere of electricity. If this attack is performed using HP, the attack can be charged for more hits and damage by pressing HP rapidly as Benimaru winds up for the punch.

Iaido Kick: QCF+Kick

-Benimaru will perform a quick, blurred knee strike forward.

Shinku Katategoma: HCB+Kick (cancel with LP+HP+LK+HK)

-Benimaru will spin himself around horizontally on one hand, damaging opponents that he hits. If hit by this, an opponent will be knocked to the other side of the screen. Benimaru will stop spinning if (LP+HP+LK+HK) is pressed.

[Super Combos]

Blast Flash: QCF,QCF+Punch

-A more powerful version of the Lightning Fist with a larger radius that deals more damage.

Level 1: 5 Hits Level 2: 7 Hits Level 3: 10 Hits

Discharge Spark: QCB.QCB+Punch

-Benimaru will dash across the screen followed by two trails of electricity. If he hits his opponent, then he will pass through them and cross the electricity trails, thus making them fall to the ground. Each Level increases the distance that Benimaru dashes.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Victory Quotes]

(LP) - You played a good shadow, but you could never step into the limelight!
(HP) - My beauty captivates the world!
(LK) - How did you like it? It was a splendid victory, wasn't it?
(HK) - You are so lucky! I finished you off in a very impressive way!!
(LP+HP) - I knew that I was the only one who could make today's match exciting!
(LK+HK) - I'm not conceited at all! I only speak what everyone else feels!!
(LP+LK) - My lightning strokes dazzle audiences around the world!
(HP+HK) - You shouldn't appreciate my beauty during a fight! Save that for later...

[Tier 2]

- Kyo -

First Appearance: The King of Fighters '94

[Normal Attacks]

Jab: LP
Backfist: HP

[Crouch Attacks]

Jab: LP
Uppercut: HP

[Air Attacks]

Elbow Drop: LP
Downward Straight: HP

Roundhouse Kick: LK Short Kick: LK Overhead Smash: D+HP
Axe Kick: F+LK Sweep Kick: HK Flying Knee (up): LK
Hop Roundhouse: HK Double Low Kick: DF+HK Knee Drop (side): LK
Backdoor Thrust (up): HK
Axe Kick (side): HK

[Close Attacks]

[Throws]

Elbow Jab: LP Fierce Backfist: F/B+HP
Fierce Backfist: HP Shoulder Slam & Elbow Drop: F/B+HK
Low Kick: LK
Indoor Roundhouse: HK

[Special Moves]

Fire Ball: F,D,DF+Punch

-Kyo performs a rising punch that creates a twirling flame around him. The flames themselves will not hit opponents. HP will travel higher than LP, and will hit twice up close.

Crescent Slash: HCB+Kick

-Kyo will run forward and elbow his opponent, then lift them into the air and explode them with flame. LK dashes most of the screen, while HK will keep running until Kyo makes contact with the opponent.

R.E.D. Kick: B,D,DB+Kick

-Kyo will leap high forward and bring his leg down with an overhead axe kick. RK leaps higher and travels farther than LK.

Wicked Chew: QCF+Punch

-Kyo will dash forward and perform a flaming hook punch, which can be chained into multiple attacks:

[]Nine Scars Maker: QCF+Punch

-Kyo will perform a flaming uppercut after the Wicked Chew that can further be linked to other attacks:

[]Rusting Eight Combos: Punch

-Kyo will perform a downward flaming elbow following the Nine Scars Maker.

[]Seven Hurting Combos: Kick

-Kyo will perform a lunging mid-level kick following the Nine Scars Maker.

[]Rusting Eight Combos: HCB+Punch

-Kyo will perform a downward flaming elbow after the Wicked Chew that can be further linked to other attacks:

[]Seven Hurting Combos: Kick

-Kyo will perform a lunging mid-level kick following the Rusting Eight Combos.

[]Flashing Slash: Punch

-Kyo will perform a flaming ground punch following the Rusting Eight Combos.

[Super Combos]

Serpent Wave: QCB,HCF+Punch (charge Punch)

-Kyo will charge a flame in his hand, then slide forward and swipe the flame to create a large wave. Holding Punch will delay the wave. At Level 3, Kyo will become surrounded by flames and deal slight damage to opponents that

touch him.

Level 1: 1 Hit

Level 2: 3 Hits

Level 3: 3 Hits

Final Showdown: QCF,QCF+Punch

-A more powerful variation of the Wicked Chew, Kyo will create a column of flame in front of him and punch repeatedly through it. At Level 1, press LP repeatedly after the attack for a hidden taunt when the attack has finished. At Level 3, Kyo will add a Fire Ball at the end of the attack.

Level 1: 6 Hit

Level 2: 9 Hits

Level 3: 11 Hits

[Victory Quotes]

(LP) - Come on.. the level of this tournament is way too low, isn't it?

(HP) - You've just felt the flame of the famous Kusanagi clan!!

(LK) - I fan the eternal flame of victory!

(HK) - You should be thankful. I showed you the error of your ways!

(LP+HP) - You know that I didn't try my hardest, but did you?

(LK+HK) - Teamwork? I don't care about that. I alone am the true winner!

(LP+LK) - I didn't want you to feel cheated, so I let you play a little longer this time!

(HP+HK) - Haven't you heard the expression about dancing too close to the flame..?

+-----+

- Iori -

First Appearance: The King of Fighters '95

[Normal Attacks]

Stomach Jab: LP

Swiping Slash: HP

Short Kick: LK

Axe Kick: F+LK

Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP

Upper Swipe: HP

Short Kick: LK

Lunging Sweep: HK

[Air Attacks]

Dropping Jab: LP

Downward Smash: HP

Flying Thrust Kick: LK

Back Thrust Kick: B+LK

Backdoor Axe Kick: HK

[Close Attacks]

Quick Jab: LP

Swipe Uppercut: HP

Ankle Kick: LK

High Kick: HK

[Throws]

Neck Rip: F/B+HP/HK

[Special Moves]

Dark Thrust: QCF+Punch

-Iori sends a blue flame along the ground. LP sends the projectile slower than HP does.

Fire Ball: F,D,DF+Punch

-Iori performs a rising punch that creates a twirling flame around Kyo. The flames themselves will not hit opponents. HP will travel higher than LP, and will hit three times up close.

Deadly Flower: QCB+Punch (X3)

-Iori will dash forward and punch. Repeating the move will add another dashing punch, and a third time will finish with a leaping overhead smash punch.

Dark Crescent Slice: HCB+Kick

-Iori will dash forward and attempt to grab his opponent, then slam them into the ground, then explode them with a blast of blue flame. LK will dash most of the screen, while HK will dash until Iori makes contact with the opponent.

Dust Gale (throw): HCB,F+Punch

-Iori will grab his opponent and push them to his other side, leaving them defenseless for a split second. This deals no damage itself and must be done right next to the opponent, but cannot be blocked.

[Super Combos]

One-For-The-Road Blast: QCB,HCF+Punch (charge Punch)

-A more powerful variation of the Dark Thrust, Iori sends a column of blue fire across the ground. When an opponent is hit, they will be stunned within a blue puddle for a moment as they Vitality Gauge slowly decreases. Level 1 sends a single blast around step away from Iori. Level 2 sends four blasts around a couple steps away. Level 3 sends eight blasts nearly all the way across the screen. Holding a Punch button delays the blast.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Maiden Masher: QCF,HCB+Punch

-Iori will dash across the screen and attempt to grab his opponent, then unleash a flurry of slashes on them. At Level 1, Iori will grab his opponent and explode them with flame. At Level 2, he will slam them to the ground and explode them. At Level 3, he will yank his opponent to the ground near the background and pump them with flame, then smash them with both arms. Each Level makes Iori's dash longer.

Level 1: 9 Hits Level 2: 12 Hits Level 3: 13 Hits

[Victory Quotes]

- (LP) - You must BURN!!!
- (HP) - Pitiful...
- (LK) - You will drown in a sea of your own blood! Ha! Ha! Ha!
- (HK) - For you, living is a fate worst than death!
- (LP+HP) - My blood... It commands me... It commands me to destroy you!
- (LK+HK) - Die as you have lived, scum. Sad, alone and weak...
- (LP+LK) - With each battle I become stronger!
- (HP+HK) - Do you know what I like best about you? Your screams!

+-----+

- Mai -

First Appearance: Fatal Fury 2

[Normal Attacks]

Fan Jab: LP
Fan Slash: HP
High Fan Jab: F+HP
High Kick: LK
Advancing Roundhouse: HK

[Crouch Attacks]

Dress Jab: LP
Back Elbow: HP
Short Kick: LK
Sweep Kick: HK

[Air Attacks]

Low Fan Jab: LP
Low Fan Slash: HP
Flying Knee: LK
Low Thrust Kick: B+LK

[Close Attacks]

Low Fan Jab: LP
Low Kick: LK
Handstand Roundhouse: HK

[Throws]

Flip Toss: F/B+HP
Leg Slam: F/B+HK
Ground Stomp (air): (any direction but Up)+HP

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)

-Mai can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Kacho Sen: QCF+Punch

-Mai tosses a spinning fan across the screen. Using HP will toss the fan quicker than LP.

Ryu En Bu: QCB+Punch

-Mai spins around and creates a wave of flame in front of her. Using HP will deal two hits up close.

Flying Squirrel Dance (air): QCB+Punch

-Mai will flip in mid-jump and propel herself down-forward head-first with her fan in her mouth. HP will travel farther out than LP.

Flying Squirrel Dance: CD,U+Punch

-Mai will leap back onto the edge of the screen, then propel herself down-forward head-first with her fan in her mouth. Mai will always jump backwards unless Up-Forward is pressed in the motion. HP will travel a bit farther out with the dive than LP.

Deadly Ninja Bees: HCF+Kick

-Mai cartwheels forward, then leap forward with an elbow strike. This will deal two hits up close, one from the cartwheel and one from the elbow strike.

[Super Combos]

Super Deadly Ninja Bees: QCB,HCF+Kick

-A more powerful version of the Deadly Ninja Bees, Mai will cartwheel forward, then leap forward on fire with a multi-hitting elbow strike. At Level 3, Mai flips in place and then shoots herself forward inside a huge fireball.

Level 1: 7 Hits Level 2: 8 Hits Level 3: 11 Hits

Crimson Firebird Diver (air): QCB,QCB+Punch

-A more powerful version of the Flying Squirrel Dance, Mai will dive down-forward during mid-jump with a fiery diving attack that hits multiple times.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Victory Quotes]

(LP) - I am 'the best female Ninja' in Japan! Hee hee hee!

(HP) - You lost! Now stop crying and accept that reality!

(LK) - Hey, just remember that I am a true Japanese woman, kind and graceful!

(HK) - I thought you'd be... stronger!

(LP+HP) - Now please chant! 'Nippon Ichi'

(LK+HK) - You are not even half as good as Andy!

(LP+LK) - You must have been intimidated by my strength, attractiveness and beauty!

(HP+HK) - This is the Shiranui style Ninjustu!

+-----+

- Terry -

First Appearance: Fatal Fury

[Normal Attacks]

Jab: LP

Straight Punch: HP

Quick Roundhouse: LK

Side Thrust Kick: HK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Uppercut: DF+HP

Short Kick: LK

High Sweep Kick: HK

[Air Attacks]

Chop: LP

Downward Straight: HP

High Kick: LK

Roundhouse: HK

[Close Attacks]

Elbow Jab: LP
Double Gut Punch: HP
Knee Strike: LK
Punt Kick: HK

[Throws]

Uppercut Smash: F/B+HP
Shoulder Toss: F/B+HK

[Special Moves]

Power Wave: QCF+Punch

-Terry punches the ground and sends a wave of energy across the screen. HP sends the wave out faster than LP.

Burning Knuckles: QCB+Punch

-Terry leaps forward very quickly with his fist out, which is engulfed by energy. Using LP propels Terry halfway across the screen, while HP sends him across the entire screen.

Crack Shot: QCB+Kick

-Terry somersaults forward with his leg out for a heel drop kick. HK leaps and hits higher than LK.

Rising Tackle: CD,U+Punch

-Terry will leap upside-down and spin around with his fists out, hitting opponents that are above or beside him. If done up close with HP, this can hit multiple times.

[Super Combos]

Power Geyser: QCB,DB,F+Punch

-A more powerful variation of the Power Wave, Terry punches the ground and creates a huge geyser of energy in front of him. He creates two geysers at Level 2, and 3 geysers at Level 3.

Level 1: 1 Hit Level 2: 2 Hits Level 3: 3 Hits

Buster Wolf: QCF,QCF+Kick

-A more powerful version of the Burning Knuckles, Terry will propel himself forward with his energy-engulfed fist out until he hits his opponent. Then he will shift his weight to his back leg and create a geyser of energy from his fist. With each Level, the first punch travels farther.

Level 1: 2 Hits Level 2: 4 Hits Level 3: 6 Hits

[Victory Quotes]

- (LP) - This was the best match that I've had in a while. You should be proud! OK!
- (HP) - Don't get mad... get even!
- (LK) - The qualifications for this tournament should have been a lot more difficult.
- (HK) - If you want to play with the big boys, you'd better learn how to block better!
- (LP+HP) - Don't waste my time with your weak skills, scrub!
- (LK+HK) - A good fight for you, but an easy win for me...
- (LP+LK) - You must respect the power of my fatal fury!!
- (HP+HK) - You can't survive in South Town with your current skill level...

+-----+

- Ryo -

First Appearance: Art of Fighting

[Normal Attacks]

[Crouch Attacks]

[Air Attacks]

Jab: LP
Hammer Fist: F+LP
Straight Punch: HP
Front Kick: LK
Roundhouse Kick: HK

Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK

Downward Chop: LP
Downward Punch: HP
Thrust Kick: LK
Downward Thrust: HK

[Close Attacks]

High Jab: LP
Gut Punch: HP
Front Snap Kick: LK
Low Roundhouse: HK

[Throws]

Overhead Smash: F/B+HP
Leg Toss: F/B+HK

[Special Moves]

Tiger Flame Punch: QCF+Punch (air)

-Ryo tosses a small red fireball across the screen. This attack can also be used in the air to throw a fireball at a downward angle. HP makes the fireball travel quicker than LP.

Koho: F,D,DF+Punch

-Ryo leaps into the air with a rising punch that travels almost straight up. Using HP travels much higher and slightly farther out than LP.

Lightning Legs Knockout Kick: CDB,F+Kick

-Ryo will propel himself forward with a jumpkick. If he makes contact with the opponent, he will twist around and roundhouse kick with his other leg. LK will travel halfway across the screen, while HK will travel all the way across.

Zan Retsu Ken: F,B,F+Punch

-Ryo will create a flurry of punches in front of him. If one hits the opponent, they will be sucked in and punched multiple times, then knocked into the air with an uppercut. HP makes the punch flurry last longer than LP, and hits more times upon contact.

[Super Combos]

Haoh Sho Koh Ken: F,HCF+Punch

-A more powerful version of the Tiger Flame Punch, Ryo will throw a huge fireball across the screen. With each Level, the fireball increases in both speed and size. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 5 Hits

Ryuko Ranbu: QCF,HCB+Punch

-Ryo will dash forward and try to make contact with his opponent, then unleash a barrage of punches and kicks finished by a Koho rising uppercut. At Levels 2 and 3, Ryo uppercuts twice. With each Level, Ryo will dash a greater distance at the beginning.

Level 1: 11 Hits Level 2: 12 Hits Level 3: 15 Hits

[Victory Quotes]

(LP) - I can deal with any opponents with my Kyokugen style!

(HP) - Here's a hint on how to beat me, 'WATCH MY HANDS'!

(LK) - People call me the 'Invincible Dragon'!

(HK) - I can never lose! After all, I must live up to my impressive reputation!

(LP+HP) - Osu!

(LK+HK) - Come on! Let's have another fight! I'm not tired yet!!

(LP+LK) - Don't hesitate to try and fight me again!
(HP+HK) - I will spread my style all over the world!!

+-----+

- Kim -

First Appearance: Fatal Fury 2

[Normal Attacks]

Jab: LP

Roundhouse Kick: HP

Front Snap Kick: LK

Advancing Thrust Kick: HK

Axe Kick: F+HK

[Crouch Attacks]

Jab: LP

High Kick: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Upside-Down Kick: HP

High Kick: LK

Downward Thrust: HK

[Close Attacks]

Double Kick: HP

Face Kick: LK

[Throws]

Shoulder Toss: F/B+HP

Three-Kick Combo: F/B+HK

[Special Moves]

Reverse Stance: (After Advancing Thrust Kick or Axe Kick) Hold HK

-Kim will go into an alternate immobile stance by holding HK. He will perform an advancing thrust kick, then remain with his back towards the screen until HK is released, or one of these attacks is performed:

[]Low Slash Kick: LP

-Kim will perform a very quick low kick.

[]Axe Kick: HP

-Kim will perform a low-hitting axe kick.

[]Backdoor Head Kick: LK

-Kim will perform a high kick that knocks down opponents.

Crescent Moon Slice: QCB+Kick

-Kim will somersault forward and land with a splits kick, hitting twice up close as he brings his legs down. HK travels farther across the screen than LK.

Flying Kick (air): QCF+Kick

-Kim dives down-forward feet-first, attempting to make contact with his opponent. If he does, he will alternate kicks between his feet. HK hits quicker and more times than LK, as well as travels farther out.

Flying Slice: CD,U+Kick

-Kim will leap straight up and somersault backwards with his leg out, for a slicing flash kick. HK travels higher than LK, and can add a second hit by pressing Down+HK after the first kick.

Spirit of Conquest Kick: D,D+Kick

-Kim will perform a very short-range stomp kick that hits low. If done with HK, holding HK afterwards will put Kim in Reverse Stance, seen above.

[Super Combos]

Phoenix Flattener: QCB,DB,F+Kick

-Kim will dash forward and try to make contact with his opponent, then unleash a barrage of kicks finished by a Koho rising uppercut. With each Level, Kim will dash a greater distance at the beginning and add a wider variety of kicks to the barrage.

Level 1: 14 Hits

Level 2: 16 Hits

Level 3: 17 Hits

Super Phoenix Kick (air): QCF,HCB+Kick

-A more powerful variation of the Flying Kick, Kim will dive at his opponent and then unleash a series of rapid somersault kicks finished with mid-air roundhouse kicks.

Level 1: 7 Hits

Level 2: 9 Hits

Level 3: 11 Hits

[Victory Quotes]

(LP) - Didn't you realize how amazing Taekwondo was?

(HP) - Your lack of justice is only one of your many flaws...

(LK) - You've got guts to be a fighter! But do you have the means?

(HK) - Justice will prevail every time!

(LP+HP) - I am the wolf and you are the sheep!

(LK+HK) - We are the future!

(LP+LK) - Taekwondo is the sport of kings!

(HP+HK) - Training is the best exercise for a perfect body and mind.

+-----+

- Raiden -

First Appearance: Fatal Fury

[Normal Attacks]

Backhand Slap: LP

Downward Straight: HP

Front Kick: LK

Dropkick: HK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Short Kick: LK

Sweep Kick: HK

Stomp Kick: DF+HK

[Air Attacks]

Palm Jab: LP

Two-Hand Chop: HP

Low Boot: LK

Dropkick: HK

[Close Attacks]

Elbow Drop: HP

Giant Knee: LK

[Throws]

Piledriver: F/B+HP

*Strangle Hold: F/B+HK

[Special Moves]

Giant Bomb: CB,F+Punch

-Raiden will hunch forward, then perform a tackle forward. He can be attacked while in the hunched position, and HP will ram farther than LP.

Poison Spray: HCB+Punch

-Raiden will quickly put something in his mouth, then spray a cloud of poison in front of him. HP keeps the cloud out longer than LP.

Super Drop Kick: Charge Kick, release

-Raiden jumps forward and kicks with both legs while falling to the ground. The longer the charge, the slightly longer the kick travels.

Thunder Crush Bomb (throw): 360 Motion+Kick

-Raiden will lift up his opponent and powerbomb them into the ground, then leap into the air and toss them at the ground. This attack must be performed up close, and cannot be blocked.

Raiden Combination - Body Blow: B,D,DB+Punch

-Raiden will dash forward and punch his opponent's stomach. This attack can be chained to two other moves:

[]Headbutt: QCB+Punch

-Raiden will dash forward another step and strike downward with his head.

[]Front Suplex (throw): QCB+Kick

-Raiden will grab his opponent, then twist and slam them behind him.
This attack must be very close to the opponent to connect, and cannot be blocked.

[Super Combos]

Destruction Drop (throw): 720° Motion+Kick

-A more powerful variation of the Thunder Crush Bomb, Raiden will grab his opponent and powerbomb them multiple times, then leap into the air and bring them down with his elbow. This attack must be performed up close and cannot be blocked.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

Flame Breath: HCB,HCB+Punch

-A more powerful variation of the Poison Spray, Raiden will spit a cloud of fire in front of him that lasts longer than a Poison Spray. This attack will hit multiple times up close.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

[Victory Quotes]

(LP) - My body is as solid as Ayres Rock!
(HP) - See... Wrestling is NOT fake!
(LK) - Stop crying weakling! I didn't even break a sweat!
(HK) - Didn't you know that wrestling is the most fantastic sport in the world?!

(LP+HP) - That was as easy as one, two, three!!
(LK+HK) - I am Raiden! I am the true champion of the professional wrestling world!
(LP+LK) - What's the matter wimp?! Don't you like it when I crush your bones?!
 Ha! Ha! Ha!
(HP+HK) - Can you hear the billions... and billions of Raiden fans out there?!

[Tier 3]

- Yamazaki - First Appearance: Fatal Fury 3 - Road to the Final Victory

[Normal Attacks]

Jab: LP
Downward Stab: F+LP
Downward Straight: HP
Front Kick: LK
Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
Upper Backhand: HP
Short Kick: LK
Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
Uppercut: HP
Downward Kick (up): LK
Side Kick (side): LK
Roundhouse Kick (up): HK
Heel Kick (side): HK

[Close Attacks]

Body Jab: LP
Uppercut: HP
Ankle Kick: LK
Double Kick: HK

[Throws]

Face Plant: F/B+HP
Toss Aside: F/B+HK

[Special Moves]

Hydra's Judgement: F,D,DF+Punch

-Yamazaki will dash forward and slash with his knife. Using HP will add a

slower dash with a knife stab after the slash.

Serpent Slash Upper: QCB+LP (charge LP)

-Yamazaki will slash his arm upward with an extended reach. Charging LP will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent Slash Middle: QCB+HP (charge HP)

-Yamazaki will slash his arm forward with an extended reach. Charging HP will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent Slash Lower: QCB+LK (charge LK)

-Yamazaki will slash his arm downward with an extended reach. Charging LK will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent's Feint: (While charging any Serpent Slash) HK

-Yamazaki will cancel his Serpent Slash and taunt his opponent.

Taunt & Counter: HCF+Kick

-Yamazaki will wiggle his tongue at his opponent and taunt them. If he is hit by any high or mid-level attack during his taunt, he will counterattack with a spiralling uppercut. Yamazaki can be hit low during this attack.

Double Return: QCF+Punch

-Yamazaki will perform a slow uppercut, which can hit opponents if used very close. This attack can be used to cancel projectiles thrown at Yamazaki, and send a large, red fireball back at the thrower.

Poison Tentacles: B,D,DB+Punch (charge)

-Yamazaki will charge a flame in his hand, then dash forward and punch with it. This attack can be delayed and have the range extended by holding a Punch button. After 6 seconds of charging, Yamazaki will automatically punch.

Flight of Tempering: F,D,DF+Kick

-Yamazaki will axe kick and create a small cloud of dust upon hitting the ground with his foot. The dust cannot hit opponents, though, making this a close-range attack.

[Super Combos]

Guillotine: F,B,DB,D,DF+Punch

-Yamazaki will leap forward with an uppercut, then bring his hand down and try to catch his opponent. If he does, he will drag them along the ground for several hits and launch them into the air. If done up close, the uppercut will launch the opponent into the air and Yamazaki will automatically grab them on the way down. Level 3 adds a flurry of kicks at the end of the attack.

Level 1: 8 Hits Level 2: 10 Hits Level 3: 13 Hits

Drill (throw): 360° Motion+Punch (Punch rapidly)

-Yamazaki will grab his opponent and uppercut them into the air, then clutch his hand in front of him to charge for his next move. Each Level has four results depending on how many times the Punch buttons are pressed, which can be measured by how far Yamazaki lowers his hand while charging. This attack must be done up close and cannot be blocked.

(Level 1) 0-4 times:	Backfist Frenzy	(5 Hits)
5-10 times:	Kick Frenzy & Drill	(7 Hits)
11-15 times:	Headbutt Frenzy & Drill	(7 Hits)
16+ times:	Serpent Slash Frenzy & Drill	(8 Hits)

(Level 2) 0-4 times: Kick Frenzy & Drill (6 Hits)
 5-10 times: Combo Frenzy & Drill (8 Hits)
 11-15 times: Face Plant Frenzy & Drill (7 Hits)
 16+ times: Serpent Slash Frenzy & Drill (11 Hits)

(Level 3) 0-4 times: Kick Frenzy & Drill (6 Hits)
 5-10 times: Flaming Headbutt Frenzy & Drill (8 Hits)
 11-15 times: Stomp Kick Frenzy & Drill (9 Hits)
 16+ times: Serpent Slash Frenzy & Drill (14 Hits)

[Victory Quotes]

(LP) - What!? Was I fighting unfairly? Do you think I really care about that?!

(HP) - Hey, wait! You can't quit yet!! I still have more for you!

(LK) - Look at my shoes! They got dirty! Lick them! I said lick my shoes clean!!

(HK) - You had better apologize to me for being so weak! Or else!!

(LP+HP) - You won't understand how stupid you are until I beat it into you!

(LK+HK) - Heck! Did I frighten you too much or what?!

(LP+LK) - Ha ha ha! You look better now than you did before!

(HP+HK) - What!? What makes you believe I will forgive you if you apologize?

+-----+

- Rugal - First Appearance: The King of Fighters '94

[Normal Attacks]	[Crouch Attacks]	[Air Attacks]
Chop: LP	Chop: LP	Elbow Drop: LP
Hook Punch: HP	Backhand: HP	Downward Stab: HP
Shin Kick: LK	Short Kick: LK	Flying Knee: LK
High Roundhouse: HK	Trip Kick: HK	Downward Thrust Kick: HK

[Close Attacks]	[Throws]
Backhand Slice: HP	Energy Drain: F/B+HP
Ankle Kick: LK	Toss Aside: F/B+HK
Backdoor Roundhouse: HK	

[Special Moves]

Wind Slice: QCF+Punch

-Rugal tosses a wave of energy along the ground and across the screen. HP sends the wave faster than LP.

Kaiser Wave: F,HCF+Punch (charge Punch)

-Rugal sends a huge fireball across the screen. This can be charged to increase the number of hits it deals by holding Punch. The farther Rugal bends back while charging, the more hits it will deal up to a total of three.

Super Press: HCB+Punch

-Rugal will dash forward and try to grab his opponent. If this is successful, he will drag them to the very edge of the screen and slam them against it. Using LP will travel most of the screen, while HP will continue dashing until Rugal makes contact with his opponent.

Dark Barrier: HCF+Kick

-Rugal creating a glowing spiral shield in front of him that can reflect projectiles back at their thrower. This can also be used to hit an opponent

Gale Slash (air): QCB+Punch

-Geese tosses a downward fireball while in mid-jump. This attack will push Geese slightly back and up into the air. HP makes the fireball travel faster than LP.

Upper Body Blow: HCB+LP

-Geese will attempt to counter an opponent's high attack. If he is successful, he will flip them over his shoulder and slam them into the ground.

Middle Body Blow: HCB+HP

-Geese will attempt to counter an opponent's mid-level attack. If he is successful, he will lift them above his head and slam them into the ground.

Lower Body Blow: HCB+LK

-Geese will attempt to counter an opponent's low attack. If he is successful, he will flip them into the air and hit them with a dual palm strike.

[Super Combos]

Raising Storm: DB,HCB,DF+Punch

-Geese will strike the ground with both palms and create many columns of energy around him. These will hit opponents multiple times up close, but the controller motion is tricky.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Deadly Rave: HCB,F+LK (LP,LP,LK,LK,HP,HP,HK,HK,QCB+HP)

(LV3 & MAX)

-Geese will dash across the screen after performing the (HCB,F+LK) motion.

When he hits his opponent, press the button combination as listed for a large series of punches and kicks finished with an energy blast. The button sequence looks intimidating, but it is really just hitting every button twice in a row. If all the hits land, this attack will deal nearly half a Vitality Gauge of damage.

Level 3: 10 Hits

[Victory Quotes]

(LP) - Everyone must suffer!!

(HP) - Oh, are you begging me for your life? Too little, and much too late.

(LK) - Pride means nothing to one such as I...

(HK) - Not bad.. You could work for me if you could stand up!

(LP+HP) - Another insignificant bug that needed to be stepped on...

(LK+HK) - Yabo!!

(LP+LK) - How dare you even think that you are on my level of skill! Now suffer!!

(HP+HK) - You don't have the courage to challenge me again, do you? Ha ha ha!

[VII] (Capcom EX Characters)

[Tier 1]

[Normal Attacks]
Jab: LP
Straight: HP
Shin Kick: LK
Flower Kick: B+LK
Roundhouse Kick: HK

[Crouch Attacks]
Low Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK

[Air Attacks]
Dropping Palm: LP
Downward Smash: HP
Flying Thrust: LK
Downward Thrust: HK

[Close Attacks]
Upward Smash: HP
High Kick: HK

[Throws]
*Strangle & Elbow: F/B+HP
Kick Off: F/B+HK

[Special Moves]

Hadouken: QCF+Punch (Punch rapidly)

-Sakura will throw a fireball that will disintegrate after travelling most of the screen. Pressing Punch rapidly before Sakura throws the fireball will increase the size of the projectile, but decrease the distance it travels before fading.

Shououken: F,D,DF+Punch

-Sakura will run forward and uppercut into the air. The dash is longer and hits opponents multiple times if using HP.

Shunpukyaku: QCB+Kick (air)

-Sakura will perform a spinning kick that arcs slightly upward before returning to the ground. This knock an opponent down with one hit, and can also be done in the air at an arc corresponding to Sakura's jump.

[Super Combos]

Midarezakura: QCF,QCF+Kick

-A more powerful version of the Shououken, Sakura will perform multiple uppercuts in a row.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 9 Hits

Shinku Hadouken: QCF,QCF+Punch

-A more powerful variation of the Hadoushou, Sakura throws a large blue fireball across the screen which dissipates and loses hits as it travels. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Haruichiban: QCB,QCB+Kick

-A more powerful variation of the Shunpukyaku, Sakura spins forward with a series of low kicks, ending with a high kick. This attack must be blocked low.

Level 1: 5 Hits Level 2: 6 Hits Level 3: 7 Hits

+-----+
- Cammy -

[Normal Attacks]
Jab: LP
Backfist: HP
Face Kick: LK
Handstand Roundhouse: HK

[Crouch Attacks]
Low Jab: LP
Low Straight: HP
Uppercut: DF+HP
Short Kick: LK
Low Thrust: DB+HK
Double Leg Sweep: HK

[Air Attacks]
Dropping Jab: LP
Flying Straight: HP
Flying Thrust: LK
Flying Roundhouse: HK

[Close Attacks]	[Throws]
Elbow Jab: LP	Suplex: F/B+HP
Double Arm Smash: HP	Frankensteiner: F/B+HK
Knee Strike: LK	Shoulder Toss (air): (any direction but Up)+HP
Handstand Kick: HK	Air Steiner (air): (any direction but Up)+HK

[Special Moves]

Cannon Spike: F,D,DF+Kick

-Cammy performs a rising kick, which is very useful against air attackers.
Using HK travels much higher and farther than LK.

Hooligan Combination: DB,D,DF,F,UF+Punch

-Cammy will roll into a ball and jump forward. This can be followed by any of these attacks:

[]Fatal Leg Twister: (any direction but Up)+Punch (near head)

-Cammy performs a Frankensteiner throw attack. Perform the motion when Cammy is near her opponent's head.

[]Cross Scissors Pressure: (any direction but Up)+Punch (near body)

-Cammy will grab her opponent and spin them into the air, then land on them with a stomp. Perform the motion when Cammy is near her opponent's body.

[]Razor Edge Slicer: Neutral

-Cammy will perform a sliding kick upon hitting the ground if nothing is done during the Hooligan Combination roll.

[]Cannon Strike: Kick

-Cammy will perform a diving kick forward while in mid-jump. HK will travel a bit farther out than LK.

Cannon Strike (air): QCB+Kick

-Cammy will perform a diving kick forward while in mid-jump. HK will travel a bit farther out than LK.

[Super Combos]

Spin Drive Smasher: QCF,D,DF+Kick

-Cammy will perform a multi-hitting Spiral Arrow, followed by a multi-hitting Cannon Spike.

Level 1: 6 Hits Level 2: 7 Hits Level 3: 9 Hits

Reverse Shaft Breaker: QCB,QCB+Kick (Kick rapidly)

-A more powerful variation of the Cannon Spike that sends Cammy straight up into the air. Pressing Kick buttons as she rises will inflict more hits and damage. Each Level will make the kick go higher into the air.

Level 1: 9 Hits Level 2: 10 Hits Level 3: 13 Hits

+-----+

- Dhalsim -

[Normal Attacks]	[Crouch Attacks]	[Air Attacks]
Poke Chop: LP	Stretch Jab: LP	Stretch Jab (up): LP
Stretch Punch: HP	Stretch Straight: HP	Down Jab (side): LP
Dual Stretch Punch: F+HP	Short Slide: LK	Stretch Down Punch: HP
Low Stretch Kick: LK	Slide Kick: HK	Yoga Mummy: D+HP

High Stretch Kick: HK
Stretch Roundhouse: F+HK

Stretch Thrust Kick: LK
Yoga Spear Forward: D+LK
Stretch Roundhouse: HK
Yoga Spear Down: D+HK
Floating Taunt: Start+LK

[Close Attacks]

Overhead Chop: LP
Double Headbutt: HP
Short Kick: LK
High Knee: HK
Short Kick: DB+LK
Sweep Kick: DB+HK

[Throws]

*Yoga Noogie: F/B+HP
Yoga Throw: F/B+HK

[Special Moves]

Yoga Fire: QCF+Punch

-Dhalsim will spit a fireball across the screen. LP will make the projectile travel slower and will not knock the opponent over, while HP is faster and knocks the opponent down.

Yoga Flame: HCF+Punch

-Dhalsim spits out a close range fire that is much larger than a Yoga Fire. Using HP keeps the blast out longer than LP.

Yoga Blast: HCB+Kick

-Dhalsim spits out a close range fire into the air at an angle. Using HK keeps the blast out longer than LK.

Yoga Teleport: F,D,DF or B,D,DB + (LP+HP or LK+HK)

-Dhalsim will teleport either forward or backward, depending if (F,D,DF) or (B,D,DB) is used. Using (LP+HP) will teleport Dhalsim halfway across the screen, while (LK+HK) travels all the way across. Dhalsim cannot be attacked while he is teleporting.

[Super Combos]

Yoga Tempest: HCF,HCF+Punch

-A more powerful multi-hitting version of the Yoga Flame, Dhalsim will spit out a close range fire that hits multiple times up close.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

+-----+

- Blanka -

[Normal Attacks]

Chop: LP
Scoop Scratch: HP
Headbutt: B+HP
Short Kick: LK
Backflip Kick: HK

[Crouch Attacks]

Low Scratch: LP
Reaching Uppercut: HP
Back Slide: DF+HP
Short Kick: LK
Back Sweep: HK
Roundhouse: DB+HK

[Air Attacks]

Scratch: LP
Fierce Scratch (up): HP
Scoop Scratch (side): HP
High Kick (up): LK
Down Thrust (side): LK
Double Foot Kick: HK

[Close Attacks]

Slap: LP
Double Knee: LK

[Throws]

*Grab & Bite: F/B+HP
Rolling Toss: F/B+HK

[Special Moves]

Electric Thunder: Punch rapidly

-Blanka will hunch down and create an blast of electricity around himself.

Blanka will keep the electricity pulsating as long as a Punch button is being pressed rapidly.

Rolling Attack: CB,F+Punch

-Blanka will roll into a ball and fly forward. LP travels halfway across the screen, HP travels the whole screen. If this attack is blocked, Blanka will roll back into the air for a second, leaving him open for a counterattack.

Surprise Forward: F+LK+RK

-Blanka bears his teeth and dashes forward. He can still be hit during this move, but he can travel through opponents if done close enough.

Surprise Back: B+LK+RK

-Blanka bugs out his eyes and dashes back. He can still be hit during this move.

[Super Combos]

Ground Shave Rolling: CB,F,B,F+Punch (charge Punch)

-Blanka rolls into a ball and spin forward along the ground to hit his opponent multiple times. Holding Punch will make Blanka spin in place, and he will roll forward when the button is released or after a couple seconds. Eave Level causes Blanka to roll farther across the screen.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 4 Hits

[Tier 2]

- Ken -

[Normal Attacks]

Jab: LP
Straight Punch: HP
High Snap Kick: LK
Axe Kick: F+LK
Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK
Extended Kick: DB+HK

[Air Attacks]

Dropping Jab: LP
Downward Straight: HP
Air High Kick (up): LK
Knee Drop (side): LK
Air Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP
Uppercut: HP
Shin Kick: LK

[Throws]

Shoulder Toss: F/B+HP
Rolling Leg Toss: F/B+HK
Air Leg Toss (air): (any direction but Up)+HK

[Special Moves]

Hadouken: QCF+Punch

-Ken throws a blue fireball that travels horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Shouryuken: F,D,DF+Punch

-Ken will rise into the air with an uppercut. Using HP will make the attack travel higher into the air. Using LP will make the uppercut travel higher into the air, as well as set Ken's arm on fire for multiple hits up close.

Tatsumaki Senpukyaku: QCB+Kick (air)

-Ken will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. Using HK will spin five times and LK will spin twice, and the kick will continue

to hit an opponent with each spin for minimal damage.

Front Rolling Move: QCB+Punch

-Ken will roll forward, and can pass through his opponent if close enough to them. He can still be hit during this move, so it is safer to perform a Backlash.

Nataotoshi Kick: F,DF,D+Kick

-Ken performs a quick inside roundhouse that attacks high.

Kamabarai Kick: QCF+Kick

-Ken performs a quick outdoor roundhouse that attacks high.

Oosotomawashi Kick: HCF+Kick

-Ken performs a high roundhouse kick that knocks down the opponent when hit.

Inazuma Kakato Kick: (during Nataotoshi/Kamabarai/Oosotomawashi Kick) hold Kick

-Ken will perform a second axe kick after any of the above listed kicks by holding any Kick button during the attack.

[Super Combos]

Shouryureppa: QCF,QCF+Punch

-A more powerful version of the Shouryuken, Ken performs the attack twice in a row rapidly. At Level 3, Ken performs three Shouryukens, the last one flaming.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 7 Hits

+-----+

- Chun-Li -

[Normal Attacks]

Slap: LP
Straight Punch: HP
Thrust Kick: LK
Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP
Low Straight: HP
Short Kick: LK
Flip Neck Breaker: DF+LK
Leg Sweep: DB+HK
Handstand Sweep Kick: HK

[Air Attacks]

Dropping Jab: LP
Downward Straight: HP
High Kick (up): LK
Thrust Kick (side): LK
Backflip Kick (up): HK
Double Kick (side): HK
Stomp Kick: D+HK

[Close Attacks]

Stomach Shove: HP
High Kick: HK

[Throws]

Ground Slam: F/B+HP
Head Kick: F/B+HK
Ground Slam (air): (any direction but Up)+HP

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)

-Chun-Li can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Hyakuretsukyaku: Kick rapidly

-Chun-Li will kick rapidly in front of her, covering a wide radius. Tapping LK will kick slower than HK, and Chun-Li will continue the attack until the button-pressing stops.

Spinning Bird Kick: CD,U+Kick (air)

-Chun-Li will flip upside-down and spin forward with her legs split apart. Using HK will travel farther than LK, and can hit twice when performed up close. To perform an arcing version of the attack, charge Down, then jump

into the air in any direction and press a Kick button as Chun-Li is rising.

[Super Combos]

Senretsukyaku: CB,F,B,F+Kick

-A more powerful variation of the Hyakuretsukyaku, Chun-Li will dash forward with a series of normal kicks ending with a Hyakuretsukyaku.

Level 1: 5 Hits Level 2: 6 Hit Level 3: 7 Hits

Spinning Hornet Kick: CDB,DF,DB,UF+Kick

-A more powerful variation of the Spinning Bird Kick, Chun-Li will flip upside down and spin slightly upward with her legs split apart, hitting rapidly.

Level 1: 6 Hits Level 2: 7 Hit Level 3: 15 Hits

+-----+

- Guile -

[Normal Attacks]

Jab: LP
Straight Punch: HP
Spinning Backfist: F+HP
Shin Kick: LK
Lunging Kick: HK

[Crouch Attacks]

Low Jab: LP
Uppercut: HP
Straight Punch: DB+HP
Short Roundhouse: LK
Roundhouse: HK
Double Leg Sweep: DF+HK

[Air Attacks]

Dropping Jab: LP
Down Straight (up): HP
Flying Chop (side): LK
High Kick (up): LK
Knee Drop (side): LK
Roundhouse: HK

[Close Attacks]

Uppercut: HP
High Kick: HK

[Throws]

Shoulder Toss: F/B+HP
Suplex: F/B+HK
Ground Slam (air): (any direction but Up)+HP
Backbreaker (air): (any direction but Up)+HK

[Special Moves]

Sonic Boom: CB,F+Punch

-Guile tosses a twisting wave of energy horizontally across the screen. Using HP will make the projectile travel quicker than LP.

Somersault Kick: CD,U+Kick

-Guile will leap into the air and somersault backwards while kicking, creating a large wave. HK travels higher than LK, and the attack will knock down an opponent when hit.

[Super Combos]

Somersault Strike: CDB,DF,DB,UF+Kick

-A more powerful version of the Somersault Kick that performs the attack twice in a row, hitting multiple times. At Level 3, this attack will perform three Somersault Kicks.

Level 1: 6 Hits Level 2: 8 Hits Level 3: 10 Hits

+-----+

- Zangief -

[Normal Attacks]

Overhead Chop: LP
Smash Punch: HP
Shin Kick: LK
Drop Kick: HK

[Crouch Attacks]

Chop: LP
Smash Punch: HP
Short Kick: LK
Long Leg Trip: HK

[Air Attacks]

Straight Chop: LP
Down Straight (up): HP
Headbutt (up): U+HP
Flat Straight (side): HP

Body Splash (side): D+HP

[Close Attacks]

Backhand Chop: HP

High Kick: HK

[Throws]

Piledriver: F+HP

Suplex: B+HP

*Head Bite: F/B+HK

Drop Kick: LK

Flip Drop Kick: HK

[Special Moves]

Double Lariat: LP+HP

-Zangief will spin around twice with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time.

High Speed Double Lariat: LK+HK

-Zangief will quickly spin around once with his arms out, knocking down opponents that he hits. Zangief will pass through oncoming attacks if performed at the right time, and cannot be hit low during this attack.

Screw Piledriver (throw): 360° motion+Punch

-Zangief spins with his opponent into the air and descends with a piledriver. This attack must be done very close to the opponent, and cannot be blocked. Using HP spins higher than LP and inflicts slightly more damage.

[Super Combos]

Final Atomic Buster (throw): 720° motion+Punch

-This is a more powerful variation of both the Atomic Suplex and Screw Piledriver, and must be performed right next to an opponent. Zangief will do a series of suplexes, followed by a series of spinning piledrivers.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits

+-----+

- E. Honda -

[Normal Attacks]

Forward Slap: LP

Overhead Chop: HP

Fierce Slap: F/B+HP

Short Kick: LK

Leg Sweep: F/B+HK

High Roundhouse: HK

[Crouch Attacks]

Forward Slap: LP

Arm Sweep: HP

Fierce Slap: DB+HP

Short Kick: LK

Leg Sweep: HK

Thrust Kick: DB+HK

[Air Attacks]

Downward Slap: LP

Arm Swipe: HP

Butt Drop: LK

Thrust Kick: HK

Body Splash: D+HK

[Close Attacks]

(None)

[Throws]

*Bear Hug: F/B+HP

Body Toss: F/B+HK

[Special Moves]

Hyakuretsu Harite: Punch rapidly

-E. Honda will slap furiously in front of himself, making his arms appear as blurs. Pressing LP rapidly will continue to slap until the button is neutral, and E. Honda can move forward or back while attacking. Pressing HP rapidly will make E. Honda perform a quick flurry of slaps, and he can be moved slightly forward or back while doing so.

Super Zutsuki: CB,F+Punch

-E. Honda will shoot himself across the screen with a quick headbutt. Using LP will propel Honda a couple steps, while HP will propel him across the length of the entire screen.

Super Hyakkan Otoshi: CD,U+Kick

-E. Honda will leap into the air with a Body Splash motion, then drop straight down with a Butt Drop attack. Using HK will leap higher than LK, but it will not hit while leaping into the air.

[Super Combos]

Onimusou: CB,F,B,F+Punch

-A more powerful variation of the Super Zutsuki that will perform multiple headbutts in a row. At Level 3, Honda will add a Hyakuretsu Harite attack at the end.

Level 1: 3 Hits

Level 2: 5 Hits

Level 3: 10 Hits

+-----+
- Balrog -

[Normal Attacks]

Jab: LP

Straight Smash: HP

Elbow Jab: LK

Hook Punch: HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Fierce Straight: DB+HP

Straight: LK

Hook Trip Punch: HK

Low Straight: DB+HK

[Air Attacks]

Downward Jab (up): LP

Short Hook (side): LP

Fierce Hook (up): HP

Low Straight (side): HP

Downward Jab: LK

Low Straight: HK

[Close Attacks]

Uppercut: HP

Body Blow: HK

[Throws]

Gut Punch: F/B+HP

*Headbutt: F/B+HK

[Special Moves]

Dash Straight: CB,F+Punch

-Balrog will dash forward and punch straight out with great reach. Using LP will dash one step, while HP will dash across the entire screen and knock an opponent down.

Dash Uppercut: CB,F+Kick

-Balrog will dash forward and uppercut at his opponent's head. Using LK will dash one step, while HK will dash across the entire screen.

Turn Punch: Charge any button, release

-Balrog will accumulate power for this punch as long as an attack button is being held down. At any moment on the ground, release the button and Balrog will slightly slide forward with a turning punch. The power of the punch and the distance of the dash depend on how long the button is charged.

Final Punch: Charge any button for 60 seconds, release

-Balrog's fully-charged Turn Punch for 60 seconds or more, this attack will deal nearly half a Vitality Gauge of damage.

[Super Combos]

Crazy Buffalo: CB,F,B,F+Punch (Press Punch or Kick)

-A more powerful variation of the Dash Straight and Uppercut, this will punch many times in rapid succession. The punches are by default all Straights, but holding a Kick button during the attack will turn them all into Uppercuts.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

[Tier 3]

- Vega -

[Normal Attacks]

Claw Jab: LP
Lunging Claw Stab: HP
Knee Strike: LK
Low Kick: B+LK
Hopping Axe Kick: HK

[Crouch Attacks]

Claw Jab: LP
Claw Stab: HP
Short Kick: LK
Slide Kick: HK
Leg Sweep: DB+HK

[Air Attacks]

Straight Chop: LP
Down Claw Stab: HP
Down Thrust Kick: LK
Backdoor Roundhouse: HK

[Close Attacks]

(None)

[Throws]

Suplex: F/B+HP
Leg Flip: F/B+HK
Claw Toss (air): (any direction but Up)+HP
Air Leg Flip (air): (any direction but Up)+HK

(Note: If he is hit repeatedly, Vega will drop his claw, then eventually his mask. To retrieve them, have Vega walk over them. Vega will also regain his mask and claw between rounds.)

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)
-Vega can perform a second jump in mid-air by pushing off the side of the screen if he is close enough to it.

Rolling Crystal Flash: CB,F+Punch

-Vega will roll forward and finish with an upper claw stab. LP will roll once, while HP will roll three times.

Sky High Claw: CD,U+Punch (Punch)

-Vega will leap back and push himself off the wall, claw first. Pressing a Punch button during the attack will stretch out Vega's arm for a slightly longer range. Using LP will travel across the upper half of the screen, while HP will travel along the bottom. Vega will always try to jump to the wall behind him for this attack, but pressing (UF) instead of (U) will make him leap to the opposite wall and perform the attack.

Wall Leap: CD,U+Kick

-Vega will leap back and push himself off the side of the screen towards his opponent. Vega will always leap to whichever side of the screen he is closest to, unless (UF) or (UB) is used at the end of the motion. After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The following attacks can be used after the Wall Leap:

[]Flying Barcelona Attack: Punch

-Vega will slash his arms out below him, hitting opponents both sides, but not directly below him.

[]Izuna Drop (throw): (any direction but Up)+Punch

-Vega will grab them and perform a powerful suplex. This can only be done if Vega is very close to his opponent.

Scarlet Terror: CDB,F+Kick

-A backflip kick that moves slightly forward. HK hits twice up close, and goes

a bit higher than LK.

Back Slash: LP+HP

-Vega will backflip onto his hands, then flip back again onto his feet. This is an evasive move, and Vega cannot be hit while performing it.

Short Back Slash: LK+HK

-Vega will quickly backflip onto his feet. This evasive move is like the Back Slash except quicker, and Vega cannot be hit while performing it.

[Super Combos]

Super Wall Leap: CDB,DF,DB,UF+Kick

-This starts out as a normal Wall Leap, as Vega will leap forward and push himself off the side of the screen towards his opponent. Vega will always leap towards the opposite side of the screen, unless (UB) is used at the end of the motion instead of (UF). After Vega has pushed off the wall, hold Left or Right to slightly move him in the air. The Super Wall Leap itself will not deplete Vega's Super Combo Gauge; only performing the Rolling Izuna Drop afterwards will. Also, the Flying Barcelona Attack cannot be used during the Super Wall Leap.

[Rolling Izuna Drop (throw): (any direction but Up)+Punch

-This is a more powerful version of the Izuna Drop that will perform multiple suplexes in a row.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits

+-----+

- Sagat -

[Normal Attacks]

Elbow Jab: LP

Lunging Straight: HP

Low Roundhouse: LK

Mid Roundhouse: HK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Straight Jab: LP

Straight Punch: HP

Knee Drop: LK

Roundhouse Kick: HK

[Close Attacks]

Body Blow: HP

High Roundhouse: HK

[Throws]

Overhead Toss: F/B+HP

*Knee Bash: F/B+HK

[Special Moves]

Tiger Shot: QCF+Punch

-Sagat throws a blue fireball that travels high horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Ground Tiger Shot: QCF+Kick

-Sagat throws a blue fireball that travels low horizontally across the screen. Using LK makes the projectile travel slower than HK does.

Tiger Crush: QCF,UF+Kick

-Sagat will perform a leaping knee attack that sends him into the air. Using HK travels slightly higher than LK, and this attack can hit twice up close.

Tiger Uppercut: F,D,DF+Punch

-Sagat leaps into the air with a rising uppercut that only hits once. Using HP will make the uppercut travel higher into the air.

[Super Combos]

Tiger Cannon: QCF,QCF+Punch

-A more powerful version of the Tiger Cannon, Sagat will throw a high, multi-hitting blue fireball across the screen. At Level 3, the projectile will flame the opponent. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

Ground Tiger Cannon: QCF,QCF+Kick

-A more powerful version of the Ground Tiger Cannon, Sagat will throw a low, multi-hitting blue fireball across the screen. At Level 3, the projectile will flame the opponent. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 4 Hits Level 2: 5 Hits Level 3: 6 Hits

+-----+

- M. Bison -

[Normal Attacks]

Psycho Jab: LP
Psycho Uppercut: HP
Knee Jab: LK
Roundhouse Kick: HK

[Crouch Attacks]

Psycho Jab: LP
Psycho Straight: HP
Short Kick: LK
Slide Kick: HK

[Air Attacks]

Psycho Jab (up): LP
Psycho Punch (side): LP
Down Straight (up): HP
Down Jab (side): HP
Short Kick (up): LK
Flying Knee (side): LK
Roundhouse Kick (up): HK
Thrust Kick (side): HK

[Close Attacks]

Psycho Gut Blow: HP
Indoor Roundhouse: HK

[Throws]

Shoulder Toss: F/B+HP
Leg Lift: F/B+HK

[Special Moves]

Psycho Crusher Attack: CB,F+Punch

-M. Bison will torpedo himself across the screen head-first, his body charged with Psycho Energy. Using LP will travel halfway across the screen, while HP will travel all the way across.

Double Knee Press: CB,F+Kick

-A somersault forward which hits twice as M. Bison brings his legs down. LK travels farther than HK.

Head Press: CD,U+Kick

-M. Bison will leap and stomp on his opponent's head, then jump off. After the stomp, use Left and Right to control Bison's descent and perform a second attack:

[]Somersault Skull Driver: Punch

-M. Bison will punch forward with his hand charged with Psycho Energy.

Devil Reverse: CD,U+Punch (Punch)

-M. Bison will leap towards his opponent. Pressing any Punch button during the leap will make him stop in mid-jump spiral downward head-first and punch with his hand charged with Psycho Energy.

[Super Combos]

Knee Press Nightmare: CB,F,B,F+Kick

-A more powerful version of the Double Knee Press that performs the attack twice in a row. At Level 2, M. Bison will perform a slide kick at the end. At Level 3, he will finish by floating in the air and kicking his opponent several times.

(VIII) [SNK EX Characters]

[Tier 1]

- Yuri -

[Normal Attacks]

Jab: LP
 Hook Punch: HP
 High Kick: LK
 Hopping Butt Smack: F+LK
 Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
 Uppercut: HP
 Short Kick: LK
 Sweep Kick: HK

[Air Attacks]

Downward Jab: LP
 Overhead Smash Punch: HP
 Thrust Kick: LK
 Roundhouse Kick: HK

[Close Attacks]

Elbow Jab: LP
 Uppercut: HP
 Low Kick: LK
 Knee Smash: HK

[Throws]

Slap Uppercut: F/B+HP
 Leg Toss: F/B+HK
 Head Bomber (air): (any direction but Up)+HP

[Special Moves]

Tiger Flame Punch: QCF+Punch

-Yuri tosses a small red fireball across the screen. HP makes the fireball travel quicker than LP.

Saiha: QCB+Punch

-Yuri creates a shield of energy in front of her to stop opponents' projectiles. This can also be used to hit opponents up close. HP keeps the shield up longer than LP.

Rai Oh Ken: QCF+Kick

-Yuri will hop into the air and shoot a small red fireball downward at an angle. HK leaps slightly higher than LK and tosses the fireball quicker.

The 100 Blows: F,B,F+Punch

-Yuri will dash forward and try to grab her opponent, then slap then repeatedly. LP dashes a couple steps and slaps 9 times, while HP dashes almost the entire screen and slaps 11 times. Although this is a grab-type move, it can be blocked.

[Super Combos]

Haoh Shoh Koh Ken: F,HCF+Punch

-A much more powerful and effective variation of the Tiger Flame Punch, this attack sends a large projectile across the screen. Each Level will makes the fireball travel slightly faster. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Flying Phoenix Kick: F,B,HCb+Kick

-Yuri will run across the screen at her opponent. If she hits them, she will run up their front and kick them repeatedly. At Level 3, she will finish with a leaping overhead smash punch.

Level 1: 9 Hits

Level 2: 13 Hits

Level 3: 16 Hits

+-----+

- Vice-

[Normal Attacks]

Slap: LP

Straight Punch: HP

Quick Roundhouse: LK

Roundhouse Kick: HK

[Crouch Attacks]

Slap: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Slap: LP

Straight Punch: HP

Downward Thrust Kick: LK

Roundhouse Kick: HK

[Close Attacks]

Elbow Smash: HP

Knee Strike: LK

Axe Kick: HK

[Throws]

Face Rip: F/B+HP

Toss Aside: F/B+HK

[Special Moves]

Nail Bomb (throw): HCF+Punch

-Vice will pick up her opponent and slam them into the ground, creating a column of energy with a skull inside. This attack must be done up close and cannot be blocked.

Mayhem: QCB+Punch

-Vice slides forward with a shoulder ramming attack. Using LP will travel halfway across the screen, while HP will travel slightly farther.

Da Cide (throw): HCF+Kick

-Vice will whip her arm downward and try to catch her opponent's leg, then fling them over her shoulder. Using LK will grab in place, while HK will move Vice slightly forward while grabbing. This attack must be blocked low and will not hit when used up close.

Outrage: QCB+Kick

-Vice does a flurry of kicks that produce a multitude of sharp blades around a large radius in front of her. LK will perform the kick in place, while HK will do a small hop forward before kicking.

Rave Fest (air): QCB+Kick

-Vice does a flurry of kicks in the air that produce a multitude of sharp blades around a large radius in front of her. The kicks will arc according to when it was done during her jump.

Da Cide Slayer (throw): F,D,DF+Kick

-Vice will whip her arm upward and try to catch a jumping opponent, then pull them toward her and slam them into the ground. This cannot be blocked, although it will only hit an opponent who is jumping.

[Super Combos]

Negative Gain (throw): HCB,HCB+Kick

-Vice will backflip and grab her opponent with her legs, then backflip multiple times while slamming them into the ground. This attack must be done up close and cannot be blocked.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Withering Force (throw): QCF,QCF+Punch

-A more powerful variation of the Nail Bomb, Vice will somersault forward and attempt to grab her opponent. If she does grab them, she will pick them up and repeatedly slam them into the ground, then toss them into the air and slam them one last time. At Levels 2 and 3, the final slam creates a large column of energy with a skull in it. Each Level makes Vice somersault a bit further. This attack cannot be blocked.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

+-----+

- King -

[Normal Attacks]

Jab: LP

Straight Punch: HP

Front Kick: LK

High Roundhouse: HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

Back Slide Kick: DF+HK

[Air Attacks]

Jab: LP

Uppercut: HP

Flying Knee: LK

Downward Thrust Kick: HK

[Close Attacks]

Elbow Jab: LP

Uppercut: HP

Low Kick: LK

Double Kick: HK

[Throws]

Knee & Uppercut: F/B+HP

Leg Flip: F/B+HK

Knee Drop (air): (any direction but Up)+HP

[Special Moves]

Venom Strike: QCF+Kick

-King kicks a fireball across the screen. HK makes the projectile travel quicker than LK.

Moshu Kyaku: QCB+Kick

-King slides slightly forward and performs a flurry of kicks, finished with a roundhouse kick that knocks opponents down. Using LK kicks three times for five hits up close, while HK slides slightly farther and kicks four times for seven hits up close.

Stepping Double Knee Kicks: F,D,DF+Kick

-King leaps forward into the air with a rising knee attack. If she hits her opponent, she will perform a second knee attack. Using HK sends King slightly higher and farther out than LK.

Trap Shot: B,D,DB+Kick

-King backflips in place, which will suck the opponent in for a flurry of kicks if done up close. LK hits 6 times, while HK moves slightly forward while doing the backflip kick and hits 10 times.

[Super Combos]

Illusion Dance: QCF,HCB+Kick

-A more powerful variation of the Trap Shot, King will perform a Trap Shot backflip kick, then jumpkick forward. If the jumpkick hits, she will perform a flurry of punches and kicks finished by a Tornado Kick. The starting backflip kick does not count as a hit.

Level 1: 9 Hits

Level 2: 11 Hits

Level 3: 13 Hits

Double Strike: F,B,F,DF,D+Kick

-King will kick two fireballs across the screen. Each fireball deals half

the amount of hits listed below, and will knock the opponent back into the air. The fireballs can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 8 Hits

+-----+

- Benimaru -

[Normal Attacks]

Jab: LP

Straight Punch: HP

High Kick: LK

Hopping Roundhouse: HK

[Crouch Attacks]

Jab: LP

Downward Elbow: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Elbow Drop: LP

Spinning Uppercut: HP

Knee Drop: LK

Backdoor Roundhouse: HK

Drill Kick: D+HK

[Close Attacks]

Elbow Jab: LP

Fierce Elbow: HP

Low Kick: LK

Knee Strike: HK

[Throws]

Body Slam: F/B+HP

Knee Smash: F/B+HK

[Special Moves]

Lightning Fist: QCF+Punch

-Benimaru will punch forward and create a sphere of electricity. Using HP will keep the sphere out a bit longer than LP.

Lightning Fist (Anti-Air): F,D,DF+Punch

-Benimaru will punch upward at an angle and create a sphere of electricity. Using HP will keep the sphere out a bit longer than LP. This version of the Lightning Fist is more suited to attacking jumping opponents.

Shinku Katategoma: HCB+Kick

-Benimaru will spin himself around horizontally on one hand, hitting opponents multiple times. The final blow will knock the opponent down. Using LK will spin three times, while HK will spin five times.

Iaido Kick: QCF+Kick

-Benimaru performs a quick, blurred knee strike forward.

Benimaru Corridor Crunch (throw): HCB,F+Punch

-Benimaru grabs his opponent and summons a bolt of lightning to drain their Vitality Gauge. This attack must be done up close and cannot be blocked.

[Super Combos]

Blast Flash: QCF,QCF+Punch

-A more powerful version of the Lightning Fist with a larger radius that deals more damage.

Level 1: 5 Hits

Level 2: 7 Hits

Level 3: 10 Hits

Blast Flash (Anti-Air): QCF,QCF+Kick

-A more powerful version of the Lightning Fist (Anti-Air) with a larger radius that deals more damage. This version will create the sphere of lightning at an upward angle, which is more suited to hitting jumping opponents.

Level 1: 5 Hits

Level 2: 7 Hits

Level 3: 10 Hits

Elec-Trigger (throw): HCB,HCB+Punch

-A more powerful version of the Benimaru Corridor Crunch, Benimaru will grab his opponent and a large bolt of lightning will come down on them to drain their Vitality Gauge. Each Level increases the amount of Vitality Gauge that is drained. This attack must be done up close and cannot be blocked.

Level 1: 1 Hit

Level 2: 1 Hit

Level 3: 1 Hit

[Tier 2]

- Kyo -

[Normal Attacks]

Jab: LP

Backfist: HP

Roundhouse Kick: LK

Axe Kick: F+LK

Hop Roundhouse: HK

[Crouch Attacks]

Jab: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

Double Low Kick: DF+HK

[Air Attacks]

Elbow Drop: LP

Downward Straight: HP

Flying Knee (up): LK

Knee Drop (side): LK

Backdoor Thrust (up): HK

Axe Kick (side): HK

[Close Attacks]

Elbow Jab: LP

Fierce Backfist: HP

Low Kick: LK

Indoor Roundhouse: HK

[Throws]

Fierce Backfist: F/B+HP

Shoulder Slam & Elbow Drop: F/B+HK

[Special Moves]

Dark Thrust: QCF+Punch

-Kyo sends a red flame along the ground. Using LP sends the projectile slower than HP does.

Fire Ball: F,D,DF+Punch

-Kyo performs a rising punch that creates a twirling flame around Kyo. The flames themselves will not hit opponents. HP will travel higher than LP, and will hit twice up close.

Crescent Slash: HCB+Kick

-Kyo will run forward and elbow his opponent, then lift them into the air and explode them with flame. LK dashes most of the screen, while HK will keep running until Kyo makes contact with the opponent.

Spinning Kick: B,D,DB+Kick

-Kyo will hop forward and perform a high spinning kick. Using HK will make Kyo rise much higher into the air and perform three spinning kicks in a row.

New Wave Smash: QCF+Kick (Kick)

-Kyo will hop forward and perform a high kick that will knock opponents slightly into the air. Pressing a Kick button after the first kick will make Kyo perform a second kick which sends opponents higher into the air. Using HK will make Kyo pause for a moment before performing the first kick.

[Super Combos]

Serpent Wave: QCB,HCF+Punch (charge Punch)

-Kyo will charge a flame in his hand, then slide forward and swipe the flame to create a large wave. Holding Punch will delay the wave. At Level 3, Kyo will become surrounded by flames and deal slight damage to opponents that

touch him.

Level 1: 1 Hit

Level 2: 3 Hits

Level 3: 3 Hits

+-----+

- Mai -

[Normal Attacks]

Fan Jab: LP

Fan Slash: HP

High Fan Jab: F+HP

High Kick: LK

Advancing Roundhouse: HK

[Crouch Attacks]

Dress Jab: LP

Back Elbow: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Low Fan Jab: LP

Low Fan Slash: HP

Flying Knee: LK

Low Thrust Kick: B+LK

[Close Attacks]

Low Fan Jab: LP

Low Kick: LK

Handstand Roundhouse: HK

[Throws]

Flip Toss: F/B+HP

Leg Slam: F/B+HK

Ground Stomp (air): (any direction but Up)+HP

[Special Moves]

Triangle Jump (air): Up+opposite direction (jump towards edge of screen)

-Mai can perform a second jump in mid-air by pushing off the side of the screen if she is close enough to it.

Kacho Sen: QCF+Punch

-Mai tosses a spinning fan across the screen. Using HP will toss the fan quicker than LP.

Ryu En Bu: QCB+Punch

-Mai spins around and creates a wave of flame in front of her. Using HP will deal two hits up close.

Flying Squirrel Dance (air): QCB+Punch

-Mai will flip in mid-jump and propel herself down-forward head-first with her fan in her mouth. HP will travel farther out than LP.

Flying Squirrel Dance: CD,U+Punch

-Mai will leap back onto the edge of the screen, then propel herself down-forward head-first with her fan in her mouth. Mai will always jump backwards unless (UF) is pressed in the motion. HP will travel a bit farther out with the dive than LP.

Sun Fire Samba: CD,U+Kick

-Mai puts her fan in her mouth and her hands together, and creates a blast of flame around her. Using HK will hit three times up close and make the flame stay around Mai longer than LK.

[Super Combos]

Super Deadly Ninja Bees: QCB,HCF+Kick

-Mai will cartwheel forward, then leap forward on fire with a multi-hitting elbow strike. At Level 3, Mai flips in place and then shoots herself forward inside a huge fireball.

Level 1: 7 Hits

Level 2: 8 Hits

Level 3: 11 Hits

Swan's Fandango: QCF,QCF+Punch

-A more powerful variation of the Kacho Sen, Mai will toss three fans across the screen, the first one high and the rest lower. At Levels 2 and 3, the fans becoming flaming, which give them a slightly larger hit area. The fans can cancel an enemy projectile and continue on, removing one hit from the

total.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

+-----+

- Terry -

[Normal Attacks]

Jab: LP

Straight Punch: HP

Quick Roundhouse: LK

Side Thrust Kick: HK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Uppercut: DF+HP

Short Kick: LK

High Sweep Kick: HK

[Air Attacks]

Chop: LP

Downward Straight: HP

High Kick: LK

Roundhouse: HK

[Close Attacks]

Elbow Jab: LP

Double Gut Punch: HP

Knee Strike: LK

Punt Kick: HK

[Throws]

Uppercut Smash: F/B+HP

Shoulder Toss: F/B+HK

[Special Moves]

Power Wave: QCF+Punch

-Terry punches the ground and creates a small geyser of energy. Using HP makes the geyser appear to slant more horizontally than LP, but the area of damage does not change since Terry's fist must hit the opponent to deal damage and not the energy geyser.

Burning Knuckles: QCB+Punch

-Terry leaps forward very quickly with his fist out, which is engulfed by energy. Using LP propels Terry halfway across the screen, while HP sends him across the entire screen.

Crack Shot: QCB+Kick

-Terry somersaults forward with his leg out for a heel drop kick. HK leaps and hits higher than LK.

Power Dunk: F,D,DF+Kick

-Terry leaps into the air with one fist behind his head, which he punches with on the way down while creating a blast of energy. Using HK will travel higher and farther than LK, and this attack can hit twice up close as Terry leaps into the air.

[Super Combos]

Power Geyser: QCB,DB,F+Punch

-A more powerful variation of the Power Wave, Terry punches the ground and creates a huge geyser of energy in front of him. He creates two geysers at Level 2, and 3 geysers at Level 3.

Level 1: 1 Hit

Level 2: 2 Hits

Level 3: 3 Hits

Buster Wolf: QCF,QCF+Kick

-A more powerful version of the Burning Knuckles, Terry will propel himself forward with his energy-engulfed fist out until he hits his opponent. Then he will shift his weight to his back leg and create a geyser of energy from his fist. With each Level, the first punch travels farther.

Level 1: 2 Hits

Level 2: 4 Hits

Level 3: 6 Hits

+-----+

- Ryo -

[Normal Attacks]

Jab: LP
Hammer Fist: F+LP
Straight Punch: HP
Front Kick: LK
Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK

[Air Attacks]

Downward Chop: LP
Downward Punch: HP
Thrust Kick: LK
Downward Thrust: HK

[Close Attacks]

High Jab: LP
Gut Punch: HP
Front Snap Kick: LK
Low Roundhouse: HK

[Throws]

Overhead Smash: F/B+HP
Leg Toss: F/B+HK

[Special Moves]

Tiger Flame Punch: QCF+Punch

-Ryo throws a short-range projectile that only travels slightly farther than his arm. HP will make the blast travel a bit farther than LP.

Koho: F,D,DF+Punch

-Ryo will rise into the air with an uppercut, which travels almost straight up. Using HP travels much higher and slightly farther out than LP.

Kyoku Gen Kick Dance: HCB+Punch

-Ryo will perform a gut punch. If this hits, he will do a second gut punch and a two-hit Koho uppercut. Using LP will perform the first punch in place, while HP will dash forward a step.

Lightning Legs Knockout Kick: CDB,F+Kick

-Ryo will propel himself forward with a jumpkick. If he makes contact with the opponent, he will twist around and roundhouse kick with his other leg. LK will travel halfway across the screen, while HK will travel all the way across.

Crazy Tiger Thunder Attack: B,D,DB+Punch

-Ryo will leap forward and smash downward with his fist. Using LP will leap forward a step, while HP will leap a bit higher and travel halfway across the screen.

[Super Combos]

Haoh Sho Koh Ken: F,HCF+Punch

-A more powerful version of the Tiger Flame Punch, Ryo will throw a huge fireball across the screen. With each Level, the fireball increases in both speed and size. The fireball can cancel an enemy projectile and continue on, removing one hit from the total.

Level 1: 2 Hits Level 2: 3 Hits Level 3: 5 Hits

Ryuko Ranbu: QCF,HCB+Punch

-Ryo will dash forward and try to make contact with his opponent, then unleash a barrage of punches and kicks finished by a Koho rising uppercut. At Levels 2 and 3, Ryo uppercuts twice. With each Level, Ryo will dash a greater distance at the beginning.

Level 1: 11 Hits Level 2: 12 Hits Level 3: 15 Hits

Tenchi Haoken: QCF,QCF+Punch

(LV3 & MAX)

-Ryo performs a single stepping punch. If this hits the opponent, they will be smashed across the screen. This can deal nearly half a Vitality Gauge of

damage.

Level 3: 1 Hit

+-----+

- Kim -

[Normal Attacks]

Jab: LP

Roundhouse Kick: HP

Front Snap Kick: LK

Advancing Thrust Kick: HK

Axe Kick: F+HK

[Crouch Attacks]

Jab: LP

High Kick: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Upside-Down Kick: HP

High Kick: LK

Downward Thrust: HK

[Close Attacks]

Double Kick: HP

Face Kick: LK

[Throws]

Shoulder Toss: F/B+HP

Three-Kick Combo: F/B+HK

[Special Moves]

Crescent Moon Slice: QCB+Kick

-Kim will somersault forward and land with a splits kick, hitting twice up close as he brings his legs down. HK travels farther across the screen than LK.

Flying Kick (air): QCF+Kick

-Kim dives down-forward feet-first, attempting to make contact with his opponent. If he does, he will alternate kicks between his feet. HK hits quicker and more times than LK, as well as travels farther out.

Sand Blaster: CD,U+Punch

-Kim will leap into the air while performing a series of roundhouse kicks. Using LP will perform two kicks, while HP will perform three.

Spirit of Conquest Kick: D,D+Kick

-Kim will perform a very short-range stomp kick that hits low.

[Super Combos]

Phoenix Flattener: QCB,DB,F+Kick

-Kim will dash forward and try to make contact with his opponent, then unleash a barrage of kicks finished by a Koho rising uppercut. With each Level, Kim will dash a greater distance at the beginning and add a wider variety of kicks to the barrage.

Level 1: 14 Hits

Level 2: 16 Hits

Level 3: 17 Hits

Phoenix Kick Tornado: QCF,QCF+Kick

-Kim will perform a single high roundhouse kick that knocks opponents back high into the air. Each Level increases the amount of damage done by the kick.

Level 1: 1 Hit

Level 2: 1 Hit

Level 3: 1 Hit

+-----+

- Raiden -

[Normal Attacks]

Backhand Slap: LP

Downward Straight: HP

Front Kick: LK

[Crouch Attacks]

Jab: LP

Straight Punch: HP

Short Kick: LK

[Air Attacks]

Palm Jab: LP

Dual Chop: HP

Low Boot: LK

Dropkick: HK

Sweep Kick: HK

Dropkick: HK

Stomp Kick: DF+HK

[Close Attacks]

Elbow Drop: HP

Giant Knee: LK

[Throws]

Piledriver: F/B+HP

*Strangle Hold: F/B+HK

[Special Moves]

Giant Bomb: CB,F+Punch

-Raiden will hunch forward, then perform a tackle forward. He can be attacked while in the hunched position, and HP will ram farther than LP.

Poison Spray: HCB+Punch

-Raiden will quickly put something in his mouth, then spray a cloud of poison in front of him. HP keeps the cloud out longer than LP.

Super Drop Kick: Charge Kick, release

-Raiden jumps forward and kicks with both legs while falling to the ground. The longer the charge, the slightly longer the kick travels.

Thunder Crush Bomb (throw): 360° Motion+Kick

-Raiden will lift up his opponent and powerbomb them into the ground, then leap into the air and toss them at the ground. This attack must be performed up close, and cannot be blocked.

Thunder Lariat Drop (throw): F,D,DF+Punch

-Raiden will leap towards his opponent, then grab their head under his arm and slam them into the ground. Raiden will only grab his opponent on the way up during his leap. Using HP will leap farther than LP.

[Super Combos]

Destruction Drop (throw): 720° Motion+Kick

-A more powerful variation of the Thunder Crush Bomb, Raiden will grab his opponent and powerbomb them multiple times, then leap into the air and bring them down with his elbow. This attack must be performed up close and cannot be blocked.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 4 Hits

Crazy Train: QCF,QCF+Punch

-Raiden will perform a series of attacks initiated by a standing elbow drop, and finished with a Giant Bomb tackle. Raiden will perform all the attacks regardless if they hit the opponent.

Level 1: 3 Hits

Level 2: 5 Hits

Level 3: 7 Hits

[Tier 3]

- Yamazaki -

[Normal Attacks]

Jab: LP

Downward Stab: F+LP

Downward Straight: HP

Front Kick: LK

Roundhouse Kick: HK

[Crouch Attacks]

Jab: LP

Upper Backhand: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Downward Jab: LP

Uppercut: HP

Downward Kick (up): LK

Side Kick (side): LK

Roundhouse Kick (up): HK

Heel Kick (side): HK

[Close Attacks]

Body Jab: LP
Uppercut: HP
Ankle Kick: LK
Double Kick: HK

[Throws]

Face Plant: F/B+HP
Toss Aside: F/B+HK

[Special Moves]

Hydra's Judgement: F,D,DF+Punch

-Yamazaki will dash forward and slash with his knife. Using HP will add a slower dash with a knife stab after the slash.

Serpent Slash Upper: QCB+LP (charge LP)

-Yamazaki will slash his arm upward with an extended reach. Charging LP will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent Slash Middle: QCB+HP (charge HP)

-Yamazaki will slash his arm forward with an extended reach. Charging HP will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent Slash Lower: QCB+LK (charge LK)

-Yamazaki will slash his arm downward with an extended reach. Charging LK will make Yamazaki taunt his opponent three times and delay the slash. Shortly after the third taunt, the slash will automatically strike.

Serpent's Feint: (While charging any Serpent Slash) HK

-Yamazaki will cancel his Serpent Slash and taunt his opponent.

Taunt & Counter: HCF+Kick

-Yamazaki will wiggle his tongue at his opponent and taunt them. If he is hit by any high or mid-level attack during his taunt, he will counterattack with a spiralling uppercut. Yamazaki can be hit low during this attack.

Double Return: QCF+Punch

-Yamazaki will perform a slow uppercut, which can hit opponents if used very close. This attack can be used to cancel projectiles thrown at Yamazaki, and send a large, red fireball back at the thrower.

Bomb Bopper (throw): HCB,F+Punch

-Yamazaki will grab his opponent and headbutt them, creating a blast of flame. This attack must be done up close and cannot be blocked.

Sand Scattering: F,D,DF+Kick

-Yamazaki will kick the ground and create a blast of sand.

[Super Combos]

Guillotine: QCF,QCF+Punch

-Yamazaki will leap forward with an uppercut, then bring his hand down and try to catch his opponent. If he does, he will drag them along the ground for several hits and launch them into the air. If done up close, the uppercut will launch the opponent into the air and Yamazaki will automatically grab them on the way down. Level 3 adds a flurry of kicks at the end of the attack.

Level 1: 8 Hits Level 2: 10 Hits Level 3: 13 Hits

Drill (throw): HCB,HCB+Punch (Punch rapidly)

-Yamazaki will grab his opponent and uppercut them into the air, then clutch his hand in front of him to charge for his next move. Each Level has four

results depending on how many times the Punch buttons are pressed, which can be measured by how far Yamazaki lowers his hand while charging. This attack must be done up close and cannot be blocked.

(Level 1) 0-4 times:	Backfist Frenzy	(5 Hits)
5-10 times:	Kick Frenzy & Drill	(7 Hits)
11-15 times:	Headbutt Frenzy & Drill	(7 Hits)
16+ times:	Serpent Slash Frenzy & Drill	(8 Hits)
(Level 2) 0-4 times:	Kick Frenzy & Drill	(6 Hits)
5-10 times:	Combo Frenzy & Drill	(8 Hits)
11-15 times:	Face Plant Frenzy & Drill	(7 Hits)
16+ times:	Serpent Slash Frenzy & Drill	(11 Hits)
(Level 3) 0-4 times:	Kick Frenzy & Drill	(6 Hits)
5-10 times:	Flaming Headbutt Frenzy & Drill	(8 Hits)
11-15 times:	Stomp Kick Frenzy & Drill	(9 Hits)
16+ times:	Serpent Slash Frenzy & Drill	(14 Hits)

+-----+

- Rugal -

[Normal Attacks]

Chop: LP
Hook Punch: HP
Shin Kick: LK
High Roundhouse: HK

[Crouch Attacks]

Chop: LP
Backhand: HP
Short Kick: LK
Trip Kick: HK

[Air Attacks]

Elbow Drop: LP
Downward Stab: HP
Flying Knee: LK
Downward Thrust Kick: HK

[Close Attacks]

Backhand Slice: HP
Ankle Kick: LK
Backdoor Roundhouse: HK

[Throws]

Energy Drain: F/B+HP
Toss Aside: F/B+HK

[Special Moves]

Dark Smash: QCF+Punch (air)

-Rugal will charge a sphere of energy around him in mid-air, then punch forward with a large blast of energy. Using LP will stand in place with the blast while HP will dash slightly forward. This attack can also be done in the air to charge the sphere, then dive forward with the energy blast.

Rugal Execution: HCB+Punch

-Rugal will dash forward and lift his opponent into the air, then explode them with flame. Using LP will dash halfway across the screen, while HP will dash the entire screen.

Destroyer Cutter: F,D,DF+Kick

-Rugal will leap into the air and bring his leg around and over his head, creating a wave of energy. HK will travel higher than LK.

Dark Barrier: HCF+Kick

-Rugal creating a glowing spiral shield in front of him that can reflect projectiles back at their thrower. This can also be used to hit an opponent once up close. HK makes the shield stay up a split second longer than LK.

[Super Combos]

Gigantic Pressure: QCF,HCB+Punch

-Rugal will dash forward and try to grab his opponent. If this is successful, he will drag them to the very edge of the screen and slam them

against it, creating a large column of energy with a skull in it. At Level 2, he will perform a second slam against the opposite wall, and only the second slam will create the energy column. At Level 3, both slams create columns. Each Level increases the distance that Rugal travels during the dash.

Level 1: 2 Hits

Level 2: 3 Hits

Level 3: 3 Hits

Total Annihilation: QCF,QCF+Kick

-A more powerful variation of the Destroyer Cutter, Rugal will perform two slashing kicks, then leap into the air with a Destroyer Cutter. At Level 3, he will perform two Destroyer Cutters in a row.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 7 Hits

+-----+

- Geese -

[Normal Attacks]

Jab: LP

Straight Punch: HP

Stepping Backfist: F+HP

Low Kick: LK

Hopping Roundhouse: HK

[Crouch Attacks]

Chop: LP

Uppercut: HP

Short Kick: LK

Sweep Kick: HK

[Air Attacks]

Palm Drop: LP

Double Palm Strike: HP

Thrust Kick: LK

High Roundhouse (up): HK

Backdoor Kick (side): HK

[Close Attacks]

Double Palm: HP

Front Snap Kick: LK

Double Kick: HK

[Throws]

Overhead Flip: F/B+HP

Shoulder Slam: F/B+HK

[Special Moves]

Wind Slice: QCF+LP

-Geese slashes his arm and creates a blade of air in front of him.

Double Wind Slice: QCF+HP

-Geese slashes his arms and creates two blades of air in front of him.

Upper Body Blow: HCB+LP

-Geese will attempt to counter an opponent's high attack. If he is successful, he will flip them over his shoulder and slam them into the ground.

Middle Body Blow: HCB+HP

-Geese will attempt to counter an opponent's mid-level attack. If he is successful, he will lift them above his head and slam them into the ground.

Evil Shadow Smasher: HCB+Kick

-Geese dashes forward while charging a sphere of energy. If he hits his opponent, he will perform a two-punch combo finished with an energy blast. Using HK dashes farther than LK.

[Super Combos]

Raising Storm: DB,HCB,DF+Punch

-Geese will strike the ground with both palms and create many columns of energy around him. These will hit opponents multiple times up close, but the controller motion is tricky.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Deadly Rave: HCB,F+LK (LP,LP,LK,LK,HP,HP,HK,HK,QCB+HP)

(LV3 & MAX)

-A more powerful variation of the Evil Shadow Smasher, Geese will dash across

the screen after performing the (HCB,F+LK) motion. When he hits his opponent, press the button combination as listed for a large series of punches and kicks finished with an energy blast. If all the hits land, this attack will deal nearly half a Vitality Gauge of damage.

Level 3: 10 Hits

(IX) [Secret Characters]

[Tier 2]

- Morrigan -

First Appearance: Darkstalkers

[Normal Attacks]

Hair Jab: LP
Straight Chop: HP
Wing Spears: F+HP
Low Kick: LK
Back Thrust Kick: HK
Crescent Kick: F+HK

[Crouch Attacks]

Double Chop: LP
Wing Blades: HP
Wing Blade Swipe: DF+HP
Low Kick: LK
Handstand Kick: HK
Flying Sweep: DF+HK

[Air Attacks]

Wing Spike: LP
Wing Spears: HP
Punt Kick: LK
Drill Kick (down): D+LK
Backdoor Axe Kick: HK

[Close Attacks]

Quick Chop: LP
Wing Drill: HP
Spikes Uppercut: F+HP
Tumbling Kicks: F+HK

[Throws]

Shoulder Slam: F/B+HP
Hand Shot: F/B+HP
Vector Drain (air): (any direction but Up)+HP

[Special Moves]

Soul Fist: QCF+Punch (air)

-Morrigan throws a bat-shaped fireball across the screen. Using HP makes the projectile travel faster than LP.

Shadow Blade: F,D,DF+Punch

-Morrigan performs a rising uppercut while turning her wings into a large blade. Using HP will make the attack travel higher into the air.

Vector Drain (throw): HCB+Punch

-Morrigan will grab her opponent and fly them up into the air, then flip upside-down and spin their head into the ground.

[Super Combos]

Valkyrie Turn: QCB+Kick (Kick) (air)

-Morrigan will fly straight off the screen behind her opponent, then re-enter the screen and float slightly downward. She cannot be hit while flying off the screen, and she can be moved Up and Down before she re-enters the screen, at which point she can perform a multi-hitting drill kick by pressing any Kick button after she re-enters the screen. This attack can also be performed in the air.

Level 1: 16 Hits

Level 2: 17 Hits

Level 3: 24 Hits

Cardinal Blade: QCF,D,DF+Punch

-A more powerful version of the Shadow Blade, Morrigan will perform a multi-hitting uppercut that rises slightly higher than a Shadow Blade using HP.

Level 1: 6 Hits

Level 2: 8 Hits

Level 3: 8 Hits

Darkness Illusion: LP,LP,F,LK,HP (air)

(LV3 & MAX)

-Morrigan will perform a short flying dash forward while trying to hit her opponent. If she is successful, she will create an illusion of herself behind her opponent and both Morrigan's will unleash a series of attacks on them finished with a backflip slash kick. This attack can also be performed in the air, but the Darkness Illusion will deal more hits and slightly more damage if performed on the ground.

Ground: 27 Hits

Air: 21 Hits

[Victory Quotes]

(LP) - I realized man likes to fight. And I like man, so...

(HP) - You are so boring!

(LK) - I grow tired of your feeble attempts to fight me...

(HK) - I could let you live, but then that would only make me as weak as you...

(LP+HP) - You didn't have the strength to satisfy my lust for vengeance...

(LK+HK) - I find this place is full of fantasies. Everything looks so attractive!

(LP+LK) - You don't need to feel ashamed. There is no one who is not fascinated by me!

(HP+HK) - I didn't have the heart to destroy you...

+-----+

- Nakoruru -

First Appearance: Samurai Shodown

[Normal Attacks]

Straight Chop: LP

Backhand Slash: HP

Side Kick: LK

Roundhouse Kick: HK

[Crouch Attacks]

Straight Chop: LP

Upper Slash: HP

Rolling Slash: DF+HP

Short Kick: LK

Sitting Trip: HK

[Air Attacks]

Downward Chop: LP

Upper Slash: HP

Front Kick: LK

Downward Thrust: HK

[Close Attacks]

Backhand Slap: LP

Double Slash: HP

Knee Strike: LK

Backflip Kick: HK

[Throws]

Takedown Stab: F/B+HP

Climbing Stomp: F/B+HK

[Special Moves]

Annu Mutsube: B,DB,D+Punch

-Nakoruru slides along the ground while slashing with her dagger. Using LP will slide across most of the screen, while HP will slide all the way across.

Lela Mutsube: QCF+Punch

-Nakoruru shoots into the air at an angle while slashing with her dagger. Using LP will make Nakoruru drop straight down after the slash, while HP will make her continue to flip through the air and land farther away.

Amube Yatoro: HCB+Punch

-Nakoruru will point forward and call to Mamahaha, who will dive at an angle with a fiery attack. Using LP will make Mamahaha dive a step away from Nakoruru, while HP will make Mamahaha dive mostly across the screen. This can

only be performed if Mamahaha is flying above Nakoruru.

Shichikapu Etu Brute: HCF+Kick

-Nakoruru will point forward and call to Mamahaha, who will dive at an angle with a clawing attack. Using LK will make Mamahaha strike once, while HP will strike twice with a delay after the first attack. This can only be performed if Mamahaha is flying above Nakoruru.

Mamahaha Grab: QCB+Kick

-Nakoruru will leap up and grab Mamahaha's claws, and can fly around the screen freely. Mamahaha will drop Nakoruru after five seconds, and this can only be performed if Mamahaha is flying above Nakoruru. Nakoruru can perform some special attacks while holding onto Mamahaha:

[]Mamahaha Slash: LP/HP/LK

-Nakoruru can attack while holding onto Mamahaha. Use LP for a straight dagger slash, HP for a downward dagger slash, or LK for a downward kick. These attacks will not cause Mamahaha to drop Nakoruru.

[]Mamahaha Release: HK

-Nakoruru will let go of Mamahaha and drop straight down to the ground.

[]Shichikapu Ai: QCF+Punch

-Nakoruru will drop from Mamahaha, who dives at an angle with a fiery attack. Using LP will make Mamahaha dive a step away from Nakoruru, while HP will make Mamahaha dive mostly across the screen

[]Kamui Mutsube: QCB+Punch

-Nakoruru will dive at an angle with her dagger in front of her. Using HP will slash farther out than LP, and will slide farther at the end.

[Super Combos]

Shichikapu Kamui Irushika: HCB,HCB+Punch

-Nakoruru will point forward and call to Mamahaha, who will drop beside Nakoruru and jet straight across the screen with a charging attack that flames the opponent. Mamahaha's charge will also cancel oncoming projectiles, but this will remove one of the attack's hits. This can only be performed if Mamahaha is flying above Nakoruru.

Level 1: 3 Hits

Level 2: 4 Hits

Level 3: 5 Hits

Shirikoro Kamui Nomi: QCF,QCF+Kick (cancel with LP+HP+LK+HK)

(LV3 & MAX)

-Nakoruru will surround herself with a column of energy and gradually recover her Vitality Gauge. She can be attacked while recovering, but can also cancel at any time by pressing (LP+HP+LK+HK).

[Victory Quotes]

(LP) - I hear Nature weeping... Don't you hear it?

(HP) - I'm sorry... I had no choice but to do this.

(LK) - It's not good to hurt each other, but you left me no choice...

(HK) - Please reflect on your past conduct if you want to be forgiven.

(LP+HP) - I wanted to make friends with you. How come we started fighting?

(LK+HK) - I wonder what Rimururu is doing right now?

(LP+LK) - All people are gentle at first. The problem is they tend to forget...

(HP+HK) - I will never be afraid. I have a mission to accomplish in life.

- Evil Ryu -

First Appearance: Street Fighter Alpha 2

[Normal Attacks]

Jab: LP
Overhead Punch: F+LP
Lunging Straight: HP
High Snap Kick: LK
Hop Kick: F+LK
Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP
Uppercut: HP
Short Kick: LK
Sweep Kick: HK
Extended Kick: DB+HK

[Air Attacks]

Dropping Jab: LP
Downward Straight: HP
Air High Kick (up): LK
Knee Drop (side): LK
Air Roundhouse (up): HK
Thrust Kick (side): HK

[Close Attacks]

Elbow Jab: LP
Uppercut: HP
Shin Kick: LK
Axe Kick: HK

[Throws]

Shoulder Toss: F/B+HP
Leg Roll: F/B+HK

[Special Moves]

Diving Kick (air): D+HK

-Ryu will quickly drop almost straight down with a kick. This attack can only be performed during a jump forward, and the button combination must be pressed at the peak of Ryu's jump.

Hadouken: QCF+Punch

-Ryu throws a blue fireball that travels horizontally across the screen. Using LP makes the projectile travel slower than HP does.

Shakunetsu Hadouken: HCF+Punch

-Ryu throws a red fireball similar to the Hadouken, except that it burns the opponent when it hits them. Using this attack close enough to an opponent that Ryu's hands touch them will knock them down. Using LP makes the projectile travel slower than HP does.

Shouryuken: F,D,DF+Punch

-Ryu will rise into the air with an uppercut that can hit up to three times up close. Using HP will make the attack travel higher into the air.

Tatsumakei Senpukyaku: QCB+Kick (air)

-Ryu will spin forward with a kick. If performed in the air, Ryu will travel horizontally while spinning and will not arc. Using HK will hit multiple times up close, whereas LK only hits once.

Ashura Senku: F,D,DF or B,D,DB + (LP+HP or LK+HK)

-Ryu will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (LK+HK) will teleport Ryu halfway across the screen, while (LP+HP) travels all the way across. Ryu cannot be attacked while he is teleporting.

[Super Combos]

Shinku Hadouken: HCB,HCB+Punch

-A more powerful version of the Shakunetsu Hadouken. Although it does not burn opponents, it will knock them down. This can be used to cancel an oncoming projectile, removing one hit from the total.

Level 1: 3 Hits Level 2: 4 Hits Level 3: 5 Hits

Messatsu Goushouryu: QCF,D,DF+Punch

-A more powerful version of the Shouryuken, Ryu will perform multiple

uppercuts in a row.

Level 1: 4 Hits

Level 2: 6 Hits

Level 3: 7 Hits

Shungokusatsu: LP,LP,F,LK,HP

(LV3 & MAX)

-Ryu will teleport across most of the screen and try to grab his opponent.

If Ryu makes contact with them, the screen will go black and Ryu will perform a 15-Hit Combo. This extremely powerful attack cannot be blocked, and can nearly defeat any opponent by itself. If Ryu defeats an opponent with this attack, the background will go black and Ryu's symbol will flash.

Level 3: 15 Hits

[Victory Quotes]

(LP) - The murderous intent flows through my body!

(HP) - Is this really what I wanted?

(LK) - I can't help but destroy everything in my sight!

(HK) - There is nothing to lose when you have nothing to gain...

(LP+HP) - Victory is now life!

(LK+HK) - To be the strongest warrior means to be the last one standing!

(LP+LK) - I'm going to stop your blood flow!

(HP+HK) - Do not beg for your life! Pay for it!!

+-----+

- Orochi Iori -

First Appearance: The King of Fighters '97

[Normal Attacks]

Stomach Jab: LP

Swiping Slash: HP

Short Kick: LK

Axe Kick: F+LK

Roundhouse Kick: HK

[Crouch Attacks]

Low Jab: LP

Upper Swipe: HP

Short Kick: LK

Lunging Sweep: HK

[Air Attacks]

Dropping Jab: LP

Downward Smash: HP

Flying Thrust Kick: LK

Back Thrust Kick: B+LK

Backdoor Axe Kick: HK

[Close Attacks]

Quick Jab: LP

Swipe Uppercut: HP

Ankle Kick: LK

High Kick: HK

[Throws]

Neck Rip: F/B+HP/HK

[Special Moves]

Dark Thrust: QCF+Punch

-Iori sends a blue flame along the ground. LP sends the projectile slower than HP does.

Fire Ball: F,D,DF+Punch

-Iori will perform a rising punch of sorts that creates a twirling flame around Iori. The flames themselves will not hit opponents. HP will travel higher than LP, and will hit three times up close.

Deadly Flower: QCB+Punch (X3)

-Iori will dash forward and punch. Repeating the move will add another dashing punch, and a third time will finish with a leaping overhead smash punch.

Dark Crescent Slice: HCB+Kick

-Iori will dash forward and attempt to grab his opponent, then slam them into the ground and explode them with a blast of blue flame. LK will dash most of the screen, while HK will dash until Iori makes contact with the opponent.

-Akuma throws a red fireball similar to the Hadouken, except that it burns the opponent when it hits them. Using this attack close enough to an opponent that Ryu's hands touch them will knock them down. Using LP makes the projectile travel slower than HP does, and using HP will make the fireball hit three times.

Goushouryuken: F,D,DF+Punch

-Akuma will rise into the air with an uppercut that can hit up to three times up close. Using HP will make the attack travel higher into the air.

Tatsumaki Zankukyaku: QCB+Kick (air)

-Akuma will spin forward with a kick. If performed in the air, the kick will arc up or down according to the time performed during his jump. Using HK will hit multiple times up close, whereas LK only hits once.

Ashura Senku: F,D,DF or B,D,DB + (LP+HP or LK+HK)

-Akuma will teleport either forward or backward, corresponding to if (F,D,DF) or (B,D,DB) is used. Using (LK+HK) will teleport Akuma halfway across the screen, while (LP+HP) travels all the way across. Akuma cannot be attacked while he is teleporting.

[Super Combos]

Messatsu Gouhadou: HCB,HCB+Punch

-A more powerful version of the Shakunetsu Hadouken. Although it does not burn opponents, it will knock them down. With each Level, the fireball will travel faster. This can be used to cancel an oncoming projectile, removing one hit from the total.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Messatsu Goushouryu: QCF,D,DF+Punch

-A more powerful version of the Goushouryuken, Akuma will perform multiple uppercuts in a row.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 7 Hits

Tenma Gouzanku (air): QCF,QCF+Punch

-A more powerful version of the Zanku Hadouken, Akuma will throw a red fireball at a downward angle while jumping. Each Level will push Akuma a bit farther back and up into the air after throwing the fireball, and the fireball will flame opponents when it hits them.

Level 1: 4 Hits Level 2: 6 Hits Level 3: 8 Hits

Shungokusatsu: LP,LP,F,LK,HP

(LV3 & MAX)

-Akuma will teleport across most of the screen and try to grab his opponent. If Akuma makes contact with them, the screen will go black and Akuma will perform a 15-Hit Combo. This extremely powerful attack cannot be blocked, and can nearly defeat any opponent by itself. If Akuma defeats an opponent with this attack, the background will go black and Akuma's symbol will flash.

Level 3: 15 Hits

[Victory Quotes]

(LP) - I'm the one who has mastered the style perfectly!

(HP) - Your moves are nothing!

(LK) - ...

(HK) - Listen to the screams of all those who have fallen before me!

(LP+HP) - I will ignite the sky in a blaze of glory!

(LK+HK) - Were you afraid to fight the one and only true master!

(LP+LK) - You must know and kneel before the law of the underworld!

(HP+HK) - Do you want to look into the pit of darkness?

(X) [Secrets]

- Choose Victory Quotes -

After beating the last opponent on a team, hold different button combinations to select a Victory Quote. These are listed under each character's sections.

- Unlock Extra Costumes -

Complete Arcade Mode with any character to unlock their Extra Costumes in the Secret Shop.

- Unlock EX Characters -

Complete Arcade Mode with any Capcom or SNK character in their corresponding Groove to unlock their EX version in the Secret Shop. To select an EX character, highlight the normal version of the character at the Character Select Screen, then hold Start and press any button.

- Unlock Evil Ryu -

Complete Arcade Mode with Ryu in Capcom Groove to unlock Evil Ryu (Secret 34) in the Secret Shop.

- Unlock Orochi Iori -

Complete Arcade Mode with Iori in SNK Groove to unlock Orochi Iori (Secret 49) in the Secret Shop.

- Fight Akuma -

Complete the Arcade Mode with any character to unlock The Strongest Challenger (Secret 62) in the Secret Shop. Buy it, then meet these conditions in Arcade or Pair Match Mode:

-Choose either the SNK or Capcom Groove.

-Do not use any Continues.

-Have 80.000 Groove Points before the final match with Geese/M. Bison.

-Have a total of 10 Super Combo Finishes or more.

Winning the fight with Akuma will earn a bonus of 10,000 points and a special ending. Losing to Akuma and continuing will allow him to be fought again.

- Fight Morrigan -

Unlock all the Capcom characters' Extra Costumes to unlock Challenger From The Dark Realm (Secret 63) in the Secret Shop. Buy it and meet these conditions in Arcade or Pair Match Mode:

-Choose the Capcom Groove.

-Do not use any Continues.

-Have 60.000 Groove Points or more after the third fight.

-Have a total of 5 Super Combo Finishes or more.

Winning the fight with Morrigan will earn a of bonus 10,000 points. Losing to Morrigan and continuing will replace her with the next set of opponents.

- Fight Nakoruru -

Unlock all the SNK characters' Extra Costumes to unlock Messenger of Nature (Secret 64) in the Secret Shop. Buy it, then meet these conditions in Arcade or Pair Match Mode:

-Choose the SNK Groove.

-Do not use any Continues.

-Have 60.000 Groove Points or more after the third fight.

-Have a total of 5 Super Combo Finishes or more.

Winning the fight with Nakoruru will earn a bonus of 10,000 points. Losing to

Nakoruru and continuing will replace her with the next set of opponents.

- Unlock M. Bison's Stage -

Defeat M. Bison in Arcade Mode to unlock M. Bison's Stage (Secret 65) in the Secret Shop.

- Unlock Geese's Stage -

Defeat Geese in Arcade Mode to unlock Geese's Stage (Secret 66) in the Secret Shop.

- Unlock Morrigan's Stage -

Defeat Morrigan in Arcade Mode to unlock Morrigan's Stage (Secret 67) in the Secret Shop.

- Nakoruru's Stage -

Defeat Nakoruru in Arcade Mode to unlock Nakoruru's Stage (Secret 68) in the Secret Shop.

- Akuma's Stage -

Defeat Akuma in Arcade Mode to unlock Akuma's Stage (Secret 69) in the Secret Shop.

- Secret Stage -

This stage randomly appears in Arcade Mode. Complete the game after fighting in it to unlock the Secret Stage (Secret 70) in the Secret Shop.

- Pair Match Mode -

Defeat both Morrigan and Nakoruru in Arcade Mode to unlock Pair Match Mode (Secret 71) in the Secret Shop.

- Character Ratio Selection -

Defeat Akuma in Arcade mode to unlock Character Ratio Selection (Secret 72) in the Secret Shop.

- Original Music -

Complete Pair Match Mode to unlock Original Music (Secret 73) in the Secret Shop.

- Unlock Morrigan -

Defeat Morrigan in Arcade Mode and purchase all of the EX Capcom characters, including Evil Ryu, to unlock Morrigan (Secret 74) in the Secret Shop.

- Unlock Nakoruru -

Defeat Nakoruru in Arcade Mode and purchase all of the EX SNK characters, including Orochi Iori, to unlock Nakoruru (Secret 75) in the Secret Shop.

- Unlock Akuma -

Defeat Akuma in Arcade Mode and purchase both Morrigan and Nakoruru to unlock Akuma (Secret 76) in the Secret Shop.

- Run and Dash Mode -

Purchase both Morrigan and Nakoruru to unlock Run & Dash Mode (Secret 77) in the Secret Shop.

+-----+

[Secret Character Introductions]

Ryu VS. Ken

-Ryu and Ken tap their fists together.

Ryu VS. Kyo

-Kyo shoots a streak of flame across the screen.

Ryu VS. Ryo

-Ryu and Ryo jump back from the center of the screen, like the introduction sequence from Art of Fighting.

Ryu VS. Sagat

-Sagat's scar on his chest lights up, and he laughs. Ryu adjusts his belt.

Ken VS. Terry

-Ken picks up Terry's cap from the ground and tosses it to him.

Chun-Li VS. Mai

-Mai appears in Chun-Li's costume, then throws it off and gets into her fighting pose. Chun-Li smiles and shrugs.

Zangief VS. Raiden

-Both characters grapple in the middle of the screen. Raiden says "You're dead meat", Zangief grunts, and they jump back.

Benimaru VS. female opponents

-Benimaru blows a kiss, then props his hair up. During the fight, Benimaru's taunt will change to blowing a kiss.

Ryo VS. Yuri

-Yuri taunts Ryo, who shamefully puts his hand over his face.

Kyo VS. Benimaru

-In some backgrounds, Goro Daimon will quietly watch the fight.

Kyo VS. Iori

-Kyo and Iori both creates flames in their hands, then extinguish them.

Vega VS. female opponents

-Vega removes his mask, spins and bows. If Vega wins, he will toss a rose over his opponent's fallen body.

Vega VS. "ugly" opponents

-Vega turns his back and shakes his head in disgust.

Vega VS. Benimaru/M. Bison/Vega

-Vega spins and tosses a rose.

M. Bison VS. Geese

-Geese tosses a Double Wind Slice at Bison, which burns up his cape. Bison laughs.

Vice VS. Rugal

-Mature appears with Vice, who bows and leaves.

Sakura VS. Yuri

-Yuri waves to Sakura, who gets embarrassed and bows.

Iori VS. M. Bison

-Bison stands behind Iori and taunts. Iori throws a Dark Thrust at him, which Bison jumps and lands on the other side of the screen.

Terry VS. Geese

-Geese taunts Terry, who waves his fist and says "Geese!".

Terry VS. Yamazaki

-Yamazaki tosses Terry a knife, who shatters it with a punch. Yamazaki shakes a clutched hand at him.

Kim VS. "evil" opponents

-Kim faces the background at taunts his opponent, then turns around and yells "Ha!" in a fighting stance.

Rugal VS. M. Bison

-Rugal's panther growls at Bison, and Rugal sends it away.

Rugal VS. Guile

-A stone statue of Guile sits in the middle of the screen. Guile tosses a Sonic Boom at Rugal, which slices off the top half of the statue. Rugal tosses a Wind Slice and destroys the rest of the statue.

Chun-Li VS. Yamazaki

-Hon-Fu (from Fatal Fury 3) jumps in to protect Chun-Li, but Yamazaki strikes him with a Serpent Slash and he runs off while holding his rear.

Vice VS. Evil Ryu/Akuma

-Vice taunts her opponent.

Cammy VS. Vice

-Cammy and Vice taunt each other.

Kim VS. Kim

-Both Kim's perform axe kicks, then assume fighting stances.

Sagat VS. King

-King taunts Sagat, who simply laughs.

+-----+

[Secret Factor List]

01: Extra Color: Ryu	(200 P)	40: EX Character: E. Honda	(3000 P)
02: Extra Color: Ken	(200 P)	41: EX Character: Blanka	(2000 P)
03: Extra Color: Chun-Li	(200 P)	42: EX Character: Balrog	(3000 P)
04: Extra Color: Guile	(200 P)	43: EX Character: Vega	(4000 P)
05: Extra Color: Zangief	(200 P)	44: EX Character: Sagat	(4000 P)
06: Extra Color: Dhalsim	(200 P)	45: EX Character: M. Bison	(4000 P)
07: Extra Color: E. Honda	(200 P)	46: EX Character: Sakura	(2000 P)
08: Extra Color: Blanka	(200 P)	47: EX Character: Cammy	(2000 P)
09: Extra Color: Balrog	(200 P)	48: EX Character: Kyo	(3000 P)
10: Extra Color: Vega	(200 P)	49: New Character: Orochi Iori	(7000 P)
11: Extra Color: Sagat	(200 P)	50: EX Character: Terry	(3000 P)
12: Extra Color: M. Bison	(200 P)	51: EX Character: Ryo	(3000 P)
13: Extra Color: Cammy	(200 P)	52: EX Character: Mai	(3000 P)
14: Extra Color: Sakura	(200 P)	53: EX Character: Kim	(3000 P)
15: Extra Color: Kyo	(200 P)	54: EX Character: Geese	(4000 P)
16: Extra Color: Iori	(200 P)	55: EX Character: Yamazaki	(4000 P)
17: Extra Color: Terry	(200 P)	56: EX Character: Raiden	(3000 P)
18: Extra Color: Ryo	(200 P)	57: EX Character: Rugal	(4000 P)
19: Extra Color: Mai	(200 P)	58: EX Character: Vice	(2000 P)
20: Extra Color: Kim	(200 P)	59: EX Character: Benimaru	(2000 P)
21: Extra Color: Geese	(200 P)	60: EX Character: Yuri	(2000 P)
22: Extra Color: Yamazaki	(200 P)	61: EX Character: King	(2000 P)
23: Extra Color: Raiden	(200 P)	62: The Strongest Challenger	(500 P)

24: Extra Color: Rugal	(200 P)	63: Challenger From The Dark Realm	
25: Extra Color: Vice	(200 P)		(700 P)
26: Extra Color: Benimaru	(200 P)	64: Messenger Of Nature	(700 P)
27: Extra Color: Yuri	(200 P)	65: Extra Stage: M. Bison	(1000 P)
28: Extra Color: King	(200 P)	66: Extra Stage: Geese	(1000 P)
29: Extra Color: Evil Ryu	(200 P)	67: Extra Stage: Morrigan	(1200 P)
30: Extra Color: Orochi Iori	(200 P)	68: Extra Stage: Nakoruru	(1200 P)
31: Extra Color: Morrigan	(200 P)	69: Extra Stage: Akuma	(1500 P)
32: Extra Color: Nakoruru	(200 P)	70: Extra Stage: Secret	(1500 P)
33: Extra Color: Akuma	(200 P)	71: Pair Match Mode	(1800 P)
34: New Character: Evil Ryu	(7000 P)	72: Character Ratio Selection	(1500 P)
35: EX Character: Ken	(3000 P)	73: Original Music	(2000 P)
36: EX Character: Chun-Li	(3000 P)	74: New Character: Morrigan	(8000 P)
37: EX Character: Guile	(3000 P)	75: New Character: Nakoruru	(8000 P)
38: EX Character: Zangief	(3000 P)	76: New Character: Akuma	(8000 P)
39: EX Character: Dhalsim	(2000 P)	77: Run & Dash	(2300 P)

(XI) [FAQ]

- How do I know which final boss I'll fight?
The final boss you encounter depends on the origin of the characters used the most in the fights before the final battle. If you use mostly SNK characters, you will face Balrog and M. Bison, and if you use mostly Capcom characters, you will face Geese for two rounds. Also, if you meet the requirements for fighting Akuma (see (X) [Secrets]), he will be the final boss.
- How many endings are there?
The ending you receive is based on which final boss you encounter: M. Bison, Geese, or Akuma.
- Are Joe Higashi or Dan Hibiki playable characters?
Not in this version, no. In Japan, Capcom is releasing an updated version of this game called "Capcom vs. SNK: Millenium Fight 2000 Pro Edition". This new version has all hidden characters readily available, plus Joe and Dan as playable characters.
- I've saved some custom colors with the Color Edit mode. How do I use them?
Once a custom character palette has been saved, select that character using A+Y or B+X to use either custom palette one or two.
- Is there any way to use the custom colors without having a VMU?
Unfortunately, you've gotta have a VMU to use custom colors. You'd think that the Dreamcast would have enough memory to keep something that minor in its RAM...

(XII) [Acknowledgments]

- Capcom, for co-developing and publishing this great game.
- SNK, for co-developing the game.
- CJayC, for his devotion to GameFAQs.

