

Capcom vs. SNK Yamakazi Character FAQ

by Silent J

Updated to v0.4 on Apr 30, 2001

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CAPCOM VS SNK: MILLENIUM FIGHT 2000 -----

Yamakazi FAQ -----

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Version: 0.4

Last updated: 4/30/01

By: SiLeNT J

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- =====
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Version History \ _____

3/09/01 - 0.1 - The first appearance of Yamakazi's FAQ.
Includes basic information on Yamakazi, taking the basic
format of, both my other FAQ, and Beta's MvC2 FAQs.

3/16/01 - 0.2 - Fixed typos. Edited strats.

4/21/01 - 0.3 - Corrected a few more typos. Added more to my strategies, and to the "MISCELLANEOUS" section.

4/30/01 - 0.4 - Corrected even MORE typos (I think that's all of 'em) .

Credits

David da Rosa, aka Beta (beta@nettaxi.com) -
This entire FAQ combines the format of both my past FAQ, and his Mvc2 FAQs. I've also used, and edited, his, move rating system, and introduction to fit this FAQ.

CJayC of GameFAQs (www.gamefaqs.com) -
For providing a place to put this FAQ. The latest updates to this FAQ can be found there.

ReCharred Sigh (peesigh@hotmail.com) -
The guy who talks online to me about CvS/Mvc2 more than anyone else! He gave me the idea of Yamakazi being an "anti-scrub" character, and some information concerning Yamakazi's strategies, and the EX version. I've also used one of his throwing tactics in this FAQ.

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This guide is intended to teach players how to use Yamakazi, at least effectively, in Capcom Vs SNK. It also includes some miscellaneous information in it, such as costume colors, win quotes, etc. The basics of the game are located at the end of the FAQ (for beginners). If you need more background information of the characters, storylines, stats., etc., there are more good quality general FAQs at GameFAQs. (<http://www.gamefaqs.com>).

Yamakazi has a single purpose in this game: reversing and countering, or as some like to call it, "Dealing with Scrubs." He is probably the best "Anti-Scrub" character in this game, because of the fact that using him actually requires some skill. His offense kind of sucks, so you should primarily play defensively with him. He can counter ANYTHING that is thrown at him (fireballs, physical attacks, etc.), so here you have another reason for playing defense. His walking and dashing speeds are a bit slow, but his reversal attacks do good damage, so be sure to utilize them to your advantage.

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[2] ABBREVIATIONS -----
=====

Jab - LP
Short - LK
Fierce - HP
Rounhouse - HK

LP - Light Punch
LK - Light Kick
HP - Heavy Punch
HK - Heavy Kick

QCF - Quarter Circle Forward
QCB - Quarter Circle Back
HCF - Half Circle Forward
HCB - Half Circle Back
FCF - Full (360) Circle Forward

Charge - Hold a button down
Hold - Hold this button down (obviously)

(Dreamcast Version)

LP - X
LK - A
HP - Y
HK - B

=====
[3] BASIC ATTACKS -----
=====

Yamakazi really isn't a combo freak, as he was really only meant to play defensively. However, some of his

basic attacks do have some use.

Standing Attacks \

Jab - Your standard jab. From about one step away, Yamakazi hits the upper body area, by punching straight out. Up close, he aims at the hip area. An ok poking move, but not as good as the standing LK. Can be used to start combos.

[**---]

Short - A basic front kick. From about one step away, the aim is more at the stomach area. Up close, the target is the opponent's shin area. This move has really good speed, and reach, for all it is. Use this to poke at your opponent with, or to start combos.

[***--]

Fierce - Yamakazi swings his front arm, performing a boxing style type body punch. Up close, it is an uppercut. The speed of this move is kind of slow, but the damage is OK. It seems to have good priority, so use it to trade hits with your opponent. You can chain a Serpent Slash afterwards.

[**---]

Roundhouse - As Yamakazi spins around by pivoting his front foot, he swings his back foot around, and performs what looks like a combination between a spinning heel kick, and a donkey kick. The speed is slightly quicker than the standing HP, but still just a tad slow. Up close, it is a two-hit combo, in which the first hit, is a knee to the abdomen, and the second is a kick to the head. Like the standing HP, it too has decent priority, and range, so it can be used either to end combos, to poke at your opponent, or to trade hits with them.

[**---]

Crouching Attacks \

Jab - The crouching version of the standing LP. Usually better if used in combos.

[**---]

Short - The crouching version of the standing LK, except with less reach. Usually better if used in combos.

[**---]

Fierce - Yamakazi stands and performs a backhand strike with his front hand. Not very much horizontal range at all. The priority is better than

the animation may suggest, but not THAT good.
Perhaps your best chance against an ultra-close
range jump-in.

[***--]

Roundhouse - The crouching version of the standing
HK. This move is a sweep that knocks opponents off
their feet.

[***--]

Jumping Attacks \

Jab - The jumping version of the standing LP, except
aimed at a downward angle. A decent jump-in move,
and combo starter.

[**--]

Short - When you jump straight up, it is exactly the
same as the standing version, but aimed almost
straight down. While jumping up, and holding either
forward, or backward, Yamakazi simultaneously turns
his back, and performs a front kick with what used
to be his back leg (before he turned around). Think
of it as the kicking version of the jumping LP.

[**--]

Fierce - A jumping uppercut with good vertical range,
but almost no horizontal range. Not very good for
really anything. It could be used as an anti-air on
the way up, but it's not recommended that you do that.
Don't try fight air to air battles while playing as
Yamakazi, 'cause you'll almost always lose. You've
got a ton of defensive attacks, and reversals anyway,
so there's really no reason to.

[*----]

Roundhouse - When you jump straight up, Yamakazi will
perform a jumping side-kick, usually aimed at the head.
While jumping up, and holding either forward, or back-
ward, Yamakazi simultaneously turns his back, and
performs a stomp, aimed at a diagonally down-forward
angle, with what used to be his front leg (before he
turned around). This is Yamakazi's best bet for jump-
ing-in. It's quick, aims at the perfect angle, and
has decent priority. The only weakness of this move,
is its lack of horizontal range.

[**---]

Throws \

Punch Throw -

Motion: Forward, or Backward (Hold), + Punch
(when close, and grounded)

Yamakazi grabs the opponent by the head, using his
front hand, and slams it into the ground. Looks kind
of nice, and is unblockable, but since it is a throw,
you must be very close to connect with it. Try get-
ting under your opponent, and nailing them with it

as they land.

[**---]

Kick throw -

Motion: Forward, or Backward (Hold), + Kick

(when close, and grounded)

Yamakazi grabs the opponent by the head, using his front hand, and hurls them across the screen. Unblockable, but because it is a throw, you must be very close to connect with it. Try nailing your opponent with it as they land.

[**---]

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[4] SPECIAL ATTACKS (NORMAL VERSION) -----
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The normal version of Yamakazi has moves that the EX version does not. A lot of their moves are shared, but some of them may have a different button command.

Hydra's Judgement \ _____

Motion: Forward, Down, Down/Forward + LP, or HP

(when grounded)

Yamakazi, pulls a knife, and slashes with it, once for the LP version, and twice for the HP version, as he charges forward. The start up of this move is slow, and it's not really combo-able. Use it only to capitalize on your opponent's recovery.

[*----]

Serpent Slash \ _____

Motion: QCB + LP, HP, or LK

(when grounded)-{can be charged}

Yamakazi, throws a punch with his free hand and yells, as a streak of energy, that looks sort of like lightning, shoots in a certain direction. Depending on what button you pressed, the attack, will aim at a certain angle. All three versions have seemingly poor priority, and will not beat out, but instead trade hits, with almost any attack in the game. It also counts as a physical attack, and can be reversed by characters equipped with reversal attacks (such as Yamakazi, or Geese).

-The LP version is a poorly prioritized anti-air counter. It shoots up almost vertically, with almost no horizontal range. An OK anti-air, but there are better ways to take care of jump-in attempts.

[**---]

-The HP version is a poorly prioritized special move poke, that goes about 1/2 of the way across the screen, and shoots out horizontally, in an almost straight line. Good for poking, or for tempting your opponent to attack you. Does good

damage, if it connects. Best used at medium range.

[*****]

-The LK version seems to have better priority than the other two. This version shoots at a perfect diagonally down angle. Use against characters that like to perform low attacks, just try to keep some space in between the two of you.

[***--]

Taunt and Counter \

Motion: HCF + LK, or HK

(when grounded)

Yamakazi leans forward, and sticks out his tongue. If he is hit with an upper body attack, during this time, he automatically performs a counter attack. This doesn't counter low attacks, but it is excellent as an anti-air counter! There's really no difference between the LK, and HK versions.

[****-]

Double Return \

Motion: QCF + LP, or HP

(when grounded)

Yamakazi takes his back hand out of his pocket, and swings it in an uppercut motion, while this purple energy forms on it. This move can reflect projectiles! Try to time it to where Yamakazi's hand hits your opponents projectile. If done correctly, Yamakazi will absorb the projectile, and shoot an extremely quick purple projectile back at the opponent. If you're close enough when he does so, you may even get a physical hit out of it. Don't try this on any kind of desperation, or physical attack.

[***--]

Poision Tentacles \

Motion: Back, Down, Back/Down, + LP, or HP

(when grounded)-{can be charged}

Your basic charging attack. Yamakazi brings his back hand out of his pocket, rears it back, as some kind of purple energy forms on it, and lunges forward. Can be charged to increase damage, but the start up is slow, even if not charged. Like the Hydra's Judgement, should only be used to capitalize on your opponent's recovery.

[*----]

Flight of Tempering \

Motion: Forward, Down, Down/Forward + LK, or HK

(when grounded)

A devastating over-head attack is performed, as Yamakazi brings his foot up, and slams it into the ground. Best used to hit opponents in a crouching block. Could also be used as an anti-air, but not recommended.

[**---]

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[5] SPECIAL ATTACKS (EX VERSION) -----

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The EX version of Yamakazi has moves that the normal version does not. A lot of their moves are shared, but some of them may have a different button command. EX Yamakazi has a couple of moves that are different from the other version. His moves in general, have easier move commands. He has all of the moves of normal Yamakazi, but with the following exceptions:

Bomb Bopper \ _____

Motion: HCB, Forward, + LP, or HP
(when grounded)

For EX Yamakazi this takes the place of "Poision Tentacles". This is an unblockable throw. If it connects, Yamakazi grabs his opponent by the head, and gives them an explosive headbutt. Does good damage, and kind of easy to connect, considering it can't be blocked.

[****-]

Sand Scattering \ _____

Motion: Forward, Down, Down/Forward + LK, or HK
(when grounded)

For EX Yamakazi this takes the place of "Flight of Tempering". Yamakazi performs sort of a front kick with his back leg, while laughing insanely, as some sand shoots up from the ground, and at his opponent. This move is quick, and can be comboed after a light attack, preferably an LK of some sort.

[**---]

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[6] DESPARATION ATTACKS -----

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Guillotine \ _____

Normal version -

Motion: Forward, Back, Down/Back, Down, Down/Forward + LP, or HP
(when grounded) requires 1 energy level

EX version -

Motion: QCF, QCF + LP, or HP
(when grounded) requires 1 energy level

Yamakazi leaps through the air with a jumping attack. If it connects, he slams his fist in to the opponent's skull, brings them down, drags them, and finishes his "combo" with a double

return. This is mainly an anti-air counter. The start up is very slow, so it probably won't connect, on the ground, unless you are trying to capitalize on your opponent's recovery, or the move stun from one of your other moves.

[**---]

Drill \

Normal version -

Motion: FCF + LP, or HP - then press LP, or HP rapidly
(when grounded) requires 1 energy level

EX version -

Motion: HCB, HCB + LP, or HP - then press LP, or HP rapidly
(when grounded) requires 1 energy level

This is a Desperation Throw. If it connects, the opponent is picked up by the head, and thrown into the air, when they hit the ground, they lay there for a moment, and are then hit with a combo. The damage is pretty, good, but it has ultra-short range. Since this is a throw, you must be close when you use it. It is unblockable, and has invincible start up, so use it to counter grounded, physical attacks.

[**---]

[7] PARTNERING UP YAMAKAZI -----

Yamakazi's Ratio \

CvS is a game full of characters of different ratios. In CvS, a player is allowed 4 ratios per team. Each character is a different ratio. The ratios for each character vary from 1 - 4. Teams may not always be even. For example, a team can have as many as 4 ratio 1 characters, or as few as 1 ratio 4 character. Yamakazi is a ratio 3 character, meaning he can only be paired with 1 ratio 1 character. Characters of a ratio higher than 1, can not be paired with him in this game.

How He Pairs Up \

Pairing up Yamakazi, all depends on your "style". If you like playing offense, use a good offensive character. Offensive characters, when paired with Yamakazi, add lots of balance to the team. If you really like to play defensively, choose a good defensive character as your partner. Either make Yamakazi start, to weaken the opponent's team for your ratio 1, or have him go second to finish what your ratio 1 starts. Also, try to balance out members on your team, to the members on your opponent's team, whenever you select your team's order.

Ratio 1 Characters \

You can pair any one of these characters with Yamakazi. These

characters usually have low vitality, and weak attacks, but they are the only ones able to partner up with Yamakazi in CvS. Try to balance out your "buddy" with Yamakazi.

```
+-----+
| BENIMARU |
+-----+
| BLANKA   |
+-----+
| CAMMY    |
+-----+
| DHALSIM  |
+-----+
| KING     |
+-----+
| SAKURA  |
+-----+
| VICE     |
+-----+
| YURI     |
+-----+
```

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[8] GENERAL STRATEGIES -----

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Whenever you use anybody in CvS, you should mainly "play along" with your opponent's strategy. Do so when using Yamakazi. Watch your opponent, and use one, or both of these two strategies, depending on what they do.

General Offense Strategy _____

Yamakazi seems to be very weak on offense. If you are playing him correctly, offense really won't be very a big part of your strategy. The only time you will ever go on offense, is if time is running out, and you're losing, or if you are trying to knock back your opponent with some of Yamakazi's close range poking attacks. On offense, try using lost of pokes as well. If one breaks through, then hit your opponent with a simple two, or three hit combo. Try to pressure your opponents, by inching your way closer to them, and stalking them with the Serpent Slash. Also, use the roll to get through your opponent's projectiles, and/or their basic attacks. Most opponents tend to crack under pressure, and will attack you, so be ready to perform a counter of some sort. Here's some tips:

- Roll ALOT. Yamakazi is very slow, compared to most of the other characters in the game, and this will help you open up your opponent to a combo.
- Yamakazi's Ground HK attacks have VERY GOOD range. Almost as much as Vega's HP attacks. The priority is good also. Even better than his Serpent Slashes! Use them for poking, just be careful, the start up and recovery are just a tad slow.

- Yamakazi doesn't need long lengthy combos to win. When you pull off a combo with him, you will notice that the count is unusually low, but the damage is actually pretty decent.
- EX Yamakazi seems to be better than the normal version. 5 Bomb Boppers can kill a ratio 2!
- If you gotta have combos, use only simple 2-4 hit ones. I'm not gonna list 'em, but just try comboing stuff like Hydra's Judgement, and Sand Scattering, after weak attacks.

General Defense Strategy

This is where Yamakazi shines. To play defense with him, simply stay back, and wait for your opponent. If they throw a projectile at you, knock it back at them. Aggressive players can easily be taken care of, with a Taunt & counter, or a Serpent Slash. However, if they get too close to you, you may not have time to perform a special. If this happens, use a block and counter strategy. This basically means, blocking your opponent's attacks, and striking them, with a basic attack, and/or a 2-3 hit combo. If a super is used against you, either jump it, roll it, or block it. Here's a few defensive tips:

- To counter low attacks, your best bet is either ducking HK's, or Sand Scattering if you have the EX version. Low Serpent Slashes should only be used from a couple of steps away.
- Yamakazi's attacks have decent priority and range. This means he is pretty good at poking. Keep that in mind when fighting grounded close range battles.
- The recovery of the Taunt and Counter is absolutely horrid. If you miss, Yamakazi spends a long time in recovery, and is left open to stuff like, low attacks, and projectile type supers. Pop it out when the opponent least expects it.
- Use the Serpent Slash to lure your opponent towards you, then punish them with a throw of some sort, or Taunt and Counter. Just don't get too predictable, or you will be punished with a roll-attack counter.
- The best way to counter long/medium range anti-airs, is by using the Guillotine. That's pretty much its only use. It does very good damage when used at level 3.
- If Yamakazi starts, choose the SNK groove. For Defensive characters like Yamakazi, this allows easy supers. However if Yamakazi goes last, choose the Capcom groove. Use your ratio 1 to get you charged up.
- Master the Tech. Hit. If you ever get thrown this will help you.

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[9] BEATING YAMAKAZI -----

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 Vs Yamakazi Strategy \ _____

As you probably already know, Yamakazi can real pain if correctly used. Since he can counter just about anything that is thrown at him, you mainly want to capitalize on his recovery on his special/heavy attacks. Most of his moves will leave him open, so look for a chance to attack. Try to force him to go on offense, and always be looking for something to counter. The Serpent Slash does not have very good priority, and will neither beat out or lose out to most basic attacks, so trade hits with it, if you're feeling bold. When, or if, you play aggressively, mix up your game well. At ultra-close range, use low attacks, Yamakazi cannot counter these, so his only choice, is to block, or roll. Speaking of rolling, try rolling alot to get him crossed up, and/or opened up to an attack.

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[10] MISCELLANEOUS -----

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 Costume Colors \ _____

The costumes chosen with two buttons, must be unlocked. Beat the game once with Yamakazi, to get them available in the "Secret Shop". They are in slot 22, and cost 200 vs. points.

- X = Light Punch
- Y = Heavy Punch
- A = Light Kick
- B = Heavy Kick

BUTTON(S)	OUTFIT/GLOVES/HAIR 1	SHOES/BELT	HAIR 2	SKIN
X	Dark Grey	Brown	Yellow	White
Y	Greenish/Black	Brown	White	White
A	Purple	Brown	Pink	White
B	Yellow	Brown	White	White
X+Y	Light Grey	Brown	Yellow	Light Tan
A+X	Royal Blue	Brown	Yellow	White
B+Y	Brown	Brown	White	White
A+B	Bright Red	Brown	White	White

Win Quotes

After the match, the winning character will say one of their win quotes. Every character has some. These are Yamakazi's:

- "What? What makes you believe I will forgive you if you apologize?"
- "Ha, ha, ha! You look better now, than you did before!"
- "You had better apologize to me for being so weak! Or else!!"
- "You won't understand how stupid you are until I beat it into you!"
- "Hey wait! You can't quit yet!! I still have more for you!"
- "What? Was I fighting unfairly? Do you think I really care about that!"
- "Look at my shoes! They got dirty! Lick them! I said lick my shoes clean!!"

Animations

Win Poses:

- Yamakazi kicks dirt on the opponent, using his back leg.
- Yamakazi turns his back. He then takes his back hand out of his pocket, and clutches his shoulder.
- Yamakazi quickly reaches out with his front hand, grabs the opponent by the head, and raises them into the air. He then smiles, and says something in Japanese, while holding them there.

Taunt:

- Yamakazi simultaneously puts both hands in his pockets, looks at you, shrugs his shoulders, and says something in Japanese.

EX Differences

Beat the game twice with Yamakazi (SNK groove) to gain access to EX Yamakazi. He is in slot 55 of the "Secrets Shop".

You should have read about some of them earlier on in this FAQ, so I won't go on about them. However I will say this:

EX Yamakazi has better comboability than Normal Yamakazi. He can even chain a Guillotine after a sweep!

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[Apndx. A] NOTATIONS -----
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Usefulness Chart:

* means 1 grade. 1 being the lowest, and 5 being the highest.

[*----] - This move is useless. Avoid.

[**---] - An OK move. You may have to use it in combos anyway.

[***--] - A decent move. Should be used a bit more often.

[****-] - A useful move. Use it whenever situation allows.

[*****] - This move rocks! Use it and abuse it, but don't get predictable.

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[Apndx. B] GAME BASICS -----
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Dash - Forward, Forward

Back Dash - Back, Back

Super Jump - Tap: Down, Up

Fake Stun - While down, hold LP + HP.

Evasive Roll - X + A, goes through ALL projectiles, and most attacks

Taunt - Start (or LK + Start for DC)

Tech Hit - Forward or Back + any button when being thrown

Charge energy meter (SNK groove) - Press and hold HP + HK.

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End of FAQ