

Killer Instinct Combo FAQ

by ICEOUT0002

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** KI SNES highest combos by ICEOUT- updated 4/01/96 **

Added - Cinder's 36-37 hit (from Kisman/ Manglic's FAQs)
Alternate 32 hit for Fulgore

LEGEND: 1= quick punch 2=medium punch 3=fierce punch
4=quick kick 5=medium kick 6=fierce kick

H(1-6)=hold that button R(1-6)=release that button
(B) (F)=hold that direction
(B:03)=used for T.J>'s triple roll
B=back DB=down-back D=down DF=down-forward F=forward
QT=D,DF,F QB=D,DB,B QCD=DF,D,DB FF=F,F
FS=full screen away
/ = delay slightly to start new combo(late linker)
*=single hit

T.J. COMBO:H3, (B:03), (F)+2, 6, 4*, (B:03)+1, 5, 5*, (F)+2, 6, B+R3,
wait (B), F+3 (38-40 HIT)
The triple roll is used twice in this combo.
You must hold 3 to do a turbo Ultra after they fall from the 6.

GLACIUS: Jump, 1, (F), 4, DF+4*, (B)+2, 2, DB+4*, F+3, wait QT+6 (30-32 HIT)

SABREWULF: Howl, H3, H4, (F), B+2, (F), 5 / (B)+2, F+R4, (B), F+R3, (F), 1,
B+2, (F), 4*, B+4, wait (B), F+6 (35 HIT)
The timing of the charges and button releases must be PERFECT.
If done right, Sabre can get both a 4-hit roll and spin before he loses
the flashing line.

ORCHID: FS, (B), F+6*, (B), 1, F+6, (B), 1, F+6, (B), 1, F+6, (F), 1, (B)+5, 1, F+2,
wait QT+1 (46-48 HIT)

FULGORE: F+6 / QCD 6, (B), F+6, 6, QCD 6, 6, F, D, DF, 1, wait F, B, B, QT+1
(31 HIT) or QT+1 (32 HIT w/flashing line)
Jump 4, 1, DF+4*, D, DB, 6, 6, (F), 1*, D, DF, 1, wait do above juggle

RIPTOR: (B), F+5, (F), 2 / B+4, (F), 1, B+4, (F), 1, (B)+4, 4*, F+4, QB+1 (32-34 HIT)

JAGO: FS, QT+1, QCD 6, 5, QCD 3, 5, (F), 1*, 1*, QCD 4 (30 HIT)
Holding forward just makes the QCD 4 easier to do.

SPINAL: FS, FF+2, (F), 2 / B+2, (F), 3, B+2, (F), 3, B+2, 3, QT+3 (32 HIT)

THUNDER: (B), F+3, (F), 3 / B+2, (F), 6, B+2, (F), 6, B+2, 1 (H1), F+R1,
wait QT+4 (36-38 HIT)
One hit of the turbo Ultra will miss.

CINDER: Jump FF3, (B)+3, 4, (F)+3, 4, 4*, (B)+1, 4, F+3, 4, 4*, FF3, wait FF3
(35-37 hit) You can leave out the B+3 if you wish as long as the first
fireball is in the air. WARNING: A real hair puller.

EYEDOL: (B), 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, F+3, wait (B), F+1 (15 HIT)

CREDITS: Derek Kisman - Thunder/Fulgore/Eyedol high combos

Cinders 37 hit- from his FAQ / Any contributors to his FAQ
Manglic's SNES KI FAQ - Also has simplified Cinder 36 hit
Alex Navarro (PQNQ74A@prodigy.com) -
Sabre's two-moves-for-one-howl trick, from which I got his 35.

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