

Capcom vs. SNK Short Move List

by ICEOUT0002

Updated to v1.20 on Apr 26, 2005

Capcom vs. SNK: Millenium Fight 2000
Short Movelist Version 1.20
by Charles Grey(iceout5002@netzero.com)

---LEGEND---

UB U UF 1 2 P/PP *: tap rapidly ^: jump
B * F 3 4 K/KK (^): also in air C: hold direction/button
DB D DF n/x: normal/ex mode only ++: level 3/MAX
QCF/QCB: D-DF-F / D-DB-B HCF/HCB: B-DB-D-DF-F / F-DF-D-DB-B
DQxx/Hxx: do twice DP/RDP: F-D-DF / B-D-DB
HC/SHC: Hold B-F / Hold B-F-B-F 360/720: 1 or 2 full circles
VC/SVC: Hold D-U / Hold DB-DF-DB-UF

---AKUMA---

Gou Hadoken: QCF+P
Gou Shoryuken: DP+P
Zanku Hadoken: ^QCF+P
Shakunetsu Hadoken: HCB+P
Tatsimaki Senpuukyaku: (^)QCB+K
Ashura Warp: DP/RDP + PP/KK
Zugai Husatsu: F+1
Tenma Mujin Kyaku: jump UF,D+4
MESSATSU GO HADOU: DHCB+P
TENMA GO ZANKU: ^DQCF+P
MESSATSU GO SHORYU: DQCF+P
SHUN GOKU SATSU: 11F32++

---BALROG---

Turn Punch: hold any button
Dash Straight: HC+P
n D.Ground Straight: CB-DF+P
n Buffalo Headbutt: VC+P
Dash Upper: HC+K
n D.Ground Upper: CB-DF+K
CRAZY BUFFALO: SHC+P, (K for upper)
n GIGATON BLOW: SHC+K++

---BENIMARU NIKAIDO---

Lightning Fist: n QCF+1/2, (2,2) (x QCF+P)
x Lighting Fist(air): DP+P
x Corridor Crunch: HCB-F+P
Iaido Kick: QCF+K
Shinku Katategoma: HCB+K (n- ALL to cancel)
n (spin kick): B/F+4
x (dash kick): F+3
(drill kick): ^D+4
BLAST FLASH: DQCF+P
x (air)BLAST FLASH: DQCF+K
n DISCHARGE SPARK: DQCB+P
x ELEC-TRIGGER: DHCB+P

---BLANKA---

Electric Thunder: *P
Roll Attack: HC+P
n Back Step Roll: HC+K
n Vertical Roll: VC+K
Amazon River Run: DF+2
Surprise Fwd/Back: (B+)KK

n DIRECT LIGHTNING: SHC+P
n SHOUT OF EARTH: SVC+P, (*P)
x GRAND SHAVE ROLL: SHC+P(hold to delay)
---CAMMY WHITE---
Hooligan Combination: DB-D-DF-F-UF+P
(P to cancel / nothing for slide / B/F+P for throw)
x Cannon Strike: ^QCB+K / K after DB-D-DF-U-UF+P
n Axel Spin Knuckle: HCB+P
n Sprial Arrow: QCF+K
Cannon Spike: DP+K
SPIN DRIVE SMASHER: DQCF+K
x REVERSE SHAFT BREAKER: DQCB+K, (*K)
---CHUN-LI---
n Kikoken: HCF+P
Hyaretsu Kyaku: *K
n Tensho Kyaku: VC+K
Spinning Bird Kick: n HC+K (x (^)VC+K)
(flip kick): DF+3
(stomp kick): ^D+4
(wall jump): jump at wall, UF
n KIKOSHO: DQCF+P
SENRETSU KYAKU: SHC+K
n HAZAN TENSHO KYAKU: SVC+K
x SPINNING HORNET KICK: SVC+K
---DHALSIM---
Yoga Fire: QCF+P
Yoga Flame: n HCB+P (x HCF+P)
Yoga Blast: n HCB+K (x HCF+K)
Teleport: DP/RDP + PP/KK
n Yoga Palm: F+1
Yoga Mummy: ^D+2
Drill Kick: n ^D+4 (x ^D+K)
n (short moves): (^)B/DB+P/K
(2nd taunt): ^(taunt)
n YOGA STREAM: DQCF+P
x YOGA TEMPEST: DHCB+P
n YOGA VOLCANO: DQCF+K
---E.HONDA---
100 Hand Slap: *P (x- B/F to move)
Super Zutsuki: HC+P
n Ohicho Nage: 360+P
Super Hyakkan Otoshi: VC+K
x (palm slap): B/F+2
(stand sweep): B/F+4
(body splash): ^D+4
ONIMUSOU: DHC+P
n OROCHI KUDAKI: 720+P++
---GEESE HOWARD---
Wind Slice: QCF+P
n Gale Slash: j QCB+P
Counter: n HCB+1/2/3 (x HCB+1/2) (high/mid/low)
x Evil Shadow Smasher: HCB+K
(power punch): F+2
RAISING STORM: DB-HCB-DF+P
DEADLY RAVE: HCB-F+3 > 11332244,QCB+2++
---GUILE---
Sonic Boom: HC+P
Somersault Kick: VC+K
(back fist): F+2
n Rolling Sobat: B/F+3

```

x (inverted kick): B/F+4 close
n TOTAL WIPEOUT: SHC+P
  SOMERSAULT STRIKE: SVC+K
---IORI YAGAMI/OROCHI IORI---
  Dark Thrust: QCF+P
  Fire Ball: DP+P
n Dust Gale: HCB-F+P
  Deadly Flower: QCB+P, (QCB+P, QCB+P)
  Dark Crescent Slice: HCB+K
  (chop kick): F+3
  (back kick): ^B+3
x FIRE WAVE: DQCF+P
n ONE-FOR-THE-ROAD BLAST: QCB-HCF+P, (C)
  MAIDEN MASHER: QCF-HCB+P
---KEN MASTERS---
  Hadoken: QCF+P
  Shoryuken: DP+P
n Front Roll: QCB+P
  Tatsimaki Senpuukyaku: (^)QCB+K
n Ryusenkyaku: DP+K
x Natatoshi Kick: F-DF-D+K
x Oosotomawashi Kick: HCF+K
x Kamabarai Kick: QCF+K
x Overhead Kick: hold K after QCF+K/HCF+K/F-DF-D+K
  Inazuna Kakato Wari: F+3
  SHORYU REPPA: DQCF+P
n SHINRYUKEN: DQCF+K(*K)
n SHIPPU JINRAI KYAKU: DQCB+K++
---KIM KAPHWAN---
x Sand Blaster: VC+P
  Crescent Moon Slice : QCB+K
  Flying Kick: ^QCF+K
n Flying Slice: VC+K (double: VC+4, D+4)
  Conquest Kick: D-D+K
  (overhead kick): F+4
n (stance switch):(4/F+4), C ((B/F)+1: high kick/2: overhead/3: high kick)
  PHOENIX FLATTENER: QCB-DB-F+K
n SUPER PHOENIX KICK: ^QCF-HCB+K
x PHOENIX KICK TORNADO: DQCF+K
---KING---
  Venom Strike: QCF+K
n Double Strike: DQCF+K
n Tornado Kick: HCB+K
x Moshu Kyaku: QCB+K
n Surprise Rose: DP+K
  Trap Shot: RDP+K
x Double Knee Kicks: DP+K
  (slide kick): DF+4
  ILLUSION DANCE: QCF-HCB+K
n SILENT FLASH: DQCB+K
x DOUBLE STRIKE: F-B-F-DF-D+K
---KYO KUSANAGI---
n Wicked Chew: QCF+P
  - Nine Scars Maker: w.chew > QCF+P
  - Rusting Eight Combos: w.chew > HCB+P / s. maker > P
  - Seven Hurting Combos: s.maker/r.combos > K
  - Flashing Slash: r.combos > P
x Dark Thrust: QCF+P
  Fire Ball: DP+P
n R.E.D. Kick: RDP+K

```

x Spinning Kick: RDP+K
 Crescent Smash: HCB+K
 x New Wave Smash: DP+K, (K)
 (hammer punch): ^D+2
 (overhead kick): F+3
 (double sweep): DF+4
 SERPENT WAVE: QCB-HCF+P, (C)
 n FINAL SHOWDOWN: DQCF+P (*any P/K after Level 1 Showdown for taunt)
 ---MAI SHIRANUI---
 Kacho Sen: QCF+P
 Ryu En Bu: QCB+P
 Flying Squirrel Dance: VC+P/^QCB+P
 n Deadly Ninja Bees: HCF+K
 x Sun Fire Samba: VC+K
 (closed fan swipe): F+2
 (wall jump): jump at wall,UF
 SUPER DEADLY NINJA BEES: QCB-HCF+K
 n CRIMSON FIREBIRD DIVER: ^DQCB+P
 n SWAN'S FANDANGO: DQCF+P
 ---M.BISON---
 n Psycho Impact: HC+P
 n Psycho Banish: DP+P
 x Psycho Crusher: HC+P
 n Skull Diver: VC+P, (P)
 x Devil Reverse: VC+P, (P)
 Double Knee Press: HC+K -Skull Diver: P
 Head Press: VC+K
 x (double punch): jump UB/UF,22
 n HEARTBREAK DESPAIR: SHC+P
 KNEE PRESS NIGHTMARE: SHC+K
 ---MORRIGAN AENSLAND---
 Soul Fist: (^)QCF+P
 Shadow Blade: DP+P
 Vector Drain: HCB+P
 Shell Kick: ^D+3
 CARDINAL BLADE: DQCF+P
 VALKYRIE TURN: (^)HCB+K, (D/U to move,K to attack)
 DARKNESS ILLUSION: (^)11F32++
 ---NAKORURU---
 Lela Mutsube: QCF+P
 Annu Mutsube: B-DB-D+P
 Amube Yatoro: HCB+P
 Mamahaha Grab: QCB+K (P: air slash/3: kick/4: release)
 -Shichikapu Ai: QCF+P -Kamui Mutsube: QCB+P
 Shichikapu Etu Brute: HCF+K
 (roll slash): DF+2
 SHICHIKAPU KAMUI IRUSHIKA: DHCB+P
 SHIRIKORO KAMUI NOMI: DQCF+K++ (ALL to cancel)
 ---RAIDEN---
 n Combo Body Blow: RDP+P -Headbutt: QCB+P -Front Suplex: QCB+K
 Poison Spray: HCB+P
 Giant Bomb: HC+P
 x Lariat Drop: DP+P
 Super Drop Kick: hold K,release
 Thunder Crush Bomb: 360+K
 (body splash): ^D+2
 (foot stomp): DF+4
 n FLAME BREATH: DHCB+P
 DESTRUCTION DROP: 720+K
 x CRAZY TRAIN: DQCF+P

---RUGAL BERNSTEIN---

n Wind Slice: QCF+P
x Dark Smash: (^)QCF+P
n Kaiser Wave: F-HCF+P, (C)
n Super Press: HCB+P
x Rugal Execution: HCB+P
Dark Barrier: HCF+K
Destroyer Cutter: DP+K
GIGANTIC PRESSURE: QCF-HCB+P
TOTAL ANNIHILATION: DQCF+K

---RYO SAKAZAKI---

Tiger Flame Punch: n (^)QCF+P (x QCF+P)
Koho: DP+P
n Zanretsu Ken: F-B-F+P
Lightning Legs Kick: CDB-F+K
x Kyoku Gen Kick Dance: HCB+P
x Crazy Tiger Thunder: RDP+P
(overhead chop): F+1
HAOH SHO KOH KEN: F-HCF+P
RYUKO RANBU: QCF-HCB+P
x TENCHI HAOH KEN: DQCF+P++

---RYU/EVIL RYU---

Hadoken: QCF+P
Shakunetsu Hadoken: HCF+P
n Shoryuken: DP+P
Tatsimaki Senpuukyaku: (^)QCB+K
x Ashura Warp: DP/RDP + PP/KK
(overhead punch): F+1
Senpuu Kyaku: F+3
x Tenma Mujin Kyaku: jump UF, D+4
SHINKUU HADOKEN: n DQCF+P (x DHCB+P)
n S.TATSUMAKI SENPUUKYAKU: DQCB+K
x MESSATSU GO SHORYU: DQCF+P
n SHIN-SHORYUKEN: DQCF+K++
x SHUN GOKU SATSU: 11F32++

---SAGAT---

Tiger Shot: QCF+P
Tiger Blow: DP+P
Ground Tiger Shot: QCF+K
Tiger Knee: n DP+K(x QCF-UF+K)
n TIGER DESTROYER: DQCF+P
n TIGER RAID: DQCB+K
x TIGER CANNON: DQCF+P
x GROUND TIGER CANNON: DQCF+K

---SAKURA---

n Hadosho: QCF+P
x Hadoken: QCF+P, (P, P)
n Ko Oh Ken: DP+P
x Sho Oh Ken: DP+P
n Oukakyaku: ^QCB+K
n Shunpu Renkyaku: QCB+K -(low kick): QCB+3 -(side kick): QCB+4
x Shunpu Kyaku: (^)QCB+K
Flower Kick: F+3
x (toe kick): ^D+4
SHINKU HADOKEN: DQCF+P
x MIDARE ZAKURA: DQCF+K
n HARU ISSEN: DQCB+K
x HARUICHIBAN: DQCB+K
---TERRY BOGARD---

Power Wave: QCF+P

Burn Knuckle: QCB+P
 n Rising Tackle: VC+P
 Crack Shoot: QCB+K
 x Power Dunk: DP+K
 (uppercut): DF+2
 POWER GEYSER: QCB-DB-F+P
 BUSTER WOLF: DQCF+K
 ---VEGA---
 Roll Crystal Flash: HC+P
 Sky High Claw: VC+P
 Barcelona Attack: VC+K(B/F to move)
 -(claw dive): P -Izuna Drop: B/F+P close
 Scarlet Terror : CDB-F+K
 Backslash : PP/KK(short)
 n (hop kick): F+4
 (wall jump): jump at wall, UF
 n SCARLET MIRAGE : SHC+K
 n FLYING BARCELONA SPECIAL: SVC+K, (P to dive, B/F+P close to throw)
 x ROLLING IZUNA ATTACK: SVC+K, (B/F+P close)
 n RED IMPACT: SHC+P++(need claw)
 ---VICE---
 Nail Bomb: HCF+P
 n Gore Fest: HCB-F+P
 x Mayhem: QCB+P
 Outrage: QCB+K
 Rave Fest: ^QCB+K
 Decide: HCF+K
 x Decide Slayer: DP+K
 n Tranquility: DP+K
 WITHERING FORCE: DQCF+P
 NEGATIVE GAIN: DHCB+K
 ---YAMAZAKI---
 Double Return: QCF+P
 Hydra's Judgment: DP+P
 Serpent Slash: QCB+1/2,3(C) (high/mid/low)
 Serpent Feint: QCB+1/2/3(C),4
 x Bomb Bopper: HCB-F+P
 n Poison Tentacles: RDP+P, (C)
 Taunt&Counter: HCF+K
 n Flight Of Tempering: DP+K
 x Sand Scattering: DP+K
 (overhead punch): F+1
 GUILLOTINE: n F-B-DB-D-DF+P (x DQCF+P)
 DRILL: n 360+P, (*P) (x DHCB+P, (*P))
 ---YURI SAKAZAKI---
 Tiger Flame Punch: QCF+P
 n Super Upper: DP+P (double: DP+2, DP+2)
 x Saiha: QCB+P
 Rai Oh Ken: QCF+K
 The 100 Blows: n HCB+K (x F-B-F+P)
 (butt crunch): F+3
 HAOH SHO KOH KEN: F-HCF+P
 n SCALDING STEAM BLAST: DQCF+P
 x FLYING PHOENIX KICK: F-B-HCB+K
 ---ZANGIEF---
 Double Lariat: PP/KK(quick), (B/F)
 n Banishing Punch: DP+P
 Screw Piledriver: 360+P
 n Siberian Bear Crusher: 360+K far
 n Atomic Suplex: 360+K close

```
(body splash): ^D+2  
(knee drop): ^D+3  
x (headbutt): jump up,U+2  
FINAL ATOMIC BUSTER: 720+P  
n AERIAL RUSSIAN SLAM: DQCF+K
```

This document is copyright ICEOUT0002 and hosted by VGM with permission.