

Capcom vs. SNK Move List

by Yoma

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Capcom vs. SNK: Millennium Fight 2000 (printable) move list

Available on all fine Dreamcasts everywhere

Version 1.0

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I LOVE E-MAIL. Really.

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Just a note before you get to DA GOODZ, this is JUST a move list.

No explanation of the grooves, secrets, combos, what have you. Read Shin Pikachu's FAQ or Sailor Bacon's, or SOMEONE elses. They're all alright. Alright, little ones, I'll be nice and point out something that is common knowledge: Hold start and select a character to get their EX version (assuming you bought them from the secret shop).

Also, I'm assuming you know what f, b, qcf, hcb, etc. mean. All I'll say is that movements are in lower case, buttons in upper case, mmmkay?

Oh, and so no one gets confused, here's the legend for the abbreviations I'll be using: [S3] is for specials that require 3 levels of super energy, [A] is for moves that can also be done in the air, [EX] is for moves used only by EX versions of characters, and [-] is for moves that are NOT in the EX character move list.

AAAAAAAAAAND, I promise this is the last thing I have to say, I won't be listing throws since they're all the same (f/b + HP or HK). Now, on with the show.

Akuma (4)

SPECIAL MOVES

Gouhadouken	qcf + P
Zanku Hadouken (air only)	qcf + P
Shakunetsu Hadouken	hcb + P
Goushoryuken	f,d,df + P
Tatsumaki Zankukyaku	qcb + P
Ashura Senku	b,d,db/f,d,df + PP or KK
SUPER: Messatsu Gouhadou	hcb,hcb + P
SUPER: Messatsu Goushouryu	qcf,qcf + P
SUPER: Tenma Gouzanku (air only)	qcf,qcf + P

SUPER: Shungokusatsu [S3] LP,LP,f,LK,HP

Balrog (3)

SPECIAL MOVES

Dash Straight Charge b then f + P
Dash Uppercut Charge b then f + K
Dash Ground Straight [-] Charge b then df + P
Dash Ground Uppercut [-] Charge b then df + P
Turn Punch Charge P or K then release
Buffalo Headbutt [-] Charge d then u + P

SUPER: Crazy Buffalo Charge b then f,b,f + P

SUPER: Gigaton Blow[S3] [-] Charge b then f,b,f + K

Benimaru(1)

SPECIAL MOVES

Lightning Fist qcf + LP
qcf + HP
[-] qcf + HPx2
[-] qcf + HPx3
Iaido Kick qcf + K
Shinkuu Katategoma hcb + K
Shinkuu Katategoma cancel LP+LK+HP+HK
Benimaru Corridor Crunch [EX] hcb,f + P

SUPER: Blast Flash qcf,qcf + P

SUPER: Blast Flash [EX] qcf,qcf + K (anti-air)

SUPER: Discharge Spark [-] qcb,qcf + P

SUPER: Elec-Trigger [EX] hcb,hcb + P

Blanka(1)

SPECIAL MOVES

Electric Thunder P,P,P..
Rolling Attack Charge b, then f + P
Backstep Rolling [-] Charge b, then f + K
Vertical Rolling [-] Charge d, then u + K
Surprise Forward f + KK
Surprise Back b + KK

SUPER: Direct Lightning [-] Charge b, then f,b,f + P

SUPER: Shout of Earth [-] Charge b, then f,b,f + P,P,P...

SUPER" Ground Shave Rolling [EX] Charge b, then f,b,f + P

Cammy (1)

SPECIAL MOVES

Spiral Arrow [-] qcf + K
Cannon Spike f,d,df + K
Hooligan Combination db,qcf,uf + P
Fatal Leg Twister b/f + K (after HC, be close)
Cross Scissor Pressure b/f + K (after HC, be close)
Razor Edge Slicer Do absolutely nothing after HC
Axel Spinning Knuckle hcb + P
Cannon Strike(in air) [EX] qcb + K (also can be done after HC)

SUPER: Spin Drive Smasher qcf,d,df + K

SUPER: Reverse Shaft Breaker [EX] qcb,d,db + K,K,K,K..

Chun-Li (2)

SPECIAL MOVES

Kikouken [-] hcf + P
Hyakuretsuyaku Press K rapidly
Tenshoukyaku Charge d, then u + K
Spinning Bird Kick (air) Charge b, then f + K
Spinning Bird Kick [EX] Charge d, then u + K

SUPER: Kikoushou [-] qcf, qcf + P
SUPER: Senretsukyaku Charge b, then f, b, f + K
SUPER: Hazan Tenshoukyaku [-] Charge db, then df, db, uf + K
SUPER: Spinning Hornet Kick [EX] Charge db, then df, db, uf + K

Dhalsim (1) (note: holding b + P/K keeps Dhalsim's limbs from stretching out, does not work in EX mode, however)

SPECIAL MOVES

Yoga Fire qcf + P
Yoga Flame hcb + P
Yoga Blast hcb + k
Yoga Teleport b, d, db or f, d, df + PP or KK

SUPER: Yoga Volcano [-] qcf, qcf + K
SUPER: Yoga Stream [-] qcf, qcf + P
SUPER: Yoga Tempest [EX] hcf, hcf + P

E. Honda (2)

SPECIAL MOVES

Hyakuretsu Harite P, P, P..
Super Zutsuki Charge b, then f + P
Super Hyakkan Otoshi Charge d, then u + K
Ooichou Nage [-] 360 + P

SUPER: Onimusou Charge b, then f, b, f + P
SUPER: Orochi Kudaki [S3] [-] 720 + P

Evil Ryu (4)

SPECIAL MOVES

Hadouken qcf + P
Shakunetsu Hadouken hcf + P
Shouryuken f, d, df + P
Tatsumaki Senpukyaku [A] qcb + K
Ashura Senku f, d, df/b, d, db + PP
Ashura Senku f, d, df/b, d, db + KK

SUPER: Shinku Hadouken hcb, hcb + P
SUPER: Messatsu Goushoryu qcf, d, df + P
SUPER: Shungokusatsu [S3] LP, LP, f, LK, HP

Geese (3)

SPECIAL MOVES

Wind Slice qcf + LP
Double Wind Slice qcf + HP
Gale Slash (in air) qcb + P
Upper Body Blow hcb + LP

Middle Body Blow	hcb + HP
Lower Body Blow [-]	hcb + LK
Evil Shadow Smasher [EX]	hcb + K

SUPER: Raising Storm	db,hcb,df + P
SUPER: Deadly Rave [S3]	hcb + LK,LPx2,LKx2,HPx2,HKx2,qcb + HP

Guile (2)

SPECIAL MOVES

Sonic Boom	Charge b, then f + P
Somersault Kick	Charge u, then d + K

Super moves

Total Wipeout [-]	Charge b, then f,b,f + P
Somersault Strike	Charge db,df,db,uf + K

Iori (2)

SPECIAL MOVES

Dark Thrust	qcf + P
Fire Ball	f,d,df + P
Deadly Flower	qcb + P, (qcb+ P,qcb + P)
Dark Crescent Slice	hcb + K
Dust Gale	hcb,f + P

SUPER: One For The Road Blast	qcb,hcf + P (chargable)
SUPER: Maiden Masher	qcf,hcb + P

Ken (2)

SPECIAL MOVES

Hadouken	qcf + P
Shouryuken	f,d,df + P
Tatsumaki Senpukyaku [A]	qcb + K
Front Rolling Move	qcb + P
Ryusenkyaku	f,d,df + K
Nataotoshi Kick [EX]	f,df,d + K
Kamabarai Kick [EX]	qcf + K
Oosotomawashi Kick [EX]	hcf + K
Inazuma Kakato Kick [EX]	Hold K after EX kicks

SUPER: Shouryureppa	qcf,d,df + P
SUPER: Shinryuken [-]	qcf,d,df + K,K,K..
SUPER: Shippu Jinraikyaku [S3] [-]	qcb,qcb + K

Kim (2)

SPECIAL MOVES

Crescent Moon Slice	qcb + K
Flying Kick (in air)	qcf + K
Flying Slice	Charge d, then u + K After HK, d + HK
Spirit of Conquest Kick	d,d + K
Sand Blaster [EX]	Charge d, then u + K

SUPER: Phoenix Flattener	qcb,db,f + K
SUPER: Super Phoenix Kick (in air) [-]	qcf,hcb + K
SUPER: Phoenix Kick Tornado [EX]	qcf,qcf + K

King (1)

SPECIAL MOVES

Venom Strike	qcf + K
Double Strike [-]	qcf,qcf + K
Surprise Rose [-]	f,d,df + K
Trap Shot	b,d,db + K
Tornado Kick [-]	hcb + K
Moshu Kyaku [EX]	qcb + K
Stepping Double Knee Kicks [EX]	f,d,df + K

SUPER: Illusion Dance	qcf,hcb + K
SUPER: Silent Flash [-]	qcb,qcb + K
SUPER: Double Strike	f,b,f,df,d + K

Kyo (2)

SPECIAL MOVES

Fire Ball	f,d,df + P
Crescent Slash	hcb + K
R.E.D Kick [-]	b,d,db + K
Wicked Chew [-]	qcf + P
Nine Scars Maker [-] (after WC)	qcf + P
Rusting Eight Combos [-] (after WC,NSM)	hcb + P
Seven Hurting Combos [-] (after WC+REC or NSM)	K
Flashing Slash (after WC + REC)	P
Spinning Kick [EX]	hcb + K
New Wave Slash [EX]	qcf + K then K
Dark Thrust [EX]	qcf + P

SUPER: Serpent Wave (chargable in EX)	qcb,hcf + P
SUPER: Final Showdown [-]	qcf,qcf + P

M. Bison (3)

SPECIAL MOVES

Psycho Vanish	f,d,df + P
Psycho Impact	Charge b, then f + P
Double Knee Press	Charge b, then f + K
Head Press	Charge d, then u + K
Somersault Skull Diver	P after Head Press
Somersault Skull Diver [-]	Charge d, then u + P, then P in air
Psycho Crusher [EX]	Charge b, then f + P
Devil Reverse [EX]	Charge d, then u + P, then P in air

SUPER: Knee Press Nightmare	Charge b, then f,b,f + K
SUPER: Heartbreak Despair [-]	Charge b, then f,b,f + P

Mai (2)

SPECIAL MOVES

Kacho Sen	qcf + P
Ryu En Bu	qcb + P
Flying Squirrel Dance (in air)	qcb + P
Flying Squirrel Dance	Charge d, then u + P
Deadly Ninja Bees	hcf + K
Sun Fire Samba [EX]	Charge d, then u + K

SUPER: Super Deadly Ninja Bees	qcf,hcb + K
SUPER: Crimson Firebird Diver (in air) [-]	qcb,qcb + P

SUPER: Swan's Fandango [EX] qcf,qcf + P

Morrigan (2)

SPECIAL MOVES

Soul Fist[A] qcf + P
Shadow Blade f,d,df + P
Vector Drain hcb + P

SUPER: Valkyrie Turn (air only) hcb + K, then K,K,K..
SUPER: Cardinal Blade qcf,d,df + P
SUPER: Darkness Illusion (air only) LP,LP,f,LK,HP

Nakoruru (2)

SPECIAL MOVES

Annu Mutsube b,db,d + P
Lela Mutsube qcf + P
Amube Yatoro hcb + P
Shichikapu Etu Brute hcf + K
Mamahaha Grab qcb + K
Mamahaha Slash After MG, LP,HP, or LK
Mamahaha Release After MG, HK
Shichikapu Ai After MG, qcf + P
Kamui Mutsube After MG, qcb + P

SUPER: Shichikapu Kamui Irushika hcb,hcb + P
SUPER: Shirikoro Kamui Nomi [S3] qcf,qcf + K (cancel with P or K)

Orochi Iori (4)

SPECIAL MOVES

Dark Thrust qcf + P
Fire Ball f,d,df + P
Deadly Flower qcf + P (qcf + P,qcf + P)
Dark Crescent Slice hcb + K

SUPER: Fire Wave qcf,d,df + P
SUPER: Maiden Masher qcf,hcb + P

Raiden (2)

SPECIAL MOVES

Giant Bomb Charge b, then f + P
Poison Spray hcb + P
Super Drop Kick Hold K then release
Thunder Crush Bomb 360 + K
Raiden Combo - Body Blow b,d,db + P
Headbutt After Body Blow, qcb + P
Front Suplex After Body Blow, qcb + K
Jumping Lariat Drop f,d,df + P

SUPER: Destruction Drop 720 + K
SUPER: Flame Breath [-] hcb,hcb + P
SUPER: Crazy Train [EX] qcf,qcf + P

Rugal (3)

SPECIAL MOVES

Wind Slice [-] qcf + P

Kaiser Wave [-]	f,hcf+ P (chargable)
Super Press [-]	hcb + P
Dark Barrier	hcf + K
Destroyer Cutter	f,d,df + K
Dark Smash [A] [EX]	qcf + P
Rugal Execution [EX]	hcb + P

SUPER: Gigantic Pressure	qcf,hcb + P
SUPER: Total Annihilation	qcf,qcf + K

Ryo (2)

SPECIAL MOVES

Tiger Flame Punch [A]	qcf + P
Koho	f,d,df + P
Lightning Legs Knockout Kick	Charge db, then f + K
Zan Retsu Ken [-]	f,b,f + P
Kyoku Gen Kick Dance [EX]	hcb + P
Crazy Tiger Thunder Attack [EX]	b,d,db + P

SUPER: Haoh Sho Koh Ken	f,hcf + P
SUPER: Ryuko Ranbu	qcf,hcb + P
SUPER: Tenchi Haohken [S3] [EX]	qcf,qcf + P

Ryu (2)

SPECIAL MOVES

Hadouken	qcf + P
Shakunetsu Hadouken	hcf + P
Shouryuken	f,d,df + P
Tatsumaki Senpukyaku [A]	qcb + K

SUPER: Shinku Hadouken	qcf,qcf + P
SUPER: Shinku Tatsumaki Senpukyaku	qcb,qcb + K
SUPER: Shin Shouryuken [S3]	qcf,d,df + K

Sagat (3)

SPECIAL MOVES

Tiger Shot	qcf + P
Ground Tiger Shot	qcf + K
Tiger Uppercut	f,d,df + P
Tiger Crush [-]	f,d,df + K
Tiger Crush [EX]	qcf, uf + K

SUPER: Tiger Destroyer	qcf,qcf + P
SUPER: Tiger Raid	qcb,qcb + K
SUPER: Tiger Cannon [EX]	qcf,qcf + P
SUPER: Ground Tiger Cannon [EX]	qcf,qcf + K

Sakura (1)

SPECIAL MOVES

Hadoushou [-]	qcf + P
Kououken [-]	f,d,df + P
Oukakyaku (air only) [-]	qcb + K
Shunpu Renkyaku [-]	qcb + K, then LK or HK
Hadouken [EX]	qcf + P,P,P..
Shououken [EX]	f,d,df + P
Shunpukyaku [A] [EX]	qcf + K

SUPER: Shinku Hadouken	qcf, qcf + P
SUPER: Haruissen [-]	qcb, qcb + K
SUPER: Midarezakura [EX]	qcf, qcf + K
SUPER: Haruichiban [EX]	qcb, qcb + K

Terry (2)

SPECIAL MOVES

Power Wave	qcf + P
Burning Knuckles	qcb + P
Crack Shot	qcb + K
Rising Tackle [-]	Charge d, then u + K
Power Dunk [EX]	f, d, df + K

SUPER: Power Geyser	qcb, db, f + P
SUPER: Buster Wolf	qcf + P

Vega (3)

SPECIAL MOVES

Rolling Crystal Flash	Charge b, then f + P
Sky High Claw	Charge d, then u + P, then P
Flying Barcelona Attack	Charge d, then u + K, then P
Izuna Drop	Charge d, then u + K, then f/b/d + P
Scarlet Terror	Charge db, then f + K
Back Slash	PP
Short Back Slash	KK

SUPER: Flying Barcelona Special [-]	Charge db, df, db, uf + K, then P
SUPER: Rolling Izuna Drop	Charge db, df, db, uf + K, then f/b/d + P
SUPER: Scarlet Mirage [-]	Charge b, then f, b, f + K
SUPER: Red Impact [S3] [-]	Charge b, then f, b, f + P

Vice (1)

SPECIAL MOVES

Nail Bomb	hcf + P
Gore Fest [-]	hcb, f + P
Da Cide	hcf + K
Outrage	qcb + K
Rave Fest (air only)	qcb + K
Tranquility [-]	f, d, df + K
Mayhem [EX]	qcb + P
Da Cide Slayer [EX]	f, d, df + K

SUPER: Negative Gain	hcb, hcb + K
SUPER: Withering Force	qcf, qcf + P

Yamazaki (3)

SPECIAL MOVES

Hydra's Judgment	f, d, df + P
Serpent Slash (upper)	qcb + LP
Serpent Slash (middle)	qcb + HP
Serpent Slash (lower)	qcb + LK
Serpent's Feint	SS while charging B
Taunt and Counter	hcf + K
Double Return	qcf + P
Poison Tentacles [-]	b, d, db + P (chargable)

Flight of Tempering [-]	f,d,df + K
Bomb Bopper [EX]	hcb,f + P
Sand Scattering [EX]	f,d,df + K

SUPER: Guillotine	f,b,db,d,df + P
SUPER: Drill [-]	360 + P, then P,P,P..
SUPER: Drill [EX]	hcb,hcb + P, then P,P,P..

Yuri (1)

SPECIAL MOVES

Tiger Flame Punch	qcf + P
Yuri Super Upper [-]	f,d,df + P
Yuri Double Uppers [-]	After YSU, f,d,df + HP
Rai Oh Ken	qcf + K
The 100 Blows	hcb + K
Saiha [EX]	qcb + P

SUPER: Haoh Sho Koh Ken	f,hcf + P
SUPER: Scalding Steam Blast [-]	qcf,d,df + P
[EX] SUPER: Flying Phoenix Kick	f,b,hcb + K

Zangief (2)

SPECIAL MOVES

Double Lariat	PP
Quick Double Lariat	KK
Vanishing Flat [-]	f,d,df + P
Screw Piledriver [-]	360 + P
Atomic Suplex (near opp.) [-]	360 + K
Flying Powerbomb [-]	360 + K

SUPER: Final Atomic Buster	720 + P
SUPER: Aerial Russian Slam [-]	qcf,d,df + K