

Capcom vs. SNK: SNK Combo Guide

by Gunsmith

Updated to v1.01 on Oct 10, 2000

[C a p c o m v e r s u s S N K]

"The Millenium Fight 2000"

> SNK CHARACTERS ONLY <

. COMBOS .

SNK CHARACTERS ONLY COMBOS and Misc FAQ -v 1.01 by Gunsmith

-Just a quick collection of combos and some info you might need to know. This FAQ is written in "ADVANCED mode", which means if you don't know the basics, you won't have any idea what I'm talking about. Sorry, but I don't have the time to explain. Read the other CVS FAQs. There are no basic combos in this FAQ. You can figure it out! I must add I use Capcom groove because I don't give my opponent time to breathe. All super notations are relevant to their strength. eg: QCFx2 + LP means level 1 super. QCFx2 + HP means level 2 super and QCFx2 + PP means level 3 super. VEGA is the capcom boss and Balrog is the Spanish dude okey?

-If you're new to the SNK scene and want to know more about the SNK characters, check out some of the FAQs on KOF, where you can find bios and speech translations. Recommended are my own one and that of Kao Megura.

"Innovate, don't imitate" (C) Hugo Boss 1998, 1999, 2000

Updates--

25th September - Hidden Release

29th September - still have stuff to add, but released anyway.

01st October - Released at Gamefaqs

06th October - Corrected Rugal combo. Added Ryuji and a simple Beni and King combo. Kyo crossup notes and chain. Terry combo (damn I didn't believe it the first time, sorry cheater!). Terry Juggle theorem added. Had a think and tried a Kim combo... and it worked! Corrected Vice combo (whoops) Also note Normal Vice. Kim combo and juggle theorem. Found a Rugal combo + note.

07th October - Rugal juggle correction. Rugal vs Bison note. Raiden + Zangief 360 notes. Snapshots done of custom colors.

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:Legend
:Characters
:Versus Speech Translations
:Dreamcast info
:Credits

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[1. L E G E N D-----]

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--Game Control--

LP = light punch
LK = light kick
HP = hard punch
HK = hard kick
LK + Start = Taunt

--FAQ Terminology--

Q = Quarter
H = Half
C = Circle
F = Forward
B = Back
UF = Up-Forward
UB = Up-Back
Fwd = Forward
Bk = Back
DP = Dragon Punch Motion (Fwd, Dwn, Dwn Fwd)
RPD = Reverse DP
360 = Spin 360 degrees

Special = eg: Ko-oh ken
Super = Special move requiring spirit bar eg Haoshikoken

The shorcut control system.

DP + P/K
can be executed thus:
Fwd, (neutral), Dwn-Fwd + P/K

Where there is no special move designated for a movement
EG: HCB will not do anything for Kim
use it to buffer a combo.
EG: QCB + P, HCF + K (Kim)
will execute
P, QCB, HCF + P

It would seem the bug testers actually did some work on this game.
In SNK mode, where juggles work so there would be an infinite,
they simply stop. In Capcom mode, you can pretty much juggle
because at some point you will run out of spirit bar.

2-1: The button release also registers an input. This if you do
P (hold P), DP, release P = you get P, DP combo. To avoid
messing up combos you may have to hold down certain buttons

to avoid the 2-1 occurring. Note that holding down a button still allows you to do special moves, unlike in KOF. This technique is also known as "One touch".

Jump LP or LK sets up a juggle, albeit for a very short time. Thus if you catch opponent in air with eg: Vice LK, you can follow immediately with QCB + LK (still in air).

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Benimaru Nikaido-----|
-----/

MISC:

You can charge his QCF + HP Raijinken by tapping HP. low HP can be chained but does not combo into any specials. BUT it does combo into Supers!

BOTH MODES:

Jump Dwn + HK, QCF + K (up to 6 hits)

QCF LP, QCFx2 + HP

The opponent must be caught while jumping. The higher you catch them the easier you can apply the Super. Note that Beni can in fact do a level 1 Raikoken and then a Level 2 Raikoken but it does pitiful damage. If you do a Level 2 Raikoken then a level 1 Raikoken the damage is also useless. Level 3 Raikoken doesn't seem to do much more damage than Level 2, so your best advice is to simply juggle with Level 2 Raikoken and save your bar for another combo later in the match. In SNK mode, you can't even juggle 2 Supers.

(Optional Crossup Jump HK) Low LKx3, QCF + LK

Use 2-1 to get the QCF LK. Don't bother with QCF HK, it inflicts the same damage as QCF LK!

Jump HK, Low LK x 2, Low HK, QCFx2 + HP

@CR or Crossup Jump HK. Against Zangief you can do Low LK x 4! You can also juggle another Raikoken but it's not worth the damage.

Low LK x 3, QCFx2 HP

SNK Groove users take note. You cannot combo Level 1 or normal red bar Raikoken. It has to be Level 2 and above.

Low LK, Low HP, QCFx2 HP

You can substitute Low HP for Standing HP

Jump HK, LP, Low HP, QCFx2 HP

@CR. You can also juggle another Raikoken but it's not worth the damage.

Crossup Jump LK, Low LKx4, QCF + K/ QCFx2 HP

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Terry Bogard-----|
-----/

Is it just me or is Guile's somersault kick MUCH easier to perform in combos than the Rising Tackle? There seems to be much more tighter restriction on the timing in order for you to use it.

MISC: The Buster Wolf has invulnerability just AFTER start up, it can go through fireballs etc.

Terry Veterans should resist the urge to do Low LK, LP, RT and instead do:

Low LK x 2, Light Rising Tackle

The Hard Rising Tackle will connect if you want, but it will only get one hit and inflict the same damage. Even if you use it in the corner, you can get 2 hits but negligible damage.

Terry's main super combo is QCFx2 + HP, QCB HCF + LP. Use this after the chains below. No spirit bar? Use Light Bare Knuckle.

LP, HP...

Low LP, Dwn-Fwd HP...

Only versus Zangief

Low LK, Low HP, Dwn-Fwd HP...

Crackshoot, Low HP...

Only in corner and opponent must be crouching when hit.

Terry : low jabX4, qcf+LK (=far standing LK), qcf+LK+HK (cancelled into lv13 buster wolf), add HP rising tackle if done in corner (you can replace the 4 low jabs by 3 low LK, both works on anyone) (45% damage)

I'm not sure if this works on arcade, but if you press LK + HK, LK ALWAYS comes out, so you can shortcut the combo above by QCF + KK, QCF + KK. Mind you, you could get the same damage by HP (2 hit), Lv1 Buster Wolf, Dwn Fwd HP, Lv2 Power Geyser!

A quick note about the juggles. I know you're all trying to find best juggles!

Low LKx3, LK ONLY combos into LV2/3 Buster Wolf

After a Buster Wolf, Dwn Fwd HP ONLY juggles into a LV2 Power Geyser. See the problem? It's all well and good in Practise mode or Full gauge battles, but in normal play your best full gauge juggle combo would be...

@CR; Jump HK, HP (2 hit), Lv1 Buster Wolf, Dwn Fwd HP, Lv2 Power Geyser. (60% damage)

Full screen; but stand a whole step from the edge of the screen, QCF + LP, Shadow Jump HK, Low HP, QCFx2 + LK, Dwn Fwd HP, QCB HCF HP (70% damage)

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Mai Shiranui-----|
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Normal Mode:

Jump HK, QCB x2 K (Whatever Level you want)
Shortcut the motion by doing QCB + K, QCB + P

EX MODE:

Full screen: qcf LP, hcf HK, qcb hcf HK

Full screen: qcf LP, qcb hcf HK, qcfx2 LP

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Ryo Sakazaki-----|
-----/

MISC: Ryokuranbu has invincibility AT startup. Can go through
fireballs etc. No range but hey, this isn't KOF!

Low LK, Low HP, Haoshikoken!

LP, HP, Haaoooshikoooken

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Yuri Sakazaki-----|
-----/

Crossup Jump HK, low LK, low LK, low LP, qcf qcf P (whatever level).

She can cancel her standing far HK, combos even with lvl1
haoshokoken and EX rushing super (even lvl1). Motion is easy
f+HK, hcf+P (or b, hcb+K). Good for pressure even if blocked.

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King-----|
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King can juggle after her low HK and after her HP throw (corner is
best)

HP Throw, DP+HK (corner)

HP Throw, QCBx2+LK @CR

Dwn-Fwd HK, QCB x2 + HK

HCb+HK (2 hit), DP+HK @CR

HCb+HK (2 hit), QCBx2+LK @CR

Low LK , Low LK, Low LKLP, HCB+HK

Low LK, Low LK, Low LKLP, HCB+HK, QCBx2+LK @CR

Low LK, LK, RDP+LK

Low LK, LK, RDP+LK, DP+HK @CR

Low LK, Low LP, QCBx2+HK

Low LK, Low LP, QCBx2+LK, QCBx2+LK

Low LK, Low LP, RDP+LK, DP+HK @CR

Low LK, Low LP, RDP+LK, QCBx2+LK @CR

Jump+HK, LK, DP+HK

Jump+HK, Low HK (cancel), DP+HK

Jump+HK, Low HK (pause), QCBx2+LK

Jump+HK, LP, RDP+LK, DP+HK @CR

Jump+HK, Low LK, Low LP, HCB+HK

Jump+HK, Low LK, Low LP, HCB+HK, QCBx2+LK @CR

EX MODE

EX King can combo her level 3 double strike super after her QCB+HK or HP throw anywhere on screen.

low-LK x2, LP, QCB HK, DP LK, SDM/Level 3 Double Strike
:@CR, possibly works after a crossup

-----\
Kim Kaphwan-----|
-----/

Low HP can combo into supers but not specials.
HP is cancellable on first hit.
Low HK does not juggle. I've tried, believe me...

Normal Mode:

Jump, QCF + HP (just does normal jump HP with buffer), HCB + LK + HK

@CR: Opponent Jumping;
Jump QCF + LK, Jump QCF HCB + KK

Kamui's Hisho theorem:

"You can land 3 Hisho Kyakus in the corner, but thats the limit (actually its a 4 hit limit, so if you land each Hishou Kyaku with just one hit a piece you may be able to get 4, but one of the Hisho Kyaku's always manages to get 2 hits for me.)."

Crossup Jump HK, Low LKx3, LK, QCB HCF + KK (Level 3)

EX Mode:

(Optional Crossup Jump HK) Low LKx3, Hld Dwn, Up + HP.

Jump HK, HP, QCFx2 HK, QCB HCF LK.
You can do this an easier way by doing, QCF HP QCF HK, which shortcuts the motion. You can also substitute the HP for low LKx2.
Kim has an excellent crossup HK... use it!

Jump in with and early HK, when you land immediatly link a low LK to a low LP, 2in1 Level 2 QCF QCF + K, Immediately go straight into a level 1 QCF QCF +K (start charging down), immediatly go into a LP Kusajin(last hit will only connect). IMMEDIATELY jump forward and juggle with a LK Hisho Kyaku, Jump up again and juggle with another early Hisho Kyaku.

-----\
Kyo Kusanagi-----|
-----/

MISC: his df HK command move is very useful, comes out extremely fast and covers quite much range, and unpunishable when blocked. This move also slides underneath Ryu/Ken's fireballs.

Normal Mode:

Jump HP, Low LK, Low HP, QCFx2 + LPHP

Low LKx3, QCFx2 LPHP

Crossup Jump LK or HP, Low LK, HP ...

:To perfectly set your opponent do Low LKx3 (blocked or hit) then NORMAL jump. You will be in perfect range for crossup (tested versus Ryu). At this range it is possible to get the low LK link even if it doesn't crossup, because it's so deep.

EX MODE

Full screen:

QCF + LP, Run, Low LK, QCF LK LK, QCB HCF LP+HP

Low LKx2, QCF LK LK, QCB HCF LP+HP

Just for you who are fighting people who are too slow to anti air counter... Break their guard! Empty Jump!

QCF HK HK, DP LP, QCB HCF LP+HP

You can substitute the DP LP for HP or QCF LK LK.

Stand a little more than a sweep distance away from the corner:

Do a HP throw to put them into the corner, immediatly throw a jab QCF LP Yamibarai to meet them as they get up, IMMEDIATELY go straight into a QCF + HK, HK, juggle them with a standing HP, 2in1 QCF + WK, WK (only the second hit will connect), Immediately juggle with a Level 3 Orochinagi.

-----\
Iori Yagami-----|
-----/
... nothing new KOF Iori users can't think of.

-----\
Rugal Bernstein-----|
-----/

Low LKx2, LK, DP + HK

Low LKx3, QCFx2 + K (Whatever level)

Crossup Jump HK, Low LP, HP, HCB + HP

Crossup Jump HK, Low LP, HP, QCF HCB + LP, QCFx2 + HK

@CR: Jump HK, Low HK, QCFx2 + HK

@CR: Low HK cancelled into QCF + HK (blockable). As they get up they get hit, then do QCFx2 + HK

Rugal's QCFx2 will juggle at level 2 ONLY.

-----\
Geese Howard-----|
-----/

Deadly Rave juggles. Thus in SNK Groove, you can add on a Rising Storm straight after. You can try a shortcut by to do this do QCB + HK for the last part of the deadly rave then do HCB + HP x2

as if you are doing a cancel and it should come out!!!

Rising Storm also juggles: Catch a jumping opponent with a Level 1 RS, you can add a Level 2 RS.

LP, HP, HCB Fwd LK, LP, LP, LK, LK, HP, HP, HK, low-LP x3, low-HK, Rising Storm

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Ryuji Yamazaki-----|
-----/

LP, LK, HP, DP + HP

Jump HK, standing LPx5, Low HK, fwd HCF + LP + HP
: @CR vs zangief

EX MODE

any combo into dp+K (cancel) into snake arm
(strange cancel also present in Kof xx)
: Works with LK or HK, best works from Standing combo.
eg: LPx2, low LK, DP + LK, QCB LK (5 hits)

-----\
Vice-----|
-----/

Normal Mode

Misc: Did you know that she can follow up her HCB Fwd HP with DP+K?
Yep, sure as hell surprised me...

EX MODE

Crossup Jump LK, LP x4, QCB + HP, DP + HK
:This was tested versus Zangief, the game's choice beanbag

Crossup Jump HK, LP, Low HP, QCB + HP, DP + HK
:Use 2-1 with Low HP to get the QCB + HP. After that wait just a tad before unleashing the DP + HK. Also note that you cannot connect the DP + HK if the you are next to the opponent in the corner. Versus Zangief you can get LP x2.

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Raiden-----|
-----/

Crossup Jump + Dwn + HP, Low LP, Low LP, LP, RDP + LP, QCB + LP, HCBx2 + LP + HP
:Wait after the lunging headbutt before doing the super acid spit.

Low LP, LK, 360+wk or 2x360+wk
Low LPx2 360+wk or 2x360+wk
Low LP, LP 360+wp or 2x360+wk

MISC: Raiden's Standing HK has enough buffer time to "noncombo" into a 360x2. Make sure the opponent doesn't move by first doing HK then a sweep or low taps, then when the next opportunity arises...

Raiden's 360' miss animation is VERY fast.

LK, 360 + LK, 360 + K.

:the first spin will miss, but the miss animation is so fast, the second spin will connect. If your opponent has blindingly fast reactions, he can jump away. If he sits there, he's dead.

He can also cancel low LK (blocked or hit) into a 360' + LK with ease.

Zangief on the other hand, has a huge miss animation. In this game doing spins and having them connect is really a matter of your opponent sticking a foot or hand in your direction to increase the range of the spin and thus make it connect.

Have you noticed how hard it is to do low LK, 360 + P? It's because of the one touch control. If you delay the spin by a millisecond, it will connect, but it is escapable.

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[9. TRANSLATIONS OF V E R S U S I N T R O D U C T I O N S-----]

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Vice vs Rugal

Mature: Aisatsu wa nuki da yo. Yarou ka! (I'm not going to greet you politely. Let's go!)

Rugal: Yo karou ...zonbun ni kakate koi (That's okay... Let's fight)

Terry vs Rugal

Terry: Geeeese!

Iori vs Vega

Vega: Sono kubi... ka kiru (Literally:I will cut off your head. Actual meaning is "I will slash open your throat")

Iori: Dousta! Sugu raku ni shite yaru (What's up? This will be over soon.)

Cammy vs Vice

Cammy: Lock on!

Vice: Anta no himei.. kikasetemorauwa. (I will listen to your screams of pain...)

Ken vs Ryo

Ken: Oreno debandaze! (This is my turn to fight!)

Ryo: Saaa koi! (Well c'mon then!)

Chun Li vs Yamazaki

Honfu: Chun li itaka? Koko wa kono hoku nihon da (Are you there Chun Li? This is ??? under construction)

Kyo vs Iori

you all know this....

Sakura vs Yuri

Yuri: Osu! (Fighters greeting)

Sakura: Kochira Koso, Yorishiku onegaishimasu. (I'm a young kid, please be kind to me.)

Yamazaki's snake arm win pose:

Moppen shindoku ka? (Do you want to die again?)

Note: "Moppen" is Osaka dialect! WTF!

Ken vs Terry

Ken: Sorayo! (Here!)

Vega vs Rugal

Rugal: Sono chikara mo watashi ga torikonde kuru

(I will take your power)

Vega: Sono kubi... ka kiru (Literally:I will cut off your head.

Actual meaning is "I will slash open your throat")

- I've noticed on the last stage, Vega says something different.

Yuri vs Ryo

Yuri: Oni-chan! Kakugo suruchi! (Brother! Prepare to fight!)

Guile vs Rugal

Rugal: Kimi no shini basho wa koko da (Your final resting place is here)

Guile: Sonic Boom!

Rugal: Reppuken!

Chun li vs Mai

Mai: Kaketerashai! (C'mon!)

Ryu vs Kyo:

Kyo: Huh.. kono teidoja doujinaikara. Honki de ikuze!

(Huh. So you don't get surprised with just this. Here I come with full power!)

King vs Sagat

King: Aiteninaruwa (You will be my opponent)

Terry vs Yamazaki

Yamazaki: ????.Tsukeyo (Use this)

Terry: punches knife

Yamazaki: Koukai suruzo kora! (You will regret that!)

Vice vs Evil Ryu

Ryu: ?????

Vice: Anta no himei.. kikasetemorauwa. (I will listen to your screams of pain...)

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[10. C O L O U R T E A M S-----]

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Saving your custom color: When you have got your color, press SAVE. Choose a VMU. Another screen appears with colour slot info. Press DOWN to choose a slot, otherwise nothing will get saved!

If you have successfully done this then when you choose a character "Colour 1" and "Colour 2" will appear above the "Normal" and "EX" bars. To choose Color 1, press B+X. To

choose Color 2 press A+Y.

<http://kof.fighters.net/cvscolors/>

Snapshots done and more as we speak! Naked Cammy and Zangief!

Yamazaki: Solid Black outfit.

by Goon

31-28-23

27-24-19

28-18-17

24-14-08

19-09-03

14-04-00

31-27-11

30-20-04

00-00-00

00-00-00

00-00-00

00-00-00

00-00-00

00-00-00

00-00-00

(screenshot available)

Geese: stubble, black hair and tan skin

by Goon

07-05-05

26-19-14

19-12-12

16-09-10

00-00-00

30-30-30

24-26-26

18-20-20

10-14-14

00-00-00

30-22-00

24-19-00

18-16-00

10-08-00

00-00-00

(screenshot available)

This one is Vice representing her friend Mature:

by Setsuna X

19 19 19

31 26 20

29 20 13

25 15 09

20 10 04

15 05 00

09 02 00

29 29 29

26 26 26

21 21 21

11 11 11

07 07 07

05 05 05

02 02 02

01 01 01

(screenshot available)

Ken: white hair, nicely shaded black gi.

28 28 28

23 17 09

22 13 06

20 09 03

13 04 00

07 00 00

31 26 00

27 21 00

22 17 00

08 08 08

06 06 06

03 03 03

01 01 01

00 00 00

02 02 02

(screenshot available)

Mai: It's a White Suit with Black Outlines

by Vermillion

30-28-20

30-24-16

28-16-12

24-10-06

14-04-00

08-04-00

12-12-12

08-08-08

04-04-04

00-00-00

00-00-00

30-30-30

26-26-26

22-22-22

18-18-18

(screenshot available)

Kyo: (Orochi-Half) Blue Hair, white suit and BEARD!

by Akaimizu

30 26 20

28 18 12

24 14 08

18 21 26

06 06 17

06 05 04

03 03 03

00 00 00

29 24 02

31 31 31

29 29 29

25 25 25

19 19 19

06 06 06

04 02 10

(screenshot available)

Iori: Blue Hair, Blue Jeans, Black Jacket, Red shirt

by Alex4ever

31-27-23

29-20-16

24-12-7

15-5-1

25-0-0

21-0-0

30-0-0

5-6-6

2-2-2

1-1-1

2-1-1

0-10-21

0-8-11

0-7-8

0-2-01

(screenshot available)

EX Shadow Iori:

everything 0-0-0 duh... Play in Final Fight stage to really scare people.... GWOOOOAAA!!!

Normal Colors:

Note you must have all colors unlocked.

Red-----

Ryo:A+X

Gouki: A+B

Vega: X

Vice: A

Yamazaki: A+B

Zangief: X

Kyo: X+Y

Cammy: A+B

Mostly Red----

Sagat: X+Y

Sakura: X+Y

Terry: A or X

Yuri: Y

Pink-----

Ryu, Yuri, King A+B

Beni B+Y

Mai X+Y

Kyo A+X

Sakura X+Y

Black-----

Vice A+B

O Iori A+X

Gouki X or X+Y

Vega: A+X

King:B+Y

White-----

Geese B+Y

Kyo B+Y

Chun LI A+X

E Ryu X+Y
Raiden X+Y
O Iori B+Y
Gouki A+X

Yellow-----
Raiden A+B

Turquoise-----
+ Yellow. Balrog: A
+ Light Orange: Balrog: A+X
+ Light Blue: Guile: B+Y
+ Navy Blue: Rugal: A+X

I know there's more, can you help? Send in the info!

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[15. C R E D I T S-----]

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|Contributors|

Myself
Serpent Wave
cheater
Soleilmoon
Yamazaki
Dr Shaboogen
marcel
Mai-chan
Lion

|Sources|

<http://kof.fighters.net/> (bulletin board combo thread)
<http://manga-freaks.simplenet.com/WT/> (combo videos)
<http://www.shoryuken.com> (The James Chen videos)

|Corrections, Minor Contributions and Misc|

Isamu
Calvin Bauzon

Posted Updates

<http://www.gamefaqs.com> -Thanks to Jeff!

This FAQ can also be found at:
<http://www.gameadvice.com>
<https://www.neoseeker.com>

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