

Anyway, this is only my 2nd attempt on writing a game guide. The 1st one was also a Kyo guide for KOF 97 (SNK). I wholeheartedly accept any comments and suggestions regarding this Kyo guide.

Almost all the translations on this guide have been done personally by yours truly. Any comments are most welcome.

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I assume that you guys have been playing CvS for some time now so I'll skip all the basic controls, and the game system stuff. Well, if you think you're still a beginner, check out any other General System FAQs, which can also be found at GAMEFAQS.

-----A. About Kyo

Name:	Kyo Kusanagi
Birthdate:	December 12
Age:	20
Height:	181 cm
Weight:	75 kg
Blood type:	B (RH -)
Nationality:	Japanese
Fighting style:	Kusangiriyuukobujutsu + Garyuukoukenpou (Kusanagi- style ancient martial arts + some original moves he made himself)
Hobbies:	Poetry
Favourite food:	Barbequed fish
Favourite sport:	Ice Hockey
Most valuable possession:	His motorcycle and his girlfriend, Yuki
Thing he hates the most:	Perseverance

Kyo is the main character of the KOF series. He is very self confident, and may seem arrogant at times, but his good nature always shines through. Kyo hates hard work, and thus hates school and all the tests and studying that comes with it. Consequently, he is still a high school senior despite his age. Fortunately, this doesn't apply to his fighting ability, and Kyo proves to be a formidable fighter.

Being the sole heir to the Kusanagi Clan, Kyo is able to summon crimson flames. Many of his special moves use this ability, such as his "Oniyaki" move. To make this possible, he wears special gloves that enhances this ability (and so that he won't strain himself, unlike Iori). However, his strength as a fighter and his natural ability of summoning fire seemingly forced him into the position of the Dragon Slayer, which is what his family name "Kusanagi" means in Japanese.

His name also plagues him with the rivalry with Iori, hier of the dreaded Yagami Clan. The Kusanagi and Yagami clans have been warring since ancient times, and the descendants have inherited this hate against each other through out history.

B. Changes from the KOF Series

Crouching - low jab, cancellable
Vertical Jump - elbow
Diagonal Jump - elbow

High Punch (HP)

Standing Far - backfist
Standing Near - elbow thrust, cancellable
Crouching - uppercut, cancellable
Vertical Jump - downwards punch
Diagonal Jump - downwards punch

Low Kick (LK)

Standing Far - side kick
Standing Near - leg kick, cancellable
Crouching - small sweep kick, cancellable
Vertical Jump - knee thrust
Diagonal Jump - downwards knee thrust

High Kick (HK)

Standing Far - spin kick
Standing Near - body kick, cancellable
Crouching - leg sweep
Vertical Jump - jump kick
Diagonal Jump - jump kick

*NOTES:

-near standing HP comes out very fast, faster than standing LP
-crouching HP can be used as anti-air
-near standing LK looks like it hits low, but it doesn't
-jumping LP, LK, HP hits downwards
-standing far HK goes over most leg sweeps

B. Other Moves

Japanese Name: GeShiki: Naraku Otoshi
English Name: Outside style: Hell Drop
Move command: Jump, then down + HP
Hits: 1

Japanese Name: Geshiki: Goufu - You
English Name: Outside style: Roaring axe - light (*could also mean positive)
Move command: forward + LK
Hits: 1

Japanese Name: HachiJuuHachi Shiki
English Name: Style #88
Move command: diagonal down, forward + HK
Hits: 2

*NOTES:

-Geshiki: Naraku Otoshi is a knockdown attack.

-Geshiki: Naraku Otoshi hits downwards
-Geshiki: Naraku Otoshi knocks down most Ground to Air moves (Genocide Cutter, Somersault kick, Shoryuken, etc)
-Geshiki: Goufuu - You is an overhead (must be blocked high)
-HachiJuuHachi Shiki must be blocked low
-HachiJuuHachi Shiki goes below some projectiles (Hadouken, Kikouken, etc), and has very good recovery time

Throws:

Japanese Name: Hatsugane
English Name: Forged Iron
Move command: (when near the enemy) forward or backward + HP
Hits: 1

Japanese Name: Issetsu Seoi Nage
English Name: Single-Arm Over the Shoulder Throw
Move command: (when near the enemy) forward or backward + HK
Hits: 2

Note:

-Issetsu Seoi Nage leaves the opponent near Kyo after being thrown

C. Special Moves

-Legend of move abbreviations

QCF -> quarter circle forward (down, diagonal down-forward, forward)
QCB -> quarter circle back (down, diagonal down-back, back)
HCF -> half circle forward (back, diagonal down-back, down, diagonal down-forward, forward)
HCB -> half circle back (forward, diagonal down-forward, down, diagonal down-back, back)
DP -> Dragon Punch... (forward, down, diagonal down-forward)
RDP -> Reverse Dragon Punch... (back, down, diagonal down-back)

Japanese Name: HyakuJuuYon Shiki: Aragami
English Name: Style #114: Wild Bite
Move command: QCF + P
Hits: 1
Quote: "Body ga... ame~ze!!" (ame~ is the "slang" or street language for "amai")
Translation: "Your body is weak!!"

Japanese Name: HyakuNiJuuHachi Shiki: Konokizu
English Name: Style #128: Nine Wounds
Move command: QCF + P (done after "Aragami")
Hits: 1
Quote: "Body ga... orusu daze!!"
Translation: "You're body's vacant!!"

Japanese Name: HyakuNiJuuNana Shiki: Yanosabi
English Name: Style #127: Eight Rust

Move command: HCB + P (done after "Aragami")

Hits: 1

Quote: "Body ga... garaaki daze!!"

Translation: "Your body's wide open!!"

Japanese Name: GeShiki: Migiriugachi (Migiri =
circumstancial)

English Translation: Outside style: Timely Drill

Move command: press P (done after "Konokizu" or "Yanosabi")

Hits: 1

Quote: N/A

Translation: N/A

Japanese Name: HyakuNiJuuGo Shiki: Nanase

English Name: Style #125: Seven Currents

Move command: press K (done after "Konokizu" or "Yanosabi")

Hits: 1

Quote: N/A

Translation: N/A

*NOTE:

-Aragami-Konokizu-Migiriugachi will not connect. Use Nanase when the first two hits connect..

-Yanosabi is an overhead (must be blocked high)

-When Yanosabi connects, Migiriugachi automatically combos

-The branching looks something like this:

```

                Migiriugachi
                /
            Konokizu - Nanase
            /
Aragami
    \Yanosabi - Migiriugachi
      \
        Nanase
```

Japanese Name: Hyaku Shiki: Oniyaki

English Name: Style #100: Demon Scorcher

Move command: DP + P

Hits: 1/2

Quote: Oriyaaa!

Translation: N/A

*NOTE:

-LP version hits once, HP version hits twice (when standing up close)

-HP version goes higher

-Kyo is invincible during the first frame (both versions)

-LP ver is a knockdown attack, HP ver only knocks the opponent down when both hits register

Japanese Name: NiHyakuJuuNi Shiki: Kototsuki - You

English Name: Style #212: Harped Moon - Light

Move command: HCB + K

Hits: 2
Quote: Tsch... Moero!
Translation: (Tsk... Burn!)

Japanese Name: NanaHyakuNana Shiki: Komahofuri (R.E.D kick)
English Name: Style #707: Rainbow Energy Dynamite kick
Move command: RDP + K
Hits: 1
Quote: Eeeyah!
Translation: N/A

*NOTE:

- HK version of the R.E.D. kick goes higher
- Goes over most projectiles
- Knockdown attack

D. Super Special Moves

Japanese Name: Ura HyakuHachi Shiki: Orochinagi
English Name: Reverse style #108: Serpent Slayer
Move command: QCB, HCF + P
Hits: 1/2/3/4/5/6
Quote: Haaa... Korede Owari da!
Translation: Haaa... This will end it!

*Notes:

- This move can be delayed by holding the punch button
- On Level 1, this hits once. On Level 2, this hits twice.
- On Level 3 or Max+Red, Kyo's body is surrounded by flames. When up close, this hits an opponent up to 3 times. The Flame he releases also hits 3 times.
- When Kyo's body engulfed in flames, he is totally invincible against other attacks in the first few frames.
- UNCONFIRMED: In SNK groove, when the MAX LP version is used, he is immune to low attacks, while HP makes him immune to high attacks.

Japanese Name: Saihsuu Kessen Ougi: Mushiki (San Shingi no Ichi)
English Name: Final Showdown Ultimate Technique: No style (One of three divine weapons)
Move command: QCF, QCF + P
Hits: 5/9/11
Quote: "Misete yaruyo... Kusanagi no Kobushi uo!!!!"
Translation: "I'm showing you... The fist of Kusanagi!!!!"

*Notes:

- The flame pillar actually hits for some damage
- On Lv1, this hits 5 time, Lv2 hits 9 and Lv 3 hits 11 times.
- Lv1 makes kyo do a Dokugami (this move is not in the game), Lv2 follows it up with an Aragami, and Lv3 finishes with an Oniyaki
- Interesting thing I found out about the pillar.. When Kyo gets hit by an opponent on the ground while the pillar has already come out, of course, the flaming punch won't follow, but IF the opponent is hit by the pillar, he will be immobilized for a moment, thus leaving Kyo a combo opportunity. Think of Iori's projectile super.
- Tapping the Punch button repeatedly during the move makes Kyo taunt afterwards. Works only on Level 1, or DM mode (Thanks to C. Macdonald

opponent. But in order to stop these rush attacks, or to make a jumping attack on our own, we must understand the importance of ground to ground combat. It's objective isn't inflicting damage, but to grab the pace of the game.

What the heck do I mean by this? It means that in order to utilize yourself for attacking, you must first stop your opponent's attacks, or jumps. Simple to say, yet is a big turning point in the match.

So what moves do I need to use? Let's pay attention to the following points:

- a) Reach of the move
- b) Size of the motion
- c) Height of the move

For Kyo, the moves that you would probably use are:

- a) Standing LK
- b) Standing HK
- c) Aragami
- d) R.E.D. Kick

Standing LK comes out very quick, and has a pretty long reach, plus, it hits around the middle, and is safe to use even when your opponent starts to roll, or at the end of an opponents roll. Good for stopping jumps, too. IMO, one of the most annoying pokes in the game.

Standing HK goes over some sweeps, but it doesn't come out as fast as standing LK. Does more damage as well.

Use Aragami and R.E.D. Kick at your own risks. Aragami has a huge motion frame, thus enabling opponents to roll through it with ease and drive in a combo themselves. When opponents roll through the Aragami, it might be much more safer to continue on to Konokize and Nanase to create some distance between you and your opponent, that is if you have the running option disabled. R.E.D. Kick comes out slow and doesn't hit against most crouching opponents. Use it when you feel that your opponent is going to jump, or if you know that he's going to throw out a projectile attack. It's pretty easy to use after a combo that doesn't knock your opponent down (since they tend to jump in afterwards such combos), like a standing HP -> Aragami, or a successful Style 88.

So how do you defend against opponents that tend to poke a lot? You can:

- a) Use moves with range, and can knock your opponent down
- b) Roll, backstep
- c) Vertical jumping

for a), use something like the LP version of the Oniyaki or a crouching D. If it hits, your opponent gets knocked down and you have succeeded in changing the pace of the match, but if you miss, the risk is somewhat big.

b) is better to use with characters who have command throws (like Zangief), but since kyo doesn't have one, use the Oniyaki as soon as you get up from the roll. You can also do some ground links afterwards.

c) is a good move with Kyo, since his vertical jumping D has very good reach. This is also a good counter-move against grapplers to keep them at bay. Beware of projectiles and supers that have great ground-to-air ability (like Kim's HouOuKyaku, and Ryo's RyuKoRanbu).

C. Jumping Attacks

Remember Kyo's distinct features on his jumping attacks? If not, let me recap them for you:

- a) His jumping HPs are strong against enemies below him, but will almost never hit anyone above
- b) Vertical jumping D has excellent reach.
- c) Diagonal jumping Naraku Otoshi has good priority over most opponents anti-air moves.
- d) Jumping in with an HP/HK makes it easier to do a rush afterwards

With this in mind, try to do the move that best suits what kind of situation you're in. When your opponent is on the ground, press HP, or do a Naraku Otoshi. Against airborne opponents, a jumping HK would be best.

Kyo is quite strong against opponents on the ground, since most of his jumping attacks hit downwards. Jumping HP/HK is also good in cross-ups. On the other hand, Kyo is somewhat weak when he's jumping and his opponent is also in the air. Most of the time, you have to be above your opponent in order for your attacks to hit.

The Naraku Otoshi needs special mention in this corner. I personally LOVE this move since it comes out extremely fast, has excellent priority over anti-air attacks, excellent damage for a single-hit move, and is a knockdown attack. Pretty annoying move as well when playing against a Kyo user.

D. Air Counter

There are basically four ways to counter air attacks.

- 1) When the opponent is beginning to jump, up to the point where he/she is about to reach the top of his jump.

How do you defend against this? When you're near your opponent, there's the standing LK that could prevent opponents from jumping, the standing HP that stops them on the way up, or the R.E.D. Kick.

- 2) When the opponent reaches the top of his/her jump.

This is the best time for you to super jump and drive in a Naraku Otoshi or a jumping HK

- 3) Look at the jump first and launch a strong attack.

This is where the Oniyaki comes in. By the way, almost always use the LP version, since it knocks down the opponent, and you won't be left wide open to attacks as much as the HP version leaves you when you miss. You can also roll first then do the Oniyaki so that you'll be attacking the back side of your opponent.

The Lv 3 Orochinagi is a very, very, useful attack. It makes you immune to attacks in its first few frames, plus it inflicts major damage. I know it comes out slow, but there is a better way of using it than just whiplashing it from out of the blue. Try to use it when you see an opponent jump into you. Quickly do the Max Orochinagi and hold the button(s). When your opponent gets hit by the flames surrounding Kyo, juggle afterwards with the actual flame attack. Pause for a second then release the button to unleash the flames. Pretty cool and a very useful anti-air technique.

4) After blocking a jumping attack

If you don't have too much confidence on command input, you can always block the opponent's attack first, and then counter afterwards. Again, the best move to use on this occasion is the LP version of the Oniyaki. Trying to put a combo in upon landing is also an option, but there's the risk of getting thrown out, or the combo being blocked.

E. Counter Attacking

When a character does a move, there's always a process that needs to be followed. The [Startup], [Continuation] and [Recovery]. It is easiest to counter an attack during the [Recovery] stage, though sometimes, even during the [Startup].

What moves does Kyo have to use to counter effectively?

Simple. His near standing HP. Why, do you say? It comes out VERY fast, faster than an LP or LK attack even. When this connects, continue on to a move of your choice: LP Oniyaki, Aragami combo. or Kototsuki You. When your opponent has a BIG amount of lag time, then you can use your supers to punish them. When you're quite far from your opponent, try a Kototsuki You, or a crouching HK.

When you think you've gotten good at the game, try rolling, and then counter attacking.

F. Rush

This has to be the best reason in choosing to play as Kyo. The Rush attacks.

-What is a Rush?

Combining the different moves a character has (Normal moves, Other moves, Special moves, Super moves) is called a Rush. Of course, the other moves in the game (Jumping, rolling, stepping) are all part of the Rush.

For example, Jump attack -> Ground Attack -> 88 shiki is considered a Rush. Jump attack -> Back step -> Kototsuki You is also a Rush. Basically, it can be said that a Rush is something like a Combo.

-What's the purpose of a Rush?

"Ore no..."
(This is my...)

then raises his other hand, clenched and shouts out :

"kachi da!!"
(victory!!)

*Quote as a whole: "Ore no...kachi da!!" - "This is my... victory!!

2. Kyo puts his right hand on his waist and raises his left arm, then he blows off the flame from the index finger of his left hand and says:

"Hehe... moetaro?"
(Hehe... Didn't that burn you?) or
(Hehe... Toasted?)

3. Same pose as the 2nd one, though Kyo deos not say anything

C. Special Introductions

*Note:

Everything described below is with Kyo on the first player side facing right.

1. Normal Fight Introduction

He holds up his left fist with his palm facing up. A small ball of fire is on that left palm. Then he brings down his left hand, clenching is fist and the fire disappears. He says:

"Ikuze!!"
(Here I go!!)

2. Kyo vs. Iori

Kyo holds up his left hand, orange flame coming out and says:

"Honoo ga, Omae wo yonderuze!"
(My flame is calling for you)

Then Iori Takes out his right hand and purple flame comes out while saying:

"Nara moetsukiro, Isagi yoku na"
(Then burn dow to ashes gracefully)

They both put out the flames and Kyo says:

"Ikuze!"
(Let's get it on)

3. Kyo vs. Ryu

Kyo throws flame to Ryu while Ryu has his eyes closed. When the flame passes by Ryu, he opens his eyes and goes into his fighting stance. Kyo says:

"Hn. Kono Teido jaa Doujinai ka. Honki de ikuze!"

(Hn. So you don't get surprised with just this. I'll attack you at full power!)

4. Kyo vs. Benimaru

Kyo does his normal intro, but Benimaru says:

"Kore kara ga mein ibento sa"

(The main event is about to start)

Goro Daimon looks on from the background, except in the train stage, Vega stage, Gouki stage and the Dojo (since he's already at the back with Duck King)

D. In-game quotes

Rolling:

"Otto!" ("Whoa!")

Aragami:

"Body ga... ame~ze!!" ("Your body is weak!!")

Konokizu

"Body ga... orusu daze!!" ("Your body's vacant!!")

Yanosabi

"Body ga... gara-aki daze!" ("Your body's wide open!")

Kototsuki You

"Tsch... Moero!!" ("Tsk... Burn!!")

Orochinagi

"Haaa... Korede Owari da!" ("Haaa... This will end it!")

Saishuukessen Ougi

"Misete yaruyo... Kusanagi no Kobushi uo!!!!" ("I'm showing you... The fist of Kusanagi!!!!")

Saishuukessen Ougi Taunt

"Rekishhi ga chigaundayo!" ("We have different histories!")

Normal Taunt 1

"Ame~na!" (You're weak!)

Normal Taunt 2

"Mou Oyasumikai?" (Sleeping already!?)

E. End-Game quotes

AUTHOR'S NOTES:

-Don't you just love Kyo's ego!?! =)

1. General Quotes

-"Ore no Honoo ni Yakeshinu mae ni tottotto kiechimae na!"
(Get the hell outta here before you get toasted from my flames!)

-"Oi, Oi, Kono Taikai no Reberu Hikusuginai ka?"
(Hey, hey, isn't this tournament too low-leveled?) or
(Hey, hey, isn't the level of this tournament too low?)

-"Kondo tatakau toki wa Bouenfuku demo kikondekina!"
(When we fight next time around, wear something like a flame repellant!)

-"Nouryoku no genkai ga wakatte yokatta janaika. Kansha shite moraitaize!"
(Good thing I knew how weak you are. I want you to thank me for that!)

-"Korega Kusanagi Senhapbyakunen no Honoo tte yatsu da!"
(This is the flame of the Kusanagis which has lasted for 1,800 years!)

-"Kocchi wa mada asobihanbun daze. Antamo sorede Shinken tte wake janaidarouna!"
(I was just playing around with you. Don't tell me that was everything you got!)

-"Amari Byousatsu tenomo ajike nainde, tekitou ni asobasete morattaze!"
(I really don't like instant death, so i just played around with you!)

-"Chiim purei? Kankeinai ne. Ore hitori demo juubun kateru sa"
(Team play? I don't give a damn about that. I can win all by myself)

2. Versus Character Quotes

Vs. Kyo

-"Mata Koppii domo ga urotsuiteyagaru. Zotto shine- na"
(Copycats are on the loose again. I'm not surprised, though)

Vs. Iori

-"Iori... Iikagen Omae to wa Keri uo tsuketokanai to na!"
(Iori... I want to settle everything with you once and for all!)

Vs. Terry

-"Kitaeta Ookami tte hodo ni wa, Kihaku ga tarinai na. Soro soro otsukare kai?"
(It looks like the mighty wolf lacks some intensity. Finally gonna retire?)

Vs. Kim

-"Doryoku shitemo mukuwarenai koto mo aru yo na. Sono ten, Ore mitai na Tensai wa chigau kedo na!"
(Even if you work hard, not everything pays off. That's what makes a difference with a genius such as myself!)

Vs. Ryu

-"Date ni Oyaji kara kiita koto ga aruna. Kekko tsuyokattaze!"
(I see why my father told me about you. You were pretty strong!)

Vs. Ken

- "Honoo no Shoruyu no kanban, anta niya omosugiruze! Oroshchimae na!"
(The name of the "Flaming Rising Dragon" doesn't fit you at all! Give it up!)

Vs. Chun-Li

- "Sorede subayai tsumori ka! Ore no Honoo ni kuraberya, torosugiru!"
(You think you're pretty quick with that stuff!? You're a turtle compared to my flames!)

Vs. Mai

- "Honoo no atsukai nara, Ore no hou ga ue tte koto da! Nando mo iwaserunayo!"
(I'm better at using flames than you are! Don't let me repeat myself over and over again!)

Vs. Morrigan

- "Tada no bouya janai tte wakatta ka!? Kebai one-san yo!"
(Now do you see that I'm not just a kiddo!? You monstrous bi+ch)

Vs. Nakoruru

- "Kowaine-... Kawaii kao shite, shikkari kyuusho neratte kiyagaru"
(Ooh scary... Despite your cute face, you really aim for the weak spots)

Vs. Guile

- "Warui na. Ore wa Gunjin to Teawase nare shiterunda"
(Sorry bub. I'm used to fighting army men)

Vs. Ryo

- "Konna shihan jaa, tsuita deshi mo roku nano ine- yo na"
(With this kind of master, you wouldn't find any good students under him, right?)

Vs. E. Honda

- "Shoubu tte no wa kekkyoku sainou nandayo! Dorokusai shugyou ja, Tensai ni wa oitsukenai!"
(Fighting is all about talent! Muddyshi+ training won't bring you any closer to a genius!)

Vs. Zangief

- "Sonnani Kuni ga shinpai nara, sassatto kaette, Jimichi ni Hadaraki na!"
(If you're worried about your country that much, go home and work your butt off!)

Vs. M. Bison

- "BakaUshi no maruyaki icchou! tte toko da na!"
(One fried stupid bull coming up! Or something like that!)

Vs. Raiden

- "Kao kakushite nantoyara, ka. Tashkani sono Zama jaa kakushitaku mo naruyona!"
(So you hide your face and do that stuff. Well, with the kind of stuff you have, you would really want to cover your face!)

Vs. Sakura

- "Kekko Omoshirokattaze. Toshishta de mashi ni tatakaeru yatsu ga ine-kara na"
(That was quite fun. There's no one younger than me who can make me fight this hard like you do)

Vs. Cammy

- "Honoo ni bibirane- no wa kanshin da. Soretomo ojikedsuite katamacchimatta no ka!?"

(I'm glad that you don't get surprised by my flames. Or is it that you just got scared and couldn't even move a finger!?)

Vs. Blanka

- "...Oi Benimaru! Naka ni haittendarou? Sonna kigurumi nuide detekoi yo!!"

(...Hey Benimaru! You're inside, right? Take that off and come out!!)

Vs. Dhalsim

- "Anta mitai na honoo no tsukai kata ja, seizei DaiDouGei ga ii tokoro daze!!"

(With the way you use your flames, the circus is the perfect place for you!!)

Vs. Yuri

- "Nandayo... Sekkaku totteoki uo Onzon shiteoita noni, tsukau hitsuyou nashi ka yo!?"

(What the... I was keeping this secret maneuver of mine, and and I won without even using it!?)

Vs. King

- "Ii surudosa da. Moyashi KaI ga aru ttemondaze"

(You're pretty sharp. That's why I enjoyed burning you)

Vs. Benimaru

- "Omaenari ni ganbatta you dakedo, make wa make da"

(It looks like you did your best, but a loss is a loss)

Vs. Vice

- "Sono fuku de otoko domo uo otoshitekita, tte ka. Warui na, reigai tsukucchimatte yo!"

(So you beat the men with those clothes that you're wearing. Sorry, but it didn't work on me!)

Vs. Balrog

- "Hyo- Hyo- uruse-zo! Sono kiteretsu no kamen mo niawane-ze!"

(Shut up with your "Hyo-Hyo" ing! Your mask doesn't look good on you as well!)

Vs. Sagat

- "Hitokoto ayamattara dou da? [Mubou na Chousen deshita, Sumimasen] to na!!"

(What about saying your sorry? Say something like [That was a stupid challenge I made, sorry]!!)

Vs. Vega

- "He, Orochi-nami ni iya- na FunIKi daze..."

(Hm. The atmosphere surrounding you is the same as Orochi's...)

Vs. Yamazaki

- "Teme- no Hikyou na yariguchi wa baretendayo! Warujie mo taigai ni shi na!"

(I already know that you fight using dirty tactics! Cut it out with your dirty ideas!)

Vs. Rugal

- "Nokonoko detekiyagatte! Yoppodo HiAbura ga suki nandana!!"

(Why the hell did you show up! It really seems like you love to get toasted!)

Vs. Geese

"Reppuu da ka Shippuu da ka nandaka shiranaiga, Ore no Honoo wa sonna mon ja kesenaize!!"

(I don't give a damn if it's a "Reppuu" or a "Shippuu", but my flames can't be put out by that stuff!!)

Reppuu- Raging wind, Shippuu- Fast wind

Vs. Gouki

"Senaka ni binbin hibiiteyagaru... Anta NaniMono da!?"

(Something's flashing on your back... Who the heck are you!?)

3. Team Quotes

**With Kyo

Kyo: "...Tschi, mou owari kayo!?"

Kyo: "Korejaa Fukanzen Nenshou dana!"

(Kyo: ...Tsch, finished already!?)

(Kyo: We still have a lot of gas left!)

**With Ryu:

Kyo: "Monotarinaina. Anta mo sou omoudarou, Ryu?"

Ryu: "Donna shoubu mo tashi ni wa naruzo"

(Kyo: I wasn't satisfied. That's what you think so too, right Ryu?)

(Ryu: Whatever kind of battle always becomes a plus on your part)

Ryu: "Ikanaru toki mo Zenryoku. Sorega Reigi da"

Kyo: "Katai ne-. Motto Kiraku de ikouze"

(Ryu: Always fight at your best. That's being polite)

(Kyo: You're too serious. Relax some more and let's just mozy on)

**With Benimaru

Kyo: "Nanka, Mata Omae to kunjimatta na"

Benimaru: "Yoku ni iu [Kusare en] tte yatsu ka?"

(Kyo: It seems that we're teammates again)

(Benimaru: I guess that's what you call [Fate])

Benimaru: "Kyo! Omae dake ni ii kao wa sasenaizo!"

Kyo: "Aikawarazu taikoushin tsuyoi na, Benimaru"

(Benimaru: I won't let you look good this time, Kyo!)

(Kyo: You really have a strong rivalry spirit, Benimaru!)

**With Iori

Kyo: "Iori... Masaka teme- to issho no chiim to wa na!"

Iori: "Ima wa damatteoiteyaru. Izure kisama wa korosu!"

(Kyo: Iori... I can't believe we're on the same team!)

(Iori: I'll shut up for now. But I'll kill you sometime!)

Iori: "Konna yokyou no hima wa nai hazu dazo, Kyo!"

Kyo: "Mazu wa Yuushou uo itadaku. Kecchaku wa sono ato da!"

(Iori: We don't have time for this kind of crap, Kyo!)

(Kyo: Let's win the championship first. We'll settle this afterwards!)

**With Ken:

Kyo: "Korega Kusanagi no Honoo da! Zonbun ni ogametakai?"

Ken: "Jaa, tsugi wa Ore ga Shinryuu no Honoo Miseteyaruka"

(Kyo: This is the flame of the Kusanagis! Have you feasted your eyes on it?)

(Ken: Ok, next I'll show you the flame of the "Shinryuu")

Ken: "Douyo, ima no finisshu. Kimattaro?"

Kyo: "E? A, warii. Mitenakattaze."

(Ken: How was that finish? Great, huh?)

(Kyo: Huh? Oh, sorry. I wasn't looking)

**With Chun-Li

Kyo: "Ore no Honoo ni Moetsukinai mono wa nai ze!"

Chun-Li: "Angai, sagaseba boro tto detekurukamo yo"

(Kyo: There's nothing that my flames can't burn!)

(Chun-Li: If you look hard enough, something might come out)

Chun-Li: "Chuugoku Kenpou no tsuyosa wa chikusei sareta Rekishi no tsuyosa yo!"

Kyo: "Rekishi ni kanscha Ore mo makena tsumori yo"

(Chun-Li: The strength of Chinese Martial-Arts comes from the different histories that it has gone through!)

(Kyo: If you're talking about history, I have one too)

**With Guile

Kyo: "Douda. Anta ga tatakau yori mo Anshin darou?"

Guile: "Tanomoshii kagiri daga, Kageki na manshin wa Kinmotsu da"

(Kyo: How was that, it was much safer rather than you fighting, right?)

(Guile: That's nice, but dont get too overconfident)

Guile: "Hmn. Kantan na shigoto da"

Kyo: "Skoshi gurai mori agete kure yo"

(Guile: Hmph. That was an easy assignment)

(Kyo: C'mon, enjoy a little more)

**With E. Honda

Kyo: "Donna yatsura mo Ore no honoo de kechirashite yaru sa!"

E. Honda: "Nanno! Washi mo chigiri nage makuccharu!"

(Kyo: I'm kicking anyone's butt with my flames!)

(E. Honda: That's nothing! I'm going to grab and throw everyone as well!)

E. Honda: "Chikara, zenbu dashi kiran noni... Tsumaran nou."

Kyo: "Enriyo shitenno? Buttsubushite iindaze!"

(E. Honda: I didn't even use all of my power... How boring.)

(Kyo: Are you hesitating? You can beat them up as hard as you want if you want to!)

**With Zangief

Kyo: "Shibaraku wa Ore no dokudanjou da. Warui na."

Zangief: "Ga, Ha, Ha! Ki ni suru na. Dondon ike!"

(Kyo: Sorry man. It's going to be my one-man show for a while!)

(Zangief: Ga, Ha, Ha! Don't mind me! Fight! Fight!)

Zangief: "Te uo nukareta no ka? Amari ni akkenai"

Kyo: "Katetandakara iidarou? Hottoke yo"

(Zangief: Did you hold back your power? That was quite stupid)

(Kyo: We've won already so it's okay, isn't it? Leave me alone)

**With M. Bison

Kyo: "Kekkyoku atama da yo, Shoubu tte no wa"

M. Bison: "Ika ni mo Gaki no Ii sou na kotta ze!"

(Kyo: Fighting is all in the head, you know)

(M. Bison: That's something a child like you says!)

M. Bison: "Matomete buttsubushite yara-!"

Kyo: "Oi, teki to mikata uo machigaennayo!"

(M. Bison: I'm destroying all of you at once!)

(Kyo: Hey, don't mistake your allies for your enemies!)

**With Morrigan

Kyo: "Anta, docchi no mikata da? Teki uo yuuwaku shiro yo!"

Morrigan: "Ara, kawaii bouya nara dare demo kangei nanoni"

(Kyo: Hey, on which side are you on? Entice the enemies!)

(Morrigan: Hm? It's just that I enjoy the company of any cute boys around)

Morrigan: "Yoru wa hajimatta bakari yo"

Kyo: "Seizei ii yume misaseteyarina"

(Morrigan: Evening has just begun)

(Kyo: Let them see good dreams)

**With Balrog

Kyo: "...! Anta itsu made Tsume toiden da!?"

Balrog: "Utsukushii kizu ato uo nokosu tame no TeIre da"

(Kyo: ...! When are you gonna stop sharpening your claws!?)

(Balrog: I do this to leave beautiful scratch marks on my opponent's body!)

Balrog: "Okushita ka. Soretomo Watashi no Bi ni ShinZu shita ka"

Kyo: "OKao jiman shitainnara yoso iki na!"

(Balrog: So you fear me. Or did my beauty awe you?"

(Kyo: Get your butt someplace else if you want to show your face off!)

**With Sagat

Kyo: "Ryu nanka yori Yoppodo Tsuyoi daro!"

Sagat: "Aitsu wa, Sou kantan ni Kateru Otoko de wa nai zo"

(Kyo: Now you've seen that I'm far more stronger than Ryu!)

(Sagat: Ryu... he cannot be beaten that easily)

Sagat: "Warawaseru! Tekozuru Aite sura inai!"

Kyo: "Soukai? Jaa shibaraku KiriBarai tanomuze"

(Sagat: Laughable! No one here can even fight well against me!)

(Kyo: Is that so? Then I'll leave the cleaning up to you for a while)

**With Vega

Kyo: "Myou ni jirojiro miyagette, Ittai Nannandayo!?"

Vega: (Kono Otoko... Waga Pawa- no yoki kate to naru)

(Kyo: What the hell is the matter!? Why do you keep on looking at me!?)

(Vega: [This man... He will be a good addition to my Power])

Vega: "Jyakusha me ga... Sono kubi, Kakkiru!"

Kyo: "Tashikani makechiya, Monku wa Iene- yo na"

(Vega: You weakling... I'll cut off your head!)

(Kyo: Well, it's just right that when you lose, you can't complain)

**With Sakura

Kyo: "Aa- tsukareta na. Dare ka koutai shite kure"

Sakura: "Hai Hai! Sorejaa tsugi Atashi ne!"

(Kyo: Ahh, I'm beat. Anyone wanna switch with me?)

(Sakura: Here! Here! Then I'll be up next, okay!)

Sakura: "Kyo-san no bun made baribari yacchaou yo!"

Kyo: O, Ii kokorogake da na! Maa, ganbarina!"

(Sakura: I'll fight on your part as well, Kyo!)

(Kyo: Oh, that's a good attitude. Goodluck!)

**With Dhalsim

Kyo: "Anta no Hi to kurabete, Ore no ha doudai?"

Dhalsim: "Nite Hi naru. Makoto ni Fushigi na Honoo de aru na"

(Kyo: How do you compare my flames with yours?)

(Dhalsim: It's similar, yet it's different. It's really a mysterious flame)

Dhalsim: "ShinTouMekKyoku sureba Hi mo mata suzushi"

Kyo: "Hi ga fukeru bun, myou ni settokuryoku aru na..."

(Dhalsim: When you make your mind and soul one, your flames will lose anger)

(Kyo: Since you can blow flames from your mouth, I want to believe that...)

****With Blanka**

Kyo: "Benimaru! Iikagen sore nuge yo!"

Blanka: "Chigau! Ore Benimaru chigau!!"

(Kyo: Benimaru! Quit fooling around and take that thing off!)

(Blanka: NOOO! Me not Benimaru!!)

Blanka: "Dare ni mo, makeru ki ga shine-!"

Kyo: "... Kono taikai, Sanka kitei wa nai no ka?"

(Blanka: Me do not feel me will lose to anyone!)

(Kyo:... Doesn't this tournament have any specifications for joining?)

****With Cammy**

Kyo: "Senriyaku nante no wa konna Aite niya hitsuyou nai ze!"

Cammy: "Sore wa machigatta ninshiki da"

(Kyo: There's no need for strategy with these kind of opponents!)

(Cammy: That's the wrong way to look at things)

Cammy: "Sentouryoku Heikin Ika. Hannou Sokudo nomi B kurasu da"

Kyo: "...Shumi wa Bunseki ka? Kanben shite kure yo"

(Cammy: Fighting ability is below average. Reaction speed is B class)

(Kyo: ...Is analyzing your hobby? Gimme a break)

****With Terry**

Kyo: "He. Yappari saigo wa Shuyaku ga kimenai to na!"

Terry: "Shuyaku wa hitori to wa kagiranaize!"

(Kyo: He. It's just fitting for the main character to finish it off!)

(Terry: You're not the only main character around here!)

Terry: "Katanarashi wa korekurai ni shtoku ka"

Kyo: "Yoyuu dana. Toshi no kou tte yatsu ka."

(Terry: This should be enough for warming up my shoulders)

(Kyo: Pretty confident, huh. Well, you've been doing this for a long time already)

****With Mai**

Kyo: "Tschi. Nanka imaichi Hi no tsuke ga waruize"

Mai: "Watashi ga sensu de aoide agemashouka"

(Kyo: Tsch. My flames aren't coming out too well)

(Mai: Shall I help you by using my fan?)

Mai: "Atashi no Bibou ni Ichikoro? Fu, fu, fu..."

Kyo: "Jibun de iu no ga erai tsuu ka..."

(Mai: You drooled over my sexy body? He, he, he...)

(Kyo: Saying that thing about yourself is...)

**With Ryo

Kyo: "Kondo yaru toki wa Byoushitsu uo yoyaku shite koi yo!"

Ryo: "Kicchiri ninzuu bun da!"

(Kyo: The next time we fight, ask for a reservation first in a hospital!)

(Ryo: For the exact number of fighters that you have at that!)

Ryo: "OSSHAaaaa! Kattazo, oraaa!"

Kyo: "Itsu ka kekkan kireru na..."

(Ryo: YOSHAAA! We've won, ORAAAA!!)

(Kyo: Someday your veins are surely gonna break...)

**With Kim

Kyo: "Koshinuke domo bakkari ka yo... Omoshirokune-!"

Kim: "Zenin matomete saikyouiku no hitsuyou ari desu ne"

(Kyo: All of these guys are wimps... Boring!)

(Kim: Looks like these guys need to be taught a lesson or two)

Kim: "Danshi taru mono [BunBuRyouDou] de naku te wa!"

Kyo: "Uu. Mimi ni itai na, sono kotoba"

(Kim: All men should BOTH be good in martial arts and academics!)

(Kyo: Ugh. That makes my ear ache)

**With Raiden

Kyo: "Toroi shiai wa sassatto owarasenai to na!"

Raiden: "Tsugi wa motto hone no aru aite uo kitai shitai"

(Kyo: Slow matches should be finished off immediately!)

(Raiden: I hope our next opponents are better than these ones)

Raiden: "Naa, Kyo. Ore mo jitsu wa Hi fukerundaga..."

Kyo: "A, aa. Hima na toki ni katte ni yatte kure"

(Raiden: Hey Kyo. I can blow flames too, you know...)

(Kyo: Uhh, yeah. Do it some other time by yourself)

**With Nakoruru

Kyo: "Shiage ni mou ippatsu Omimai shtoku ka?"

Nakoruru: "Juubun hanseishiteruwa. Yurushite agete"

(Kyo: Shall we top it off with one final blow?)

(Nakoruru: I think he/she's regret what he/she did. Please forgive him/her)

Nakoruru: "Kono michi uo yuku to kesshin shita ijou, mou mayoimasen"

Kyo: "Sou shi na. Fura tsuiteruto sukuwareruze"

(Nakoruru: Now that I have made up my mind about the way I'm passing through, I won't get confused anymore)

(Kyo: Do that. You might trip if you walk around too much)

**With Yamazaki

Kyo: "Yatsura, Moe Kasu ni nacchimatta na"

Yamazaki: "Hiyahiyahiya!! Saisho kara Kasu datten dayo!"

(Kyo: They burned down into nothingness)

(Yamazaki: Hahahaha!! They were nothing in the first place!)

Yamazaki: "Oi, kono MakeInu domo dare ka sutetekoi ya!"

Kyo: "Hottokeba dare ka katadsukeru sa. Tsugi ikou ze"

(Yamazaki: Hey, will someone throw these losers away!)

(Kyo: If you leave them alone, someone is bound to take care of them.

Let's go on)

**With Rugal

Kyo: "Anmari Taggu kunderu Ki ga shine- na..."

Rugal "Watashi wa hitori demo juubun da. Ki ga mukeba deteyaru"

(Kyo: It feels like I don't have a teammate...)

(Rugal: I can handle my own business. If I change my mind, I'll fight with you)

Rugal: "Konna SanRyuu aite de wa YuuShou nado tayasui"

Kyo: "Soukai? Dattara Ore wa shibaraku yasumu ze"

(Rugal: With these kind of puny opponents, winning the championship will be very easy)

(Kyo: Is that so? Then I'll rest for a while)

**With Geese

Kyo: "Kekkyoku antara no ShoubuUn ga SaiAku nanda!"

Geese: "Warera ga Teki to natta jiten de na!"

(Kyo: It seems that you have very, very bad luck in battles!)

(Geese: At the point that we became your enemies!)

Geese: "Fmn! Iki uo tometa mama demo Kateru!"

Kyo: "Kanari ipputeki dattazo, Imano wa"

(Geese: Fmn! I can win even when I'm holding my breath!)

(Kyo: That last bout was pretty one-sided)

**With Vice

Kyo: "Anta no zankoku sho- yori wa smaato daro?"

Vice: "Hn! Teki uo marukoge ni suru otoko ga nani uo iu no sa!"

(Kyo: This is better than your violent show, right?)

(Vice: Heh! Look who's talking, a man who burns his enemies to the bones!)

Vice: "Hayaku oku no Te tte no uo mise na yo"

Kyo: "Aru wake ne- darou, konna yatsura ni!"

(Vice: Hurry up and use your secret maneuver)

(Kyo: Of course people like these don't have one!)

-0.6 - Oct. 4, 2000 Added more quotes

-0.7 - Oct. 9, 2000 Added new part to the Strategy section. Added more quotes.

-0.8 - Oct. 23, 2000 Finally had the time to update this FAQ. Added a few more quotes. Ratio 4 characters quotes still lacking.

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End of Kyo Kusanagi guide

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