

# Capcom vs. SNK Yuri Character FAQ

by Megaman

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CAPCOM VS. SNK: MILLENIUM FIGHT 2000

The Yuri and Sakura Cutey Honey Files v.4

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(Note: Version History is at the end of this thing. Who cares about it?)

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You know the drill: you can't use this without permission from me. If you want said permission, then just drop me a line and ask. NO using this for any profit, period. CvS is (c) Capcom, ditto for all the Capcom side characters. Them SNK characters are all (c) SNK. Dreamcast is (c) Sega, like you didn't know. This document is (c) me, John "Shin Starmie" Evans.

Okay, I've just added this thing to my own website. Doesn't mean I'll be placing any updates to it there first, though, so keep checking GameFAQs and the other locales that have permission to use this document. And that's...\*pounds a gavel\*...FINAL! Have a nice day! ^\_^

And another thing, some of you may've noticed I'm not using that lil' shin\_starmie@cheerful.com addy now. Well, that's only because I don't get to check that particular email very often anymore, SO, the Rock says take a note, jabroni: shinkuu\_hadouken@hotmail.com is the email to send comments and the like to the Rock if you want a chance at a fairly quick response! If ya smell...ell-ell-ell-ell...what the Rock...is...cookin'! ^\_~ (WWF-Mode Off)

Intro to Kombat  
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(Whoa...this format STILL looks good after all these years!) Well...I once hated Yuri with an insane vengeance. Why? Her Hien-houou-kyaku in KoF95. I hated her even more when I found out she'd copied Ken's Shouryuu-Reppa in KoF97 (Hien-rekkou, aka "Yuri...Chou-reppa!"), and when KoF99 added her Shin-chou-upper...effectively copying Ryu's Shin-shouryuu-ken. But when I used her in CvS with my team of Ken and Sakura, WOW, I fell in love with the girl! This cute lil'thang just ROCKS. And that's the bottom line, cuz Stone Cold said so! (sorry...just had to do it!) Hey, Capcom, WHY didn't you give her Shin-chou-upper to her?!

Now, Sakura's been one of my favorites since Street Fighter Zero 2. Too bad that there are only TWO games where she has a really cute color: her green in SFZ2 (Sailorjupiter...her Shinkuu Hadou-ken I'd dish out while yelling "Supreeeeeeeme Thaandaaaaaaa!"), and her pink in SFZ3 (that's her Sailorhibimoon one (Sailor Mini-Moon for US peeps...but Chibi sounds a LOT Cooler, IMO). Hey, maybe her green one's in SFZ3. But anyway, you'll wanna get her EX Mode form in this game ASAP. If you're a Sakura fan and you have this game at home, then either download a save or use a Gameshark...just do it FAST! Normal Sakura has been MOLESTED in this game! She's still a cute lil' thang, it's just that her Normal Mode form sucks worse than in MvSF. At least in MvSF, her fireball actually moved...

Normal Moves: Yuri  
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(under construction...are they the same as they are in KoF?)

So far, however, I know that Normal and EX Yuri have the same normals. BUT,

since I'm not familiar with her normals, (I don't have this game at home, nor do I have anymore KoF games) I'd TRULY appreciate some descriptions!

#### Normal Moves: Sakura

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Lp: Standing is that SAME jab she's had since SFZ2. One of THE few jabs with great range. Ditto for ducking, and jumping's still that useless air-fireball-wanna-be crap. Don't use that. EVER.

Hp: Same ol' double-handed step uppercut. She MAY have her power punch from Z3 at a distance, not sure. Ducking's the same low uppercut, and jumping's the same too (double-handed hammer punch with little range).

Db+Hp: A hammer punch - her d.Mp of Z2, Z3, and MvSF. EX Sakura ONLY.

Lk: Same ol' front kick. Ducking's the same ol' poke kick with great range for a short. I have NO idea about her jumping one. A lil' help, please!

Hk: Almost completely unchanged. Side kick when standing, sweep when she ducks. Jumping is different - it's her old j.Mk. Why? Well...

Jump, dn+Hk: It's because the Rock says that THIS is how EX Sakura alone does her normal j.Hk now, jabroni! But then, the Rock must ask: why even give it to her to begin with?

#### Specials: Normal Yuri

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Kouou-ken: down, down-forward, forward + punch

It's a fireball that screams "COMBOS ONLY!!!". Why? It does NOT move AT ALL. This thing is worse than Dan's Gadou-ken in that respect. Just try to avoid using this in anything other than combos, 'kay?

Chou-upper: forward, down, down-forward + punch

Ah...the precious uppercut. With Light Punch, it is the mighty all-purpose move. Counterstrike, anti air attack, mistake crusher, blah, blah, blah. With Heavy Punch, it is then the tool of combos. BUT, as all the millions of Yuri fans know, there's a lot more to it than that...

Double: do the motion again after a Heavy Chou-Upper

Now \*this\* is evil. It's almost what CPU Ken and Gouki always seem to be able to do to you. Now you can get sweet revenge...and it actually makes her have four easy hits! It's juggling, but they all connect! Basically, if you ever play up close and personal, and you SHOULD, then you should be hearing "Chou-upper! Double!" quite frequently.

Hyaku-retsui-binta: forward, down-forward, down, down-back, back + kick

The other reason I once hated Yuri. Being a command throw, this puppy is completely unblockable...at least...it was in KoF95, seeing how she could nail you with it EVERY time. Just don't get careless with it, as supers can and probably will stuff it. It's quite funny if she gets you, though. You think being caught by Sonson's POW is embarrassing? Wait'll you get caught by this, and it ain't a super! She'll layeth the smacketh down!!! Amakusa, eat your heart out, bub.

Raiou-ken: down, down-forward, forward + kick

As it turns out, um...well...imagine Gouki's overhead chop while jumpin', with energy around the hands. That's it. Any uses for something this bad?

Chou-mawashi-geri: down, down-back, back + kick

It's like Sakura's shunpui-kyaku, but higher. use it thus. Careful: higher may get you pounded if you use it at the wrong time!

Enyoku: forward + light kick

Mmmmm-hmmm. Yuri's still usin' that (rather phat) butt of hers to attack. You really do NOT wanna get careless with this. It may overhead, I don't

know for sure. But even if it does, and even if it hits, some superb defensive players may STILL be able to make Yuri feel big time pain in her butt. It's called reversals, don't y'know.

Specials: EX Yuri

(You have to beat the game with her to access her EX Mode. I think you hold start as you pick her in order to get this, once you've unlocked her.)

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kouou-ken: qcf+p - a real fireball.

raiou-ken: qcf+k - okay...it IS her old one. jump, fireball down, pillar.

saiha: down, down-back, back + punch - A mini Kikou-shou. Phooey.

hyaku-retsuo-binta: forward, back, forward + kick - see above.

enyoku: fw+lk - see above.

Special Moves: Normal Sakura

(AAAAAACK! NO WAY!! \*faint\*)

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hadou-shou: down, down-forward, forward + punch

Don't...even...bother! Not even in combos! This thing sucks moose c\*\*k, and it shows! Unlike Yuri's, this is more or less even worse! It's pretty much a DISGRACEFUL attempt at imitating Chun-Li's Kikou-shou, and I don't like how Capcom could even diss Sakura or Chun like that.

kouou-ken: forward, down, down-forward + punch

Huh? Okay, the Sakazakis have a fireball. SAKURA'S is a majorly raped version of her Shouou-ken. It doesn't leave the ground. PERIOD!!! This is just waiting to be countered, I tell you, BUT, if you hit with it, it's PAIN. I can't say for sure, since I don't have this at home, but I've \*seen\* this do more damage than the Shouou-ken. That said, combo it in! >)

sakura-hana-kyaku: jump, down, down-back, back + kick

Never attempted it. Anyone care to elaborate? Sounds as worthless as her stupid Sakura Otoshi from Z2 Dash (A2 Gold) and Z3.

shunpuuren-kyaku: (down, down-back, back + kick) x2

Think: The Shotos' Tatsumaki Senpoo-kyaku from SFEX1. Maybe worse.

flower kick: fw+lk

Same ol' overhead kick. Hmmm...Sakura likes to show her panties in the heat of battle, and Yuri likes to use that (rather phat) butt in battle. I must say, they some freaky lil' thangs, ain't they? (Heh, they learned it from the Game...KEN...and his fairlady Chun-Li. As well as his many mistresses: Mai, Vice, Mature, King, Shermie, Whip, Morrigan, Rose, Cammy, Psylocke...the list just goes on! ;P )

Specials: EX Sakura

(see above note on EX Yuri)

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hadou-ken: qcf + p - see note on EX Yuri. Also, you can adjust the size  
a la Z2 and Z3.

shouou-ken: dp+p - that's better.

shunpoo-kyaku: qcb + k - ditto...and it's air friendly like MvSF and Z3!

Now, can we get 3 hits like in Rival Schools next time?

flower kick: fw+lk - same as before.

Hyper Combos: Yuri

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Haou-shoukou-ken: forward, half circle forward + p

A big fireball. I've hated every KoF since 96 when they made this a super for Ryo, Robert, and Yuri. And I've hated'em since 98 (and 96 on Gameboy)

when they did likewise with Takuma. Standard fare with this sort of thing. Most likely works better in combos than even the Shinkuu Hadou-ken.

Hien-rekkou: down, down-forward, forward, down, down-forward + punch

Yuri...Chou-Reppa! This move ROCKS! It's faster than even Sakura's Midare-zakura, and we all know how fast THAT is. It also combos off almost any of Yuri's normals! Wow...I ain't seen a comboable standing fierce since Shin Gouki and Sakura back in Z2. Use this often, just do NOT let it be blocked! Combo it for supreme results. Sorry, sports fans, but the second-most electrifying move in SNK entertainment IS NOT available to EX Mode Yuri.

Hien-houou-kyaku: forward, back, half circle back + k

I hate this move. It commands respect, but I still hate it. Most FAQs for her from 97 and up list it as qcf-hcb+k. Since it has the old KoF95 motion, THIS AIN'T AVAILABLE TO NORMAL MODE YURI. I don't know about its startup and recovery or anything, but I know in KoF95, it was FAST. And it was simply unblockable like seven times outta ten. I DO know that if it is ever blocked, Yuri will be abused for sure. (And then the Mighty Ken comes in to beat the enemy to a pulp for messin' with one of his women, and Ryo finishes the poor soul off. Yuri IS, after all, Ryo's sister!)

Hyper Combos: Sakura

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Shinkuu Hadou-ken: (down, down-forward, forward) x2 + p

Fireball super. Can make Normal Sakura worthwhile IF used properly. Since it seems she does more damage than her EX form, combo this in for supreme results! >)

Midare Zakura: down, down-forward, forward, down, down-forward + kick

YES! Her SFZ uppercut super and not that crap in MvSF! Huh?! What?! A touch of bad news: this is ONLY available to EX Sakura. Well, that's just prime. It's awfully fast, but its' speed is outmatched by Yuri Chou-Reppa. But since ONLY EX Sakura has this...\*screams like Zero in Rockman X4\* WHAT AM I FIGHTING FOR?!

Haru-ichiban: down, down-back, back, down, down-back, back + kick

YES! Her SFZ sweep-into-roundhouse super and not that crap in MvSF! To be honest, I personally am not very good at comboing this motion outside of SF3 (Ken) and SFEX, but if this super does the SAME SICK DAMAGE it does in SFZ, then PLEASE combo this in! It will be well worth it! You may even do well to rip it out randomly to catch a sleeping foe trying to attack!

Combos: Yuri

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1.) j.Hk, s.Hp, dp+Hp > dp+Hp (6 hits)

Ken players rejoice...the old DP combo is back, Fierces and all! Looks awfully sweet to catch'em with TWO uppercuts, heeheeheehee! >)

2.) j.Hk, s.Hp > qcf-dn-df+Hp (Lv2, Capcom groove only)

Absolutely evil. Replace the Hp in the super with Hk, and it works for Sakura. If their Fierces are comboable - and they are - then this'll even work for Evil Ryu, Ken, and Gouki. Now, I'm NOT 100% sure about this, but if you started with a Lv3 meter and a cornered opponent, you MAY be able to juggle with a Lv1 Haou-shoukou-ken. (Shinkuu Hadou-ken in Sakura's case)

3.) j.Hk, d.Lp-Lk, qcf+Hp (4 hits, unconfirmed)

Hmmmm...maybe. It sounds like a Sakura-style combo, so it may work.

That is, if she and Yuri can chain their light attacks. Why do I say it?

I'm told that not everyone in CvS can chain their light attacks.

Combos: Sakura

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1.) j.Hk, s.Lp-Lk > qcf-dn-df+Hk (Lv2, Capcom only)

See that above Yuri combo? You CAN do that with Sakura, but if you're willing to trade a little bit of damage for a little more flashier smackdown, then you can do it this way. Must see if Yuri can do that as well. Cross'em up for supreme results. May be able to juggle...

2.) j.Hk, s.Lp-Lk > qcf+Hp (4 hits)

I STILL don't know if the one mentioned in Yuri's section with them ducking light attacks works for sure for her or Sakura (been tryin' my hand with a Sakura/Guile/Cammy team), but THIS works...for Sakura. I have to find out if it works for Yuri.

3.) j.Hk, s.Hp > dp+Hp (8 or 9 hits...not too sure)

Sadly, Sakura can't do any cool double uppers. But on the happy note, she doesn't need to - she does a couple more hits anyway! I'm told it's got MAD dizzying ability, almost as much as a j.Hp, s.Hp > qcb+Hk with Ken. Can anybody confirm this?

Tactics (Or, How to Kill Your Prey...uh...Opponents!)

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I can offer some general things based on how I play her. Being that I typically apply my Ken style of play to most other Shoto-like peeps, it's the best I can do for now.

- 1.) Know your ranges. Yuri doesn't have much, so you have to know what she can do, from where, and when. Ditto for Sakura, especially her Normal form!
- 2.) If all else fails, throw. Not all the time, you evil scrubs out there! Say like your combo efforts are being thwarted. Well, next time you get in to combo, just throw'em. Especially if they're left open for it.
- 3.) Jab uppers for anti air, Fierce uppers (and Doubles, in Yuri's case) for combos. Sakura has to use other options, like d.Hp and Shinkuu Hadou-ken at Lvl.
- 4.) Combo whenever you have an opening. Hey, don't be lazy, go make your opening! Like, um...cross-ups, maybe?!
- 5.) ALWAYS KEEP A COOL HEAD!!! That is like SO important. No matter how bad the battle may seem, you CAN still win it. Ask my significant other when she plastered my Evil Ryu onto the pavement with Ken in SFZ2...and all I had to do was get the Shun-goku-satsu off for the finish!
- 6.) Since they're SO shoto-like, thanks to their moves (okay, maybe not for Normal Sakura), you can't play them shoto-like. And that's especially true if you're running an all-shoto team. Besides, Yuri and Sakura are too cute to be pounded on for being like the Shotos!
- 7.) Oh yeah...the girls were sincerely intended to SEVERELY annoy the opponent. They say their jabs and shorts have high priority, so...get in there and poke, poke, poke! Just don't get TOO poke-happy.
- 8.) I do believe this was put best in an old cheer I heard my high school cheerleading squad do: Be aggressive, be aggressive, B-E, A-G-G-, R-E-S-S-I-V-E! But, of course, sometimes it pays to be defensive.

That's all I can really offer. If you simply practice these methods, then you're already well on your way to mastering these two bishoujo brawlers! And remember to pick Capcom groove. You can kick MUCH more butt that way, and not worry about having to have low life AND a maxed meter to whip out Lv3 supers.

Needed for next version

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- At least two more combos for the Bishoujo Brawlers!
  - Confirmation on Combo #3! Does that really work for Yuri, or is it a Sakura-only combo? (IF she can even do it at all in this game)
  - Descriptions of Yuri's normals! I'm told they're the same, but I need to know exactly what does what with each button press and from what distance, if applicable.
  - Can that Hien-houou-kyaku combo from anything? I'm told it could in KoF, but lemme pose the question to all you KoF95 and AoF peeps out there who are truly familiar with the older motion on that super. Can it combo?
  - At least one color edit for Yuri! I've got one possibility thought up based off a color edited Lilith in Vampire Savior EX for Psx, but I don't have a DC to try this out! (the one I had is busted)
  - Ditto for Sakura! At least ONE good color edit!

Thanks -n- Shouts

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GameFAQs, Fresh Baked Games, and whoever else I gave permission to...  
Posting this and my other little beasties!!! Yeah, yaw! ^\_^

chickenno1@hotmail.com (D'oh!! What was your name?!)

Yuri's Chou-mawashi-geri, descriptions of other moves. Oh, and I did have it noted that normal Yuri can't use the HHK, but I put that in caps so you could see it. Thanks! :P And thanks for catching that mistake I made about that Chou-mawashi-geri!  
Gomen ne!!

angel\_starr@blackplanet.com (Ahhh...my beautiful other half.)

This here's my star pupil. It was her idea for me to give Yuri a chance. Thanks, baby...luv ya! Hey, you're a better Ken player than you are a Chun-Li! Now hurry on home so you can learn Mai like you've been wantin' me to help with. ^\_~ Oh...did I mention to everyone that you're beautiful? Guess I did!

agekrsl@hotmail.com (I hope I got that right...)

Has really cool FAQs on Ken and Ryu at GameFAQs. Check'em out!  
Inspired me to even do a Yuri FAQ, don't y'know. >)

sailorpluto21@hotmail.com (Heeheehee...the Sakura fan, eh? Here ya go!)

This girl is a bona fide Sakura nut. She's also the first to remind me in a match in MvSF that once it starts, not even the Mighty Ken's Shouryuu-Reppa can thwart the Kikou-shou! (even IF it started up a split-second AFTER the Shouryuu-Reppa's startup)  
Hey! Stop being such a sleepyhead and come challenge me in MvC1 on the PS One again! My twin Ken-Mode Ryus wish to reacquaint you with the power of the "Shouryuu Shoryu-Reppa"! As you see, she's the reason I added the Sakura section. >P

Capcom and SNK

Take a WILD guess. They made THE most electrifying game in Capcom and SNK entertainment!!!

Final Thoughts

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Well, that's it for now. It's getting bigger, as you can see by now. So, if you're looking at it, or if I give you permission to use it on your site, PLEASE check with the above header (y'know, the lil' pattern of Smoke's Spear that surrounds the title of this thing). I'll put it at the bottom, too. This shows that this thing should be viewed with Courier New font at a nine-point size. Also, there were 79 characters to a line, but the thing

STILL had word wrapping problems, so I cut back from 78-79 to 76-77 a line.  
Gomen nasai...mada mada ne, daijobu! >)

As you can see, this puppy still needs a good deal of workin'. No, I do NOT want this thing to get too big, but maybe up to ten pages of info would be better capable of benefiting all the millions and millions of the Yuri's and the Sakura's fans. Guess all it takes is a bit of help from the people. (Yuri's normal move descripts, blah blah blah...)

Yuri really is a pretty slick character. She's quite capable of doing solid damage, and though she is irritating - who isn't - she's definitely potent if used properly. I'm not an expert per se, but my knowledge of Ken (which I've basically vary up on with other uppercutters) seems to work with her...and it seems to work better than Sakura! "Yuri...Chou-reppa!" >)

Sakura's Normal mode may suck, but if the Haru-ichiban still does insane damage (and if she REALLY does more than the EX version), then it could be worth using her JUST to get to EX Sakura. EX Sakura plays a lot like her old self, meaning she's a speedy combo and screaming goddess. Either way, EX or Norm, Sakura's also able to pull out solid damage (pretty unusual for Ratio 1 peeps, ain't it?), and well, she's cute! (Yuri's WAY cuter, IMO)

Hey, I'm still gonna be puttin' out some character guides on Gameboy game fighters, so be on the lookout. I don't know when, though. Well, that's that. Oh...and here's a tip to all future FAQ/guide writers out there: the best way to train yourself to have a vicious-looking FAQ is to do a rough draft in writing. Trust me on this...that's how I got the Megaguide started, even back when it was only individual FAQs! Works like a charm. ^\_^

#### Version Updates

- 4 (03/06/01): A LOT. Added Sakura, corrected some formatting errors. Hope to add the normal color selections for both next update. Also changed the title of the document somewhat.
- 3 (01/09/01): Put this section in, some adjustments, corrected a mistake about one of Yuri's moves! D'oh! How careless of me!! Oh, and MUCH more of my sarcasm. Gomen ne...couldn't resist the urge.
- 2 (01/08/01): Added some info, as well as the Tactics section.
- 1 (12/30/99): Wrote up the original draft for this thing. (Do NOT be fooled by when it was sent to GameFAQs! It wasn't until after New Year's that I was able to type this thing up!)

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"Handsome and cheap. Can you compete with that?" -- Ken, MvSF