

# Capcom vs. SNK Akuma Character FAQ

by Srwilson

Updated to v3.7 on Jul 20, 2001

```
*****
*           *
*****     *****
*         *
*****     *****
*           *
*****     *****
*         *           AKUMA!!!!!!!!!!!!!!
*   *   *
* * * *
* * * *
* * * *
* * * *
*****     *****
```

CAPCOM VS SNK MILLENIUM FIGHT 2000!

Capcom vs SNK Arcade and Dreamcast versions

Akuma (Gouki) FAQ vers 3.7

By Steven .R.Wilson (srwilson) email -theevilone84@hotmail.com

19/07/01

\*\*\*\*\*  
Contents  
\*\*\*\*\*

- I-Intro
  - II-Legend
  - III-Basic info
  - IV -Akuma profile
  - V-Moves
  - VI-Super Combos
  - VII-Combos
  - VIII-How to play as Akuma
  - IX-Fighting against Akuma
  - X-Move translations
  - XI-Akuma Quotes/Costumes/Poses/words of wisdom
  - XII-Which Groove is best for Akuma
  - XIII-Using Akuma in battle
  - XIV- Version info & credits
- \*\*\*\*\*

I.Intro  
\*\*\*\*\*

Well here we go another Street fighter game in the name of Capcom vs SNK which to me is one of the best looking 2D fighting games ever and is so well presented and once again Akuma Is back and brimming with menace ready to cause hell and destruction once again and also as usual to look for Ryu to settle their rivalry.

This FAQ covers Akuma痴 moves and it has combos for him and a load of other useful things for him.

please excuse me if I call Akuma Gouki at any point in this FAQ as im playing the Japanese version Akuma is called Gouki in that game.

\*\*\*\*\*

II.Legend

\*\*\*\*\*

### Controls

B=Back	UB	U	UF
F=Forward	\		/
U=Up			
D=Down	B --	N	-- F
UB=Up back			
UF=Up forwards	/		\
DB=Down back	DB	D	DF
DF=Down forward			
QCF=Quarter of a circle forward			
QCB=Quarter of a circle back			
HCF=Half a circle forward			
HCB=Half a circle back			

### Buttons

LP-Light punch	LP	HP
HP-Hard punch	O	O
LK-Light kick		
HK-Hard kick	O	O
P -Any punch button	LK	HK
K -Any kick button		

\*\*\*\*\*

### III. Basic info

\*\*\*\*\*

#### Grooves

The grooves don't really effect your general fighting they only effect your super combos here are the advantages and disadvantages of the two grooves.

#### Capcom

- +The meter fills up as you fight
- +You can do all your super combos anytime during a bout.
- +You can pull off level 3s at anytime in a match provided your gauge is at level 3.
- +This bar is good for Akuma's Juggles.
- Its combo ability isnt as good as the SNK groove
- If you miss a Super combo you have to fight to build all your power up again.

#### SNK

- +You have unlimited super combos when nearly dead.
- +This bar is charged manually but holding HP+HK.
- +The super combos do more damage when on desperation
- +This bar is good for doing big combos
- All the super moves are only level 1 when you life bar is not flashing red.
- It can be hard to get a good break to charge the bar up.
- Akuma can only do his Shun Goku satsu on the SNK groove when his energy is low and flashing red and when the SNK bar is charged to MAX.

#### Super combos

Each of Akuma's super combos requires at least Level1 on the Capcom groove or MAX on the SNK groove his Shun Goku Satsu can only be done on Level3 on the capcom groove and on Desperation MAX on the SNK groove.  
Akuma is a Ratio 4 character so he can't be teamed with anyone except in pair match mode where everyone is a ratio 2.

#### A few basic things

- Charge SNK groove -Hold HP+HK
- Roll press LP+LK
- Dash forward F,F quickly
- Dash Backwards B,B Quickly
- Throws 1 F+HP

High jump D,UF quickly

\*\*\*\*\*

IV.Akuma profile

\*\*\*\*\*

Name -Akuma -Gouki in Japan and Asia

Age -???

Nationality -Japanese

Fighting style -Dark hadou (Shotokan karate)

Height -???

Weight -???

Likes -Power ,strength

Dislikes -Weakness in fighters

Ambition -to become the strongest fighter in the world but he has chosen the Dark path to his goal rather than the light path.

Also to try and Make Ryu show his full potentiol and awaken the Darkhadou in him so Akuma can fight Ryu at his strongest and claim his destiny!

\*\*\*\*\*

V. Moves

\*\*\*\*\*

Basic moves

Standing LP

A fairly standard standing punch with not much priority it doesn't really have any significant uses but its there I guess if you want to beat someone with a cheap Jab (lol).

Crouching LP

This is much better and more useful than the standing LP and this can be used for chipping an opponent into a special move ,E.G. a Gou hadou for example.

Jumping LP

Not too many uses but it can be good to Jab and stop moves and Super combos like Geese's Raising storm or Ryu's Shinkuu Hadoken moves like that that have a momentary pause before executing.

Standing HP

Again not too many uses just a good solid HP to the opponent really, though it can take out some moves.

Crouching HP

This can come in handy for knocking the opponent out of the air and into a nasty juggle combo and it has a fair amount of quick priority over alot of air attacks, and it can easily be followed into a Gou hadou.

Jumping HP

This can be very useful for stopping some air attacks from coming out and it can

be a good move for coming down on the opponent and capitalising on them.

#### Standing LK

A pretty standard affair really a High diagonal Jab kick It doesn't really have that many uses for it really.

#### Crouching LK

This crouching jab kick has excellent priority for chipping an opponent in to a combo and its a very quick jab kick as well so it can be done repeatedly fast when chipping into a combo but don't abuse it.

#### Jumping LK

This jumping LK may be fast but most air or ground attacks will win it out and will be able to capitalise on it which could be a match deciding combo.

#### Standing HK

This standing HK can come in handy for kicking someone who jumps alot out of the air bringing them down, when done when Akuma and his opponent are both on the ground its not amazingly useful and isn't really fast enough to combo on.

#### Jumping HK

This can have some priority over certain air attacks but alot of good players may see this coming a mile off and they will be ready to capitalise on it.

#### Crouching HK

Ahhhh yes the good old classic sweep good if you want to take your opponents down a peg or two but be cautious if blocked it can leave you vulnerable to certain faster characters.

#### Special moves

##### Over head chop -F+LP

A simple double chop on the opponent it doesn't really have much priority in this game but its a move so it has to be mentioned.

Seoi nage -F+HP (At the very side of the opponent) -Akuma Does a shoulder throw to slam the opponent to the floor.

Tomoe nage -F+HK (at the very side of the opponent) -Akuma launches his opponent across the screen with his foot.

Tenma kuujin kyaku (Dive kick) in the air at the top of Akumas jump press D+HK Akuma will do a dive kick diagonally towards his opponent it has fairly good priority but could be evaded by a Dragon punch for example but it dies come at them fast so they will have to react quickly but it is pretty useful as it can connect with a LK Tatsumaki zankuu kyaku.

##### Gou Hadou -QCF + P

| \ --F + P  
D DF

Akuma throws a purple fireball the very common move known to many people as the Hadoken this Gou Hadou of Akuma can have good priority over some attacks but it's not all that practical in battle its best used as a distance baiter preferably to bait in turtlers or to get close whilst they are blocking or rolling or jumping over the fireball its not bad for catching someone out of a roll and hitting them as they stop provided your positioning is right, use them when needed but don't abuse them as good players will catch on and be able to

evade round them and counter on you in the process.

Zankuu Hadou ken -In the air -QCF + P

Jump in air | \ --F + P  
D DF

Akuma throws a diagonal fireball down wards this can be useful against other shoto players to evade their dragon punches or it can just briefly protect you in the air whilst you are moving into a attack position one simple but effective move in involving this is Jump in air wait pause for a second and throw a zankuu hadou ken then as you land quickly do a Crouching HK (Sweep) or you can hit with a crouching LK and combo theres more about combos further down this FAQ.

Gou Shoryu -F,D,DF+P

F -- | \ + P  
D DF

Akuma痴 version of Ryu and Kens Patented Dragon Punch Akuma痴 version does 3 hits and is probably the best Dragon punch of the 3 shotos ,Evil Ryu痴 dragon punch is the same as Akuma痴 but thats not relavent so we wont go into that. Akuma痴 Gou shoryu has many uses it can be used to bring down airborne opponents and it can come in very useful for combos and juggle combos too, it has alot of priority over alot of other characters ground moves too.

Shakunetsu hadou -HCB + P

F -- \ | / -- B + P  
DF D DB

Akuma throws a slower flame version of his Gou hadou which can stun the opponent for a brief moment This moment when timed perfectly can be used to execute a combo onto your opponent the problem with this move is that the Flame Shakunetsu hadou goes slower than the gou hadou so an opponent may be able to evade it pretty easily, try and use when in close to your opponent and toy with them a bit if up close throw 2 gou hadous then suprise them with the Shakunetsu hadou and if it hits you will be up close so it makes it easier to get into your opponent and get a good combo going.

Tatsumaki zankuu kyaku -QCB + K (Can also be done in the air)

| / --B + K  
D DB

Akuma Jumps into the air and does a spinning style kick like a helicopter rotar blade this also is very good for air juggles and has pretty good priority over a fair amount of moves the air version is perfect for dealing with jump happy players who will pretty easily get caught in this not always but most of the time chipping into it is a pretty good way of successfully hitting this move or you can even pretty easily hit them with it after a roll straight into the Tatasumaki zankuu kyaku thats a pretty useful way of using it.

Ashura senkuu -F,D,DF + PP -long distance forward

B,D,DB + PP -Long distance Backwards

F,D,DF + KK -Short distance Forward

B,D,DB + KK -Short distance Backwards

Akuma Teleports across the screen to evade attacks and goes the way and distance you decide him you want him to go by the command you put in.

Obviously this move does no damage but it can get you out of some bad situations but dont abuse it and use it too much as a good player will catch on and will get into a position to counter you as soon as the Ashura senkuu stops.

\*\*\*\*\*  
VI. Super Combos  
\*\*\*\*\*

All of Akuma痴 Super Combos require a Level 1 at least on the capcom groove and the SNK groove needs to be charged to MAX.

Messatsu Gou Hadou -HCB,HCB,+ P

F -- \ | / -- B , F -- \ | / --B + P  
DF D DB DF D DB

Akuma throws a super charged flame fireball that is devastating this super combo can be good for part of a combo it doesn't have the best priority out of all Akuma痴 Super combos but it can be affective nevertheless.

It can be used to catch opponents out of a roll and as part of a small combo a typical one is a Jumping HP -Metsassu gou hadou as soon as you hit the ground the HP stuns them back so the Super will hit but thats just a simple method there are other ones experiment with it thats what I did all in all a good Super combo but not Akuma痴 best one.

Tenma Gou Zankuu -In the air -QCF,QCF,+ P

Jump in air - | \ --F , | \ --F + P  
D DF D DF

Akuma jumps in the air and throws a charged super air fireball at his opponent, this super combo can be pretty useful for sorting certain jump happy players out, another trick with it is to jump in with a Deep HK then motion straight into a Tenma gou Zankuu.

this super is also useful for countering through other shotos moves such as Dragon punches and even Hurricane kicks etc.

Again a pretty good Super Combo but its not got the best attack priority.

Messatsu Gou Shoryu -QCF,QCF,+ P

| \ --F , | \ --F + P  
D DF D DF

Akuma does a super dragon punch style combo that has alot of priority it can be used in alot of situations and is brilliant for juggling/comboing see the combos section for more on that, it can take out jump happy players and airborne opponents it can be used as a great roll through move to counter someone who uses roll confusion tactics really this super combo can be used in almost any situation and is the most useful super combo of all Akumas super combos. Its also a great anti air attack too.

Shun Goku Satsu - LP,LP,F,LK,HP -level 3 only on capcom and MAX Super desperation on SNK Groove.

This is Akumas trademark move Akuma grabs his opponent and the screen darkens and some orange sparks appear ,Akuma hits the opponent 15 times doing alot of damage and if you win the match with it you get a very demonic pose -a black background with Akuma痴 TEN Kanji symbol lit up in white and Akuma stood posing over his fallen foe with his Kanji lit up on his back.

This is his most powerful Super Combo but its a grab so it can take alot of skill to successfully land it and it can leave you wide open if you screw up.

The most common way of doing it is a Sweep (D+HK) -Shun Goku Satsu that can work but good players can escape one of my personal favorite ways of doing it is to

Roll them into it it takes practice but is a tactic worth learning here is a typical example of how it works its simple really.

You are fighting against Ryu for example and you are charged then he goes of a Hadoken or Shinkuu hadoken then at the immediate second you roll LK+LP -motion straight into the Shun Goku satsu it takes speed but when the Shun Goku Satsu is powered and as Akuma goes to grab them Ryu will still be in his Hadoken animation frame so he cant 准 do anything to stop the inevitable.

You can get your opponent in it out of their roll pretty easily too you just have to bait them into rolling.

Another way is to counter through supers with the Shun Goku satsu You can counter Bisons psycho crusher super combo or Rugals Gigantic pressure Super combo or Kyos final showdown super combo too there are others but these are the ones im used to countering with the Shun Goku satsu when im playing Bison/Rugal/Kyo players at the arcade.

Another easy way is to get it is say a character like Ryu or Ken or Chun li or anyone who has a super combo or move that goes in the air it can be hit by the Shun goku satsu as they come down with perfect timing.

\*\*\*\*\*

## VII. Combos

\*\*\*\*\*

Here are some Akuma combos .

1. Simple one here Jumping HK ->Tenma gou zankuu
- 2.Capcom groove level 3 ->Level 1 Messatsu gou hadou ->level 2 messatsu gou hadou. -near corner
- 3.Tenma kuujin kyaku -> Crouching LK -> Crouching LK -> Messatsu gou Shoryu
- 4.Zankuu hadou ken -> Crouching LK -> Crouching LK -> Messatsu gou shoryu
- 5.Zankuu hadou ken -> Crouching LK -> LK-Tatsumaki zankuu kyaku - >LP-Gou shoryu
- 6.Zankuu hadou ken -> Crouching LK -> Crouching LK -> LK-Tatsumaki zankuu kyaku -> LP-Gou shoryu -> Messatsu gou Shoryu
- 7.SNK groove MAX on super desperation Jumping deep HP - >Metsassu gou hadou -> LK-Hurricane kick -> LP-Gou shoryu -> Messatsu gou Shoryu
- 8.Jumping HK -> Crouching LK -> Crouching LK -> Gou hadou (simple really)
- 9.Jumping HK -> Messatsu gou hadou -> LK-hurricane kick -> LP-gou shoryu -> Messatsu gou shoryu. -SNK groove MAX on super desperation
- 10.Zankuu hadou -> Crouching LK -> crouching LK -> Standing HP -> Messatsu gou Shoryu.

Shun Goku Satsu combo -Level 3 Capcom or SNK MAX on super desperation Jump in HK -> Crouching LK -> Crouching LK -> LK+HP -> Shun Goku Satsu (has to be done fast) its not guaranteed but alot of the time you should get it on your opponent as it 痴 quite likely they wont expect it.

\*\*\*\*\*

## VIII. How to play as Akuma

\*\*\*\*\*

Arcade

First of all you need to get the machines config up so ask a member of staff nicely to put the machines options up then go to password and get them to put this code in...

0=number Zero

heres the code -0H2DK0EI once entered play the game and get to the final stage with 85gpts and fight and defeat Akuma then after you beat him play the game again and Akuma will be on the character select on the Ratio 4 row with Evil Ryu and Orochi Iori.

Dreamcast

Quite a task you have to buy all the EX versions of all the other characters first then buy the Akuma ,Morrigan and Nakoruru shadows in the secret shop then get Morrigan and Nakoruru available to buy in the secret shop do that by beating them in arcade mode after buying all the EX characters then buy both Morrigan and Nakoruru then after that go through the game again and get to the final stage with 85gpts then defeat Akuma then after finishing the game go to the secret shop and he will be there to buy under item 76 for \$9,500 so get playing.

\*\*\*\*\*

#### IX.Fighting against Akuma

\*\*\*\*\*

If you have the black Akuma shadow bought in the secret shop on DC or the Arcade Akuma code then

if you get 85gpts before your match against Geese or Vega (M.Bison) you will fight Akuma instead

of your relavent boss.

If you are using SNK characters you fight Akuma in his own swamp stage but if you are using capcom characters you fight Akuma in vega's stage and you get treated to a little intro where Akuma jumps down and chops Vega in half (classic Street fighter moment) then you are ready to fight.

Unfortunately Akuma isnt all that hard he's a Ratio 4 here when you fight him and you only have 1

Round with him so you only have to KO him once.

Akuma will often teleport and throw gou hadou's these are quite predicatable just roll staright through them and attack with a combo or whatever depending who you are playing as, using crossups

is also a good idea too however quite often when you jump Akuma will throw a air Zankuu hadou ken

so look out for those, in terms of super combos dont always stay too close to him IF he is on Level

3 or MAX as he will possibly go for a Shun Goku Satsu through a clever player can evade this if fast

enough, in terms of his grooves Hes pretty easy on both but he does to me play slightly better on the

Capcom groove but thats just my oppinion.

He may ofthen use the Tenma gou zankuu Super combo too again just roll through it if you are on the

groud and attack from below.

He doesnt really use the Messatsu gou Shoryu and Messatsu gou hadou all that much anyway so dont

worry about them , lastly hes quite docile at blocking so he can be quite easily caught in a super combo

remeber that and thats al there is to it really the rest is up to you!

then 1 KO later its all over!

\*\*\*\*\*



X. Move translations

\*\*\*\*\*

Japanese name English translation

Seoi Nage ----- Over shoulder throw  
 Tamoe nage ----- Leg flip throw  
 Tenma kuujin kyaku ----- Dive kick  
 Gou hadou ----- hell fireball  
 Zankuu hadou ken ----- Air fireball  
 Gou Shoryu ----- hell dragon punch  
 Shakunetsu Hadou ----- Flame Fireball  
 Tatsumaki zankuu kyaku ----- Spinning hurricane kick  
 Ashura senkuu ----- Spirit teleport  
 Metsassu gou hadou ----- great fireball  
 Tenma Gou zankuu ----- great sky killer  
 Metsassu gou shoryu ----- great dragon punch  
 Shun Goku Satsu ----- Imprisoning death flash  
 This is also known as Instant hell strike and most popularly  
 the Raging Demon.

\*\*\*\*\*

XI. Akuma quotes/costumes/poses/words of wisdom

\*\*\*\*\*

here are Akuma痴 winning quotes.....  
 --I will ignite the sky in a blaze of glory!  
 --Listen to the screams of all those that have fallen before me!  
 --Your moves are nothing!  
 -- .....  
 --Im the one who has mastered the style perfectly!  
 --Were you afraid to fight the one and only true master?  
 --Do you want to look into the pit of darkness?  
 --You must know and Kneel before the law of the underworld!

Akuma痴 costumes

X -Grey with Red hair  
 A -Green with Red hair  
 Y -White with Red hair  
 B -Darkish blue with Orange hair  
 Secret costumes buy these in the Secret shop  
 X+A Light blue/grey colour -White hair  
 A+B Pink with Black hair  
 B+Y Pinkish Red with Beige hair  
 X+Y Darkish grey/black with white hair.

Akuma痴 poses

Intro pose  
 Akuma stands there with his back to you whilst in a ghostly  
 pose with his body all blurring.  
 End poses  
 1.Akuma stamps the ground and red flames light up round him  
 and he ghosts at the same time.  
 2.Akuma stands with his back to you with his Japanese kanji  
 T,E,N symbol lit up in red and his body is ghosting at  
 the same time.

Taunt Hold LP+Start -Akuma stamps the ground once!

Words of wisdom -when using Akuma try to keep the opponent under

pressure and try and confuse them a bit keeping them on their toes will definatly cause a mistake in their gameplay at some point take that mistake and capitalise and if you get them in the air juggle them into submission.

\*\*\*\*\*  
XII.Which Groove is best for Akuma  
\*\*\*\*\*

This is quite tough to say because both grooves can be benficial to Akuma but overall I would say that the Capcom Groove is best for Akuma as it fills up itself so you dont have to stop and charge it like you do with the SNK ,so you can keep the offensive pressure on your opponent in battle without having to worry about charging your groove up first and really with Akuma being a ratio 4 character you need to keep on good offence with a bit of defence too but you cant really do any of that on the SNK groove if you are busy charging the bar up now can you? So the verdict is the Capcom groove is the best groove to use when using Akuma.

\*\*\*\*\*  
XIII.Using Akuma in battle  
\*\*\*\*\*

Here are some pointers for using Akuma in battle.

- Akuma is a more offensive character so play him more offensive than defencive!
- Try to keep the opponent under consecutive pressure as this can often cause a screw up in their gameplay tactics.
- All of his super combos are useful in their own ways but the best used one in battle is ther Messatsu gou shoryu as it is a great anti air attack and is sure to sort out jump happy players too.
- Mix up your style a bit so you dont become too predictable to your opponent.
- DONT abuse the Ashura senkuu alot of people do this and the opponents catch on and set you up for a nasty combo so dont teleport too often just use in the instance of escaping from the corner.
- Akuma is a Juggle master so take advantage of these ,these juggles have brought me many victories over alot of teams of 3 and 4 characters.
- If you must try doing the Shun Goku Satsu and you are powered up I recommend you only try it if you have alot of energy on your life bar as its quite a risky move to attempt.
- Akuma is a Ratio 4 so he gives out alot of damage esspecially on ratio 1 characters but as i have said before he cant be teamed up in normal arcade play so you could end up in a 4 on 1 situation so the best thing when facing human competiton is to see who they choose before decididng if you want to use Akuma.

These are really the main things you need to take into account when playing as Akuma but at the

end  
of the day its your fighting style that determines your sucess with Akuma but you should take  
some  
of these guidelines into account.

\*\*\*\*\*  
XIV. Version info and credits  
\*\*\*\*\*

version info this is my first FAQ I will possibly update it soon  
add more combos etc. 3,1

I have added how to beat Akuma and some more strats and move direction diagrams (12/07/2001)  
ver 3.2.

still to add more strats in battle yet and tips on beating the bosses in arcade mode.

Ver 3.6 -13/07/2001 -added some Akuma in battle guidlines and Akuma's profile.

still more info to come.

made move corrections and added pic at top. 4.7 19/07/2001

credits

Shoryuken .com -for some of the move names

gamingmatrix online for the arcade codes

Twin turbo off gamefaqs for the Akuma quote translations  
as i didnt know them as my game is Japanese

.  
Game FAQS for showing this FAQ

XXXperiences and Judge2003 for helping me to get this FAQ on  
gamefaqs.

Doc holiday and D.Hazzard for telling me how to get these FAQS on here.

Myself for writing it and using all my knowledge of Akuma.  
And you for reading my FAQ.

by Steven Wilson srwilson 2001!  
END OF FAQ!