

Capcom vs. SNK Chun Li Character FAQ Final

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REVISION HISTORY

Final Version: 01-07-10

- Final spelling & grammar revisions.
- Added official throw names.
- Minor re-wording.

Version 1.2: 01-06-03

- Corrected more spelling and grammar.
- Added concise differences between EX Chun Li and standard Chun Li.
- Added regular move descriptions for HK of EX version.
- Re-worded some strategies.
- Re-worded & re-organised command regular, special and super move information.

Version 1.1: 01-03-29

- Corrected some spelling and punctuation.
- Added more combos and classified them.
- Completed win quotes section.
- Modified some move descriptions and added throw descriptions.
- Added more differences between EX Chun Li and standard Chun Li.
- Added more strategies.

Version 1.0: 01-02-21

- First version completed.

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Capcom Vs SNK: Millenium Fight 2000
Chun Li FAQ
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1 INTRODUCTION

This is an FAQ about Chun Li in the game Capcom vs SNK : Millenium Fight 2000 as at the time of writing, there was not yet a FAQ written for one of my favorite fighting game characters. The material covered will be quite basic, so the reader can consider this FAQ as a beginner's resource.

In this game, Chun Li is a mix between her SSF2X/T and SFZ/A incarnations and is a Ratio 2 character. Some of her moves, in both form and execution are from previous games, but some functions of the move are changed from the older games. For example, her Spinning Bird Kick is a "sonic boom" command again (like in SSF2X/T) and is available for all styles (unlike zero/alpha3 where it was available only in X-ism mode) but, it is now a one-hit knockdown move with fairly good anti-air and anti-ground use. In addition, the new four button format means there is no middle kick/punch (forward/strong) button. This means players must now get used to positioning the joystick correctly in order to use some regular moves such as sweeps.

2 BIOGRAPHY AND BACKGROUND

2.1 VITAL STATISTICS:

Name: Chun Li

Birthday: 68-03-01

Height: 5'8"

Weight: Unknown

Allie(s): Guile, Nash/Charlie

Rival(s): Vega/M. Bison

Blood Type: A

Martial Art: Wushu

Home Land: China

Game appearances: SF2-SSF2X/T (5 games), SFZ/A-SFZ/A3 (3 games), SFEx-SFEx2Plus (3 games), SF3: Third Strike, all the "VS" games (4 games), and Pocket/Gem Fighter

2.2 STORYLINE:

In the SFZ/A series, Chun Li begins her investigation of her father's disappearance and learns that he was killed by Vega/M. Bison. Her loss inspired her to become, like her father (named Dorai in the SF2 V anime), a detective for Interpol, and to find and bring down both Vega/M. Bison and his organisation, Shadowlaw. (Ironically, in the SFZ/A3 story, she would team up with another character destined to be killed by Vega/M. Bison, Nash/Charlie). In the SF3: Third Strike game, it is hinted in her dialogue with Urien that she brought down the Shadowlaw organisation. This suggests that she may have confronted Vega/M. Bison in the SF2 tournament and was victorious. In SF3: Third Strike, she apparently had rescued some children in a previous assignment of which one child was abducted by Gill or Urien. After she rescues the child, she decides, in honour of her father and her country, to teach martial arts to a new generation of children.

2.3 A LITTLE HISTORY:

Chun Li debuted on the original SF2 (1991) and has remained to this day a well known character in video games. It is arguable, but Chun Li was probably an inspiration for putting female characters in fighting games in the first place. With few exceptions, all fighting games made after SF2 has at least one female character in its cast. In fact, nowadays there are games that market solely on the female characters. For example, "Gal Fighters" for the NGPC and I would say the original DOA (and to a lesser degree DOA2 as well). Whether or not the character Chun Li was a driving force in how we see this genre today is, of course, pure unverifiable speculation, but I think we should tip our hat to Capcom for making a character who has for 10 years (it's amazing how long SF has been around for) been in our games, art, and imagination and is still going strong.

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3 MOVE LIST

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3.1 COMMAND LEGEND - These abbreviations will be used.

Control positions

U - UP	UF - UP FORWARD	QCF - QUARTER CIRCLE FORWARD
D - DOWN	DF - DOWN FORWARD	QCB - QUARTER CIRCLE BACK
B - BACK	DB - DOWN BACK	HCF - HALF CIRCLE FORWARD
F - FORWARD	UB - UP BACK	HCB - HALF CIRCLE BACK

Buttons

LP - LIGHT PUNCH	P - ANY PUNCH	LV(#) - LEVEL OF SUPER*
HP - HARD PUNCH	K - ANY KICK	
LK - LIGHT KICK	KK - BOTH KICKS TOGETHER	
HK - HARD KICK	PP - BOTH PUNCHES TOGETHER	

* For simplicity Lv3 includes "Max" and Lv1 includes "Desperation" and the regular charged bar for SNK Groove.

3.2 STANDARD MOVES - Moves available for all characters

GUARD BREAK - Each character can block only a certain number of times before their guard is broken. If too many hits are blocked, the character's vitality bar will begin to flash red. This signals that the character can block only a few more attacks before their guard breaks. Like in SFZ/A3, when a guard break occurs, the character is momentarily open for an attack by the opponent.

RUN - Tap F, F, but hold forward (not available in arcade version).

BLOCK - When attacked high, hold B. When attacked low, hold DB.

CHARGE POWER GAUGE (SNK groove only) - Press and hold HP and HK.

DELAY RECOVERY - When knocked down, hold LP & HP together.

DASH - Tap F, F to dash forward. Tap B, B to dash backwards.

THROW - When close to opponent hold F or B and press HP or HK.

THROW COUNTER - Hold F or B and press HP or HK when opponent attempts a throw.

ROLL - Press LP and LK simultaneously.

TAUNT - Press start button (for DC press LK and start).

HIGH JUMP - D, U quickly.

3.3 REGULAR, SPECIAL, AND SUPER MOVES - All translations are from Fiefo!'s excellent move list FAQ, located on www.Gamefaqs.com.

I. SPECIALS:

NAME: Hyakuretsu Kyaku (Hundred Rending Kicks)
COMMAND: Press K rapidly
DESCRIPTION: Stationary rapid kicks.
FUNCTIONS: Block damage, Combo finisher, Guard breaks.

NAME: Kikou Ken (Chi Fist)
COMMAND: HCF + P
DESCRIPTION: Blue energy ball that travels full screen horizontally.
FUNCTIONS: Combo finisher, Range attack, Projectile nullification.

NAME: Tenshou Kyaku (Heavenly Ascention Kick)
COMMAND: Hold D (2 seconds), U + K
DESCRIPTION: From a crouch leaps and directs four spiralling kicks vertically.
FUNCTIONS: Anti-air, Combo finisher (standard finish and juggling).

NAME: Spinning Bird Kick
COMMAND: Hold B (2 Seconds), F + K
DESCRIPTION: Flips upside down and performs spinning kicks across the screen.
FUNCTIONS: Anti-air, Anti-ground/wake up (upon take off), Full screen attack.

II. SUPERS:

NAME: Kikou Shou (Chi Palm)
COMMAND: QCF X 2 + P
DESCRIPTION: Folds her body, gathers Chi and directs her palm in front of her activating a large ball of energy.
FUNCTIONS: Anti-air, Wake up attack, Combo finisher.

NAME: Senretsu Kyaku (Thousand Rending Kicks)
COMMAND: Hold B (2 seconds), F, B, F + K
DESCRIPTION: Chun Li dashes forward with a flurry of Hyakuretsu Kyakus.
FUNCTIONS: Combo finisher, Block Damage, Guard Breaks, Counter attack, Wake up attack.

NAME: Hazan Tenshou Kyaku (Supreme Mountain Heavenly Ascension Kick) COMMAND: Hold DB (2 seconds), DF, DB, U + K
DESCRIPTION: Same as Tenshou Kyaku but much faster, more hits and does more damage.
FUNCTIONS: Same as Tenshou Kyaku.

NAME: Spinning Hornet Kick (EX version only)
COMMAND: Hold DB (2 seconds), DF, DB, U + K
DESCRIPTION: A stationary Spinning Bird Kick that can vaccumn in nearby opponents.
FUNCTIONS: Combo finisher, Anti-ground, Counter attack, Wake up attack.

III. REGULARS:

i) Command regulars:

NAME: Sankaku Tobi (Triangle jump)
COMMAND: Jump towards the edge of the screen, then push a direction away to jump off the edge of the screen.
DESCRIPTION: Chun Li leaps towards the wall and springs off it for increased jump height and air time.

FUNCTIONS: Evasion, Confusion, Air-to-air confrontation initiate.

NAME: Yousou Kyaku (Eagle Talon Kick)

COMMAND: Jump then hold D + HK

DESCRIPTION: In the air, strikes with a step/stomp.

FUNCTIONS: Air juggles, Air-to-air variant.

NAME: Kaku Kyaku Raku (Crane Leg Drop)

COMMAND: DF + LK

DESCRIPTION: She flips and directs a knee to the head. Must be blocked high.

FUNCTIONS: Overhead attack, Confusion attack, Projectile evasion.

NAME: ?? Sobi (if anyone knows the full name and translation, please e-mail me)

COMMAND: DB + HK

DESCRIPTION: A quick crouching spin kick to the ankle. Good speed and priority.

FUNCTIONS: Poking, Combo initiator.

NAME: Ryuusei Raku (Shooting Star Drop)

COMMAND: In air and close to opponent, B or F + HP

DESCRIPTION: In the air, grabs the opponent by the waist and throws him/her to the ground.

FUNCTIONS: Air-to-air knock down attack.

ii) Standing close:

LP - A quick elbow. Can link with standing LK for a weak but easy 2-hits.

HP - Double palm thrust. Good power. Combo with her Kikou Ken (fireball). Can link with Kikou Shou (not verified) or Senretsu Kyaku (verified). The throw is called Koshuu Tou (Attacking Tiger Overthrow). It is her traditional waistlock takedown.

LK - A quick straight kick. Fair priority. Can link with a Senretsu Kyaku

HK - A high kick almost directed straight up. Excellent cross up counter. The throw: Chun Li switches sides with the opponent and kicks the opponent's back.

iii) Standing far:

LP - A very quick slap. Disrupts some jump ins and some supers.

HP - She steps forward and punches about 45 degrees up. Strong anti-air use.

LK - A quick straight kick to mid section. Little power. Fair poke move.

HK - A turning kick directed horizontally. Much better power than LK but slower. Useful for tagging landing opponents. For EX version HK is a standing front kick directed about 45 degrees. Anti-air function.

iv) Crouching close:

LP - A quick punch to midsection. Chain with LK for combos. Disrupts some supers.

HP - Leaning forward slightly she delivers a heavy punch to midsection. Use to begin combos. Decent power.

LK - A quick low short range striking kick that can be used for combos or disrupting some super moves.

HK - Her traditional hand stand sweep. Good range and priority.

v) Crouching far:

LP - Same as close version.

HP - Same as close version. Same use.

LK - Same as close version. Might use to get Hyakuretsu Kyaku started.

HK - Same as close version. Holding DB will perform low forward kick.

vi) Jumping towards/back:

LP - A flying punch that does not retract until she hits the ground.

HP - A flying backfist. Strong combo initiator. Good air intercept.

LK - A standard jumping kick. Can disrupt/trade with some supers. Try to cross up with this as well.

HK - An aerial double hit front kick. Good air interception move.

vii) Jumping straight up:

LP - Jumping light chop.

HP - Does a jumping a heavy chop. Good air intercept.

LK - A jumping front kick. Can be use to intercept jumpers.

HK - In the air, kicks horizontally. Good air intercept. The EX version is an axe kick that is one hit knock down. Can be activated early or late during the vertical jump animation. If done early it is a flip kick.

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4 COMBOS AND STRATEGIES
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4.1 Some Combos:

BASIC

-Jump in HP + standing LP + Standing LK

-Jump in HP + DB HK + Hyakuretsu Kyaku

-Jump in HP + Close standing HP + HP Kikou Ken

-Jump in HP + Low HP + HP Kikou Ken

-Low LP + Low LK + Tenshou Kyaku

INTERMEDIATE

-Jump in HP + Standing LK + Senretsus Kyaku (any Lv)

-Jump in HP + Standing LP + Standing LK + Lv3 Senretsus Kyaku

-Low LP + Low LK + Lv3 Senretsus Kyaku

-Low LP + Low LK + Hazan Tenshou Kyaku (any Lv)

-Low LP + Low LK + Lv3 Spinning Hornet Kick

ADVANCED

-In corner, Low HP + Lv1 Senretsu Kyaku + Juggle with HK Tenshou Kyaku

-In corner, Low HP + Lv1 Senretsu Kyaku + Juggle with Hazan Tenshou Kyaku (any Lv)

-In corner, Low HP + Lv1 Senretsu Kyaku + Juggle with Lv1 Kikou Sho + Juggle with Lv1 Hazan Tenshou Kyaku

4.2 Tips and strategies:

GENERAL APPROACH: Chun Li's primarily a "poking" character which means she uses quick high priority striking moves (e.g., DB + HK) to tag the opponent from a close to intermediate distance. The idea is to "chip" away at the opponent's vital. Sometimes this pressure forces the opponent to make a mistake and leave an opening for you to counter attack. In addition, she can pressure the opponent with throws, dash-ins, and HP Kikou Ken combos. She has strong high priority air-to-air and anti-air moves so you can really take advantage of jumpers because you will usually strike successfully in these situations. Try always to maintain your charge by holding DB while poking. This allows the greatest flexibility in utilizing your charge special & super moves.

-Chun Li has quick walking speed so if you catch your opponent turtling walk up and throw, you'll be surprised how much this works.

-When an opponent jumps at you, walk underneath and throw. Her walking speed makes this quite effective.

-If opponent misses a sweep or like move they are open. Use a high level Senretsu Kyaku to tag them. Also a Lv3 Senretsu Kyaku has a frame of invulnerability that lets you pass through projectiles (not verified).

-When inputting the command for the Senretsu Kyaku and you delay pressing K and continue to hold forward, you can continue walking forward and you can activate the move anytime by pressing kick. Great surprise tactic.

-Standing HP is a strong and easy to use anti-air move.

-Lv3 Kikou Shou is a great anti-air and wake up move.

-When rolling you can charge for Tenshou Kyaku or Hazan Tenshou Kyaku or Spinning Bird Kick. Most people try to throw or hit you so this can surprise them. A Hyakuretsu Kyaku or her Crane Leg Drop (DF + LK) might be useful variants.

-Spinning bird kick has good priority. Time it so a jumper is going to land on the lagging leg. It also has a frame of animation that hits crouching opponents when the move begins.

-avoid using LK Tenshou Kyaku as the recover time is almost as poor as the HK version & it does fewer hits.

-When using the Eagle Talon kick (in air, D + HK a.k.a. her "stomp") you can hit any other button to switch to that button's aerial move.

-high jump + triangle jump for an extra long range jump.

-While delaying your recovery, you can take the extra time as an opportunity to begin activating Hyakuretsu Kyaku. This would serve as a fair wake up tactic.

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5 MISCELLANEOUS - Information that didn't fit anywhere else

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5.1 EX Chun Li:

To use her EX version direct the selection cursor over her portrait and press the START button. You should see the Ratio 2 icon flash EX. EX Chun Li is her SSF2 incarnation with a new super (Spinning Hornet Kick), no Kikou Ken or Kikou Shou, no Tenshou Kyaku or Hazan Tenshou Kyaku and the Spinning Bird Kick is available in the air (note: the Spinning Bird Kick motion for EX Chun Li is: Hold D (2 seconds), U + K). In addition, her standing and vertical jump HK animations are both changed to what they were in SSF2.

5.2 Extra animations and win quotes:

I.) There are some extra animations when Chun Li fights the following characters.

- Vs Benimaru: He keeps his hair down and blows a kiss (not exclusive to Chun Li).

- Vs Balrog/Vega: With his mask off, he bows politely in a gentlemanly manner (not exclusive to Chun Li).

- Vs Mai: Mai dressed in a Chun Li outfit; she turns, discards the outfit and taunts. Chun Li looks at the screen confused by Mai's display.

- Vs Yamazaki: Hon Fu from FF3 appears and faces Yamazaki. Yamazaki strikes him and Hon Fu runs away.

- Vs Yamazaki: If Yamazaki wins he grabs Chun Li and taunts her (not exclusive to Chun Li).

II.) Chun Li win quotes:

"Now that you have lost, you will have to be punished..."

"You hesitated for a moment, didn't you? You must be stronger than that!"

"I guess it's true when they say that misery loves company."

"Once this tournament is over, then I will..."

"Victory is nice, but I have no time to celebrate."

"You were crazy to think that you could match my lightning quick speed!"

"You cannot measure a person's strength by their honour."

"What were you thinking?! You can't show off if you don't have any skills!"