Capcom vs. SNK Pro Kyo Combos

by Original Corey

Updated to v1.0 on Feb 1, 2003

```
EX-Kyo Kusanagi Combo FAQ v1.0
Game: CAPCOM vs. SNK PRO: Millennium Fight 2000 (PAL)
Platform: PlayStation
Unpublished work Copyright 2003 Alessandro Musumeci
E-mail:galactica phantom2002@yahoo.it
Date:01/02/2003
This FAQ is protected by USA copyright law, and the Berne Copyright
Convention of 1976. It is for private and personal use only and cannot be
modified o used by Webmasters or Magazines without my express permission.
All copyrights and trademarks are acknowledged and respected.
CAPCOM is copyright of CAPCOM CO., LTD
SNK and all characters SNK are copyright of PLAYMORE Corporation
This FAQ can be found only at <a href="http://www.gamefaqs.com">http://www.gamefaqs.com</a>
INDEX OF THE FAQ
    1-GAME'S CONTROLS
     2-BUTTONS AND OTHER ABBREVIATIONS
    3-COMBO ABBREVIATIONS
     4-IORI YAGAMI BIO
    5-THROWS
    6-COMMAND ATTACKS
    7-SPECIAL MOVES
    8-SUPER COMBOS
    9-COMBOS
    10-COMBO CHARTS
    11-QUOTES
    12-CREDITS
1-GAME'S CONTROLS
      D-pad
       U
   UB | UF UB=jump-backward U=jump UF=jump-forward
   B---STAND---F B=backwards/guard S=stand
                                                      F=forward
     / | \
   DB | DF DB=down-backward/
                                        D=crouch
                                                      DF=down-forward
     D crouch guard
2-BUTTONS AND OTHER ABBREVIATIONS
HP=hard punch (default triangle)
HK=hard kick (default circle)
LP=light punch (default square)
LK=light kick (default cross)
BB=backstep (press 2 times backwards)
FF=dash/run (it depends by your choice in game option. Hold F to run)
LP+LK=forward slide
```

```
HP+HK=charge the power gauge in SNK groove
```

P=press LP or HP K=press LK or HK

PP=press LP and HP at the same time KK=press LK and HK at the same time

 ${\tt MAX=requires}$ that the power gauge is at MAX to perform this Super Combo(in SNK groove)

RED=requires that the life bar is at RECOVERY to perform this Super Combo(in SNK groove)

M+R=requires that the power gauge is at MAX and the life bar is at RECOVERY to to perform this Super Combo

LV1=level 1 Super Combo LV2=level 2 Super Combo LV3=level 3 Super Combo

3-COMBO ABBREVIATIONS

corner=the combo work if the enemy is at the corner

SM=the combo contain one or more Special Moves

SC=the combo contain one or more Super Combos

?? HITS=number of hit

only CAPCOM=the combo can be performed only in style CAPCOM

only SNK=the combo can be performed only in style SNK

only LV3/M+R=the combo con be performed only with a LV3/M+R combo

far=the combo con be performed when the enemy is far

4-KYO KUSANAGI BIO

Ratio: 2

First Appearance: The King of Fighters '94 Other Appearances: The King of Fighters '95

The King of Fighters '96
The King of Fighters '97
The King of Fighters '98
The King of Fighters '99
The King of Fighters 2000
The King of Fighters 2001
The King of Fighters 2002
The King of Fighters Kyo
The King of Fighters R-1
The King of Fighters R-2

The King of Fighters EX: Neo Blood Capcom vs. SNK: Millenium Fight 2000 Capcom vs. SNK: Millenium Fight 2000 Pro Capcom vs. SNK 2: Millionaire Fighting 2001

SNK vs. Capcom: Match of the Millenium

Rival Iori Yagami

Fighting Style: Kusanagi-ryuu Kobujutsu and Garyuu Kempo

Birthday: 12 / 12
Age: 20
Birthplace: Japan
Blood Type: B
Height: 181cm
Weight: 75kg

Hobby: Writing poetry
Favorite Food: Barbecued fish
Best Sport: Ice hockey

Most Important: Motorcycle, girlfriend

```
Dislikes:
                     Hard work
5-THROWS
Name: Hatsugane
Command: B/F + HP
Hits: 1
Name: Issetsu Seoi Nage
Command:B/F + HK
Hits: 2
______
6-COMMAND ATTACKS
Name: Naraku Otoshi
Coommand: jump, D + HP
Hits: 1
Name: Goufu You
Command: F + LK
Hits: 1
Name: Hachi Juu Hachi Shiki
Command: DF + HK
Hits: 2
7-SPECIAL MOVES
Name: Yami Barai
Command: D, DF, F + P
Hits: Heavy 1, Light 1
Name: Oniyaki
Command: F,D,DF + P
Hits: Heavy 2, Light 1
Name: Koto Tsuki You
Command: F, DF, D, DB, B + K
Hits: Heavy 2, Light 2
Name: Shiki Kay
Command: D, DF, F + K, K
Hits: Heavy 2, Light 2
Name: Oboro Guruma
Commnd: B, D, DB + K
Hits: Heavy 3, Light 1
8-SUPER COMBOS
Name: Orochi Nagi
Command: D, DB, B, DB, D, DF, F + P (hold P to delay)
     | CAPCOM | SNK |
      |LV1 1 |MAX 1 |
     |LV2 2 |RED 1 |
```

```
_____
                         _____
9-COMBOS
Combo 1 (SM, corner), 3 hits
Command: UF + HK --> STAND CLOSE HP --> Yami Barai[HP]
Combo 2 (SM, far), 3 hits
Command: Yami Barai[LP] --> Koto Tsuki You[HK]
Combo 3 (SM), 3 hits
Command: UF + LK --> Koto Tsuki You
Combo 4 (SM), 3 hits
Command: Shiki Kay[HK] --> Oniyaki[HP]
Combo 5 (SM, far), 3 hits
Command: Yami Barai[LP] --> run towards the enemy --> Oniyaki[HP]
Combo 6 (SM), 4 hits
Command: UF + HP --> STAND CLOSE HP --> Koto Tsuki You
Combo 7 (SM), 4 hits
Command: UF + HK --> STAND CLOSE HP --> Oniyaki[HP]
Combo 8 (SM), 4 hits
Command: Shiki Kay[HK] --> Oboro Guruma[HK]
Combo 9 (SM),5 hits
Command: UF + HP --> STAND CLOSE HP --> Shiki Kay[LK] --> STAND HP
Combo 10 (SC),5 hits
Command: UF + HK --> STAND CLOSE HP --> LV3 Orochi Nagi
Combo 11 (SC),5 hits
Command: Shiki Kay --> LV3 Orochi Nagi
Combo 12 (SC), 7 hits
Command: UF + HP --> STAND CLOSE HP --> Shiki Kay[LK] --> LV3 Orochi Nagi
Combo 13 (SC, corner), 8 hits!
Command: UF + HP --> STAND CLOSE HP --> Shiki Kay[LK] --> LV3 Orochi Nagi
       (hold P) --> LV3 Orochi Nagi (release p)
______
10-COMBO CHARTS
Combo chart
                                          ____
   UF + HK |---->| STAND CLOSE HP |---->| Koto Tsuki You
                                |-->| Oniyaki[HP]
```

|LV3 6 |M+R 6 |

11-QUOTES

```
Introduction: Ikuze!
Introduction vs Iori Yagami: Hono'o ga, omae o yonderu ze...
Introduction vs Ryu: Humph...Sono tedo jado jenae ka? Honki de Ikuze!
Introduction vs Benimaru: Ikuze!
Introduction on selection screen: Mo, oyasumi kai!
Taunt: Amai na!
Win pose: Hehe...moetaro...!
During Yami Barai: Kuraei!
During Koto Tsuki You: Moeru!
During Oniyaki: Oriya!
During Orochi Nagi: Kore De...Owari Da!!!
Winquote 1: You know I didn't try my hardest, but did you?
Winquote 2: I let you play a little longer than usual!
Winquote 3: You danced too close to the flame , didn't you...?
Winquote 4: I fan the eternal flame of victory!
Winquote 5: Come on...the level of this tournament is way to low!
Winquote 6: I showed you the errors of your ways!
Endingquote: Fire will light my way!
```

12-CREDITS

First of all I'm sorry for my bad english, but I'm Italian. If you don't understand something in this FAQ or you know othe combo or other stuff send me an E-mail <galactica_phantom2002@yahoo.it>
I thank:

Chris McDonald

-The Bio and some move name are taken from his KOF'97/'99 FAQs

CAPCOM and Playmore

-for the good game that they are developed <http://www.capcom.co.jp>&
 <http://www.playmore.co.jp>

GameFAQs

-where are posted all my FAQs

Orochi K

-for my combo charts, i'm inspired from his GAROU: MOTW FAQ

Jan Goyvaerts and the JG Soft http://www.editpadpro.com/editpadlite.html
-for his good EditPad Lite

King of Fighter Zero
-where i get all the Kyo's appearances

This document is copyright Original Corey and hosted by VGM with permission.