

# Street Fighter EX 2 Plus FAQ

by Angelgrimm

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STREET FIGHTER EX 2 Plus Movelist v 2.0

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## Warning

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### Introduction / What's New

Ok. This the first revision to the original Movelist. So far, I have a few additions:

- Nanase's level 3 super, thanks to a lot of people, it seems everybody but I knew how to do it.
- I've got the names for most of the moves now thanks to Rylan Hilman, who also seems to know pretty much about the game.
- A few additional pointer on the game and several corrections.

Now, let's get down to business...

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### How to play

#### KEY

JP Jab Punch  
SP Strong Punch  
FP Fierce Punch  
SK Short Kick  
FK Forward Kick  
RK Roundhouse Kick  
P any Punch  
K any Kick  
PPP press all three punches  
KKK press all three kicks

u Up  
d Down  
f Forward  
b Back  
uf Up/Forward  
ub Up/Back  
df Down/Forward  
db Down/Back  
ff tap forward twice  
bb tap backwards twice

QCF Quarter circle forward (d,df,f)  
QCB Quarter circle back (d,db,b)  
HCF Half circle forward (b,db,d,df,f)  
HCB Half circle back (f,df,d,db,b)  
b>f Back, hold for a short time, then forward  
d>u Down, hold for a short time, then up  
360 spin joystick once in a full circular motion

Pressing punch and kick of the same strength will result in a guard break. Pressing SP and SK will result in EXCEL (SFEX2, they're like the SF Alpha custom combos, more or less).

#### COLORS

There are three possible colors for each character selectable by pressing JP/SK, SP/FK or FP/RK. Presumably, the first one will be the original color.

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Character move list

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RYU

HADOU KEN QCF P  
Fire HADOU KEN QCB P (hits twice)  
SHO RYU KEN f,d,df P  
TATSUMAKI SENPU KYAKU QCB Kx4

Overhead Punch f SP  
Overhead Kick f FK  
Forward Punch f FP

SHINKU HADOKEN QCF x2 P  
SHINKU TATSUMAKI SENPU KYAKU QCB x2 K

\*SHIN SHO RYU KEN QCF x2 KKK

Your standard shotokaner. His air SP hits twice as does his f FP. His SHINKU TATSUMAKI SENPU KYAKU connects after the TATSUMAKI SENPU KYAKU for a combo (preferably, you should end it with SK as to rise a little bit the kick).  
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KEN

HADOU KEN QCF P  
SHO RYU KEN f,d,df P  
TATSUMAKI SENPU KYAKU QCB K

Roll QCB P

SHO RYU REPPA QCF x2 P  
SHIN RYU KEN QCF x2 K  
SHIPU JINRAI KYAKU QCB X2 K

\* ALL OF THE ABOVE QCB x2 KKK

Your standard American shotokaner. His TATSUMAKI SENPU KYAKU can be done in the air. The Roll can be short or long, depending on the punch used. His SHIPU JINRAI KYAKU can be cancelled after the fourth kick (QCB K). If you're quick you can jump and press FP then QCB K for a combo or link it with the SHIN RYU KEN. His level three special does the first part of the SHIPU JINRAI KYAKU, then a three uppercut SHO RYU REPPA and ends with a really long SHIN RYU KEN, so keep pressing the buttons (up to 33-34 hits total).  
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SAGAT

TIGER CANNON (high) QCF P  
GROUND TIGER CANNON (low) QCF K  
TIGER UPPERCUT f,d,df P  
TIGER KNEE f,d,df K  
???? b,d,db JP

TIGER GENOCIDE QCB x2 P  
SUPER TIGER SHOT (high) QCF x2 P  
SUPER TIGER SHOT (low) QCF x2 K  
TIGER RAID QCB x2 K

\*TIGER STORM QCF x2 PPP

His FP TIGER UPPERCUT hits up to 7 times. Crouching characters go under the high TIGER SHOT. His TIGER KNEE combos from either SK or FK, either standing or crouching. You can also combo his TIGER UPPERCUT from those. SUPER TIGER SHOT hits only one time with a regular damage, but sends the character on the receiving end all over to the other side of the screen. His TIGER RAID is a nice setup for the TIGER GENOCIDE after the third kick. His level 3 Special is a couple punches, one knee strike and then SAGAT starts charging up a multihit TIGER CANNON, so keep pressing those punches for damage. On the downside, if his special is blocked, he can easily be grabbed or hit after the knee strike. Rylan Hilman says you can get more hits on this by inputting QCF+P in time with each hit.

The ??? (f,d,df JP) is a weird move I just got by accident. SAGAT lifts his knee and takes a spin. What does it mean? What is it good for? I don't know (however, if you do, please share).

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#### M. BISON (Vega)

PSYCHO CRUSHER            b>f P  
HEAD STOMP                d>u K  
DOUBLE KNEE PRESS        b>f K

KNEE PRESS NIGHTMARE    b>f x2 K  
PSYCHO CANNON            b>f x2 P

\*PSYCHO BREAK SMASHER   b>f x2 PPP

If you time it right, after downing a character with the PSYCHO CRUSHER, you can repeat it and change his guard so that it hits him again and again and again... you, cheap. After the K hold, you can slide (d RK) and it will hit the character or quickly use excel and slide over and over an over... you, cheap. The Level 3 PSYCHO BREAK SMASHER is just like Shin Bison's Special from SF Alpha 3 and pack a good deal of damage if connected. The PSYCHO CANNON can be held for charging. This can be used as an anti air attack. After the HEAD STOMP, hold either left or right and press P and Bison will flip over to that side and air punch. Overall, this guy is pretty plain with a few cheap shots and ideal for block damage.

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#### VEGA (Balrog)

ROLLING CRYSTAL FLASH    b>f P  
FLYING BARCELON ATTACK   d>u K, press P  
SKY HIGH CLAW            d>u P  
IZUNA DROP                d>u K, press P close to opponent

Backflip                  KKK  
Attaching claw            b,d,db PPP

GRAND CRYSTAL FLASH     b>f x2 P  
SKY HIGH ILLUSION        db,df,d,u P  
SCARLET TERROR          b>f x2 K then QCF P  
SUPER SKY HIGH CLAW     db,df,d,u K, press P

\* SUPER SKY HIGH CLAW    db,df,d,u K, press P close to opponent

You can se uf or ub instead of u as to select the wall from which VEGA will jump. The backflip evades fireballs. You can attach the claw after losing it.

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## GUILE

SONIC BOOM	b>f P
FLASH KICK	d>u K
Stab kick	f RK
Spinning back fist	f FP
Rolling Savate	f FK
DOUBLE SOMERSAULT KICK	db,df,d,u K
OPENING GAMBIT	b>f x2 P
SONIC BOOM TYPHOON	b>f x2 PPP

The Rolling Savate is an overhead. His spinning back fist is pretty useless, unlike the one in the original SF series, which could be used to counter fireballers. The level 3 special is a tornado-like multihit big, big, sonic boom that causes lots of damage when connected. It's good against air attackers too as it sucks them in instead of bouncing them like other multihitters. Still, what happened to the mega sonic boom from SF EX 2?

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## CHUN LI

HYAKURETSU KYAKU (Hundred Burst Kick)	K,K,K,K... (you know the drill)
SPINNING BIRD KICK	QCF K
HIEN-SHUU	QCB K
GOMEN NE	JP,JP,f,SK,FP
Double palm punch	f FP
Air stomp	d FK in air
KIKOU SHOU	QCF x2 P
HOUYOKU SEN	QCF X2 K
HAZAN TENSOUKYAKU (Supreme Mountain Ascending Kick)	QCB X2 K
* KIKOU SHOU GOKU (Extreme Kikou Shou)	QCF X2 PPP

The HIEN-SHUU goes over fireballs. The GOMEN NE (which I think is an apology or something like that) is a useless punch with the only alleviating feature of being cute. Her d RK dodges fireballs.

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## ZANGIEF

SCREW PILEDRIVER	360 P close
DOUBLE LARIAT	PPP
QUICK DOUBLE LARIAT	KKK
RUSSIAN SUPLEX	360 K
BEAR HUG	press P close after 360 K
ATOMIC SUPLEX	360 K close
Body press	d FP in air
FINAL ATOMIC BUSTER	360 x2 P close
SUPER STOMPING	QCF x2 K

AERIAL RUSSIAN SLAM      QCB x2 K

\*COSMIC FINAL ATOMIC BUSTER      360 x2 PPP close

Both clotheslines dodge fireballs. You can combo a DOUBLE LARIAT or a regular punch/kick after the BEAR HUG. The SUPER STOMPING can be canceled (QCB K). The AERIAL RUSSIAN SLAM is an anti-air throw and, supposedly, can be comboed after, either with a regular hit or with the SUPER STOMPING. Rylan Hilman says (and it seems its becoming a tradition): "both his lariats do dodge fireballs, but the punch one dodges high ones (read, most ones), while the kick one dodges Sagat's Ground Tiger Shots only. Ground Tiger Shots hit his Punch lariat, and all other fireballs hit his Kick one. The Kick lariat also has some invulnerability to sweeps, etc. So, in short, the Double Lariat has priority/invulnerability high, while the Quick version has priority/invulnerability low."

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#### DHALSIM

YOGA FIRE	QCF P
YOGA FLAME	QCB P
YOGA BLAST	QCB K
YOGA CATCH	QCF K press K
YOGA TELEPORT	f,d,df PPP
Head drill	d P in air
Drill kick	d K in air
Slide	df K
YOGA DRILL KICK	QCF x2 K in air
YOGA LEGEND	QCB x2 K
*YOGA INFERNO	QCF x2 PPP

Dhalsim's normal punches or kicks can become far-reaching if you hold forward then press the button. You can control the direction of the SUPER DRILL KICK with the joystick. The YOGA INFERNO is now a level 3 special where Dhalsim floats in the air. You can control his movement, including up and down. There seem to be some doubts about this, but even if you can't move freely, you can control it to a degree, kind of like the YOGA DRILL KICK.

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#### SKULLOMANIA

SKULLOCRASH	QCF P
SKULLOSLIDE	QCF K
SKULLOHEAD	f,d,df P
SKULLODIVE	press P after SKULLOHEAD
FLYING TKATCHOV	b,d,db K
Backflip	bb
Dash	ff
Taunt	360 P
Uppercut	f SP
Heel kick	f FK
SUPER SKULLOCRASH	QCF x2 P
SUPER SKULLOSLIDE	QCF x2 K
SKULLODREAM	JP, JP, f, SK, FP
SUPER SKULLOENERGY	QCB x2 K

FIREBALL QCB x2 P

\*SUPER ENERGY FIELD QCB KKK

The JP SKULLOHEAD can combo with the SKULLODIVE on a standing opponent. The Dash can hit if connected. The Backflip dodges fireballs. The Uppercut and Heel kick are overheads. The FIREBALL is a new 1 level special that throws a gleaming sphere into the air and falls after a short period (depending on the button used). The Taunt has changed its animation.

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DARUN MISTER

REVERSAL b,d,db P  
GANGES DDT f,d,df K  
BRAHMA BOMB 360 P close  
INDORA HASHI 360 K close  
DOUBLE LARIAT QCF P

Block PPP

SUPER DYNAMITE BOMB QCF x2 P close  
SUPER INDORA HASHI QCB x2 K

\* G.O.D. 360 x2 PPP

The REVERSAL catches anything airborne that sticks to it. The GANGES DDT only hits standing opponents. The JP DOUBLE LARIAT only hits once. Any LARIAT can stop fireballs. The Block is a new move where DARUN can stop fireballs with his chest. The REVERSAL connects after the SUPER INDORA HASHI if you can time it. DARUN's 360 holds have quite a range. You can perform a low kick and JP LARIAT and the hold will suck the other guy, even if they're blocked (cheap, cheap, cheap). The level 3 special is quite innovative. After connecting, you can perform several holds by spinning the joystick and pressing either P or K. On the downside, the opponent can escape by pressing the same button you used (P or K). The commands appear on the screen, but after 4 or 5 (I'm not sure), you only get question marks. I recommend slowly choosing each hold instead of mashing the buttons (as your opponent probably will) to minimize risk of losing the hold by timing it right. On a previous version I stated that this could be endless. At last, I was able to perform it to completion, and I counted three or four more holds after the question marks appeared (some of them overlap, so I'm not sure). I assume it was the end, because the screen became normal again and the opponent was lying on the ground. He didn't escape and DARUN didn't seem to miss the throw. Still, if connected, the damage is very good.

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PULLUM PURNA

DRILL PURUSU QCF K  
PULLUM KICK f,d,df K  
TERREL KICK QCB K

Double jump in air QCB P  
Overhead hop f SP

BURAEKU RAAMU QCB x2 K  
RESUARU KAANA QCF x2 K  
KIND WIND QCF x2 P in air

\* GRADOUSU BALL QCF x2 PPP

PULLUM's double jump is now QCB P in the air, JP forward, SP upward and FP backward. The Overhead hop can be blocked. The DRILL PURUSU can be done in the air. Her Level 3 special has to be one of the corniest specials ever in the SF history (think of NAGARE in Rival Schools 2), cornier than BLANKA's special in SF Alfa 3 where he dropped the fruit. She throws a glowing sphere at the opponent and, if it hits, both start dancing while the other guy gets damaged. I mean, dancing? Come on! What's next? SEAN playing video games or DAN mooning them?

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SHARON

GALE HAMMER PUNCH QCF P, P  
HAMMER PUCH, KICK QBF P, b K  
HALFMOON KICK QCB K  
BAMYUU DASHING FONII f,d,df K

Double punch f SP  
Double kick f FK  
Overhead punch f FP  
Slide df RK

SHADOLOO COMBINATION QCB x2 P  
SHARON SPECIAL QCF x2 K  
LOAD QCF x2 P  
HELLFIRE QCF x2 P after GUN  
HALFMOON KICK RUSH QCF x2 K

\* ASSAULT RIFLE QCF x2 PPP

The LOAD special only gets the gun and one bullet. After that, doing it again shoots the bullet. Not great damage. The level 3 special has two animations. If you do it from afar, it only shoots once and gets regular damage, but from a safe distance. If you do it close, the camera closes on SHARON as she shoots repeatedly with a rifle and then switches to the opponent as he gets shot. Damage is improved in this version. Raylan Hilman says "Sharon's Assault Rifle only does the close-up camera version if the opponent is at a certain distance and not blocking. Too close, or too far, and all you get is the single-bullet version." I personally believe it's unblockable up close, but it may need further testing.

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NANASE

SANRENKON QCF P,P,P  
TENSOUKON f,d,df P  
GESSHOU BOTAN b,d,db P  
KASUMI OROSHI QCB K,K,K

Overhead elbow f SP

YAYOI TOUKON GI QCF x2 P  
IZAYOI REKKON QCB x2 P

\* MACHIYOI TENSOU GEKI JP,JP,f,SK,FP

If you press JP on any of her command moves, the cane will be short; SP will result on a medium size and FP will mean a long one will be used. You can



alternate sizes in the SANRENKON. For her Guard Breaker, the longer you hold the buttons, the longer the cane will be. Her KASUMI OROSHI is an overhead forward hop, where SK will mean she sticks her cane forward, FK downward and RK backward. You can alternate kicks in the same attack. Her IZAYOI REKKON attack can be done in the air. She is a really quick grabber. The CPU almost always overrides my moves with a throw (even throws), so you may overuse it. Seems everybody knew how to do NANASE's level 3 special but me. Anyway, according to W. Leung: "she extends the cane to knock the opponent off their feet. After that she pole vaults up and extends her staff to somewhere near the atmosphere. She retracts the staff and starts her descent with one fist extended to impact on the opponent that is just getting up. It's blockable, 3/4 screen range, 40% damage. Not really worth it even if you got the 20 seconds of unlimited supers from the second bonus round."

Rylan Hilman: " You can interrupt Nanase's Sanrenkon after the first or second moves with either up + any punch(she'll do her Tenshoukon), or QCB + K(she'll do her Kasumi Oroshi, and you can still hit kick up to two more times as usual). I've heard you can do QCF + P, P, up + P, and then do her level 3 while they're falling. Pretty much all supers juggle in this game, so as long as it can come out in time, it should work."

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#### HOKUTO

CHUU GEKIHOU	QCF P,P
ELBOW, KICK RUSH	QCF P,b K
GOKYAKU KOU	b,d,db P
SHINKUU GEKI	QCB P
SHINKYAKU GEKI	QCB K
Overhead elbow	f SP
Low kick	f FK
KIRENEKI	QCF x2 P
KYAKUHOUGI	QCB x2 K
RENBU	JP,JP,f,SK,FP
RENSHAUGEKI	QCB x2 P
* SHIRASE GATANA	QCB x2 PPP

The SHINKYAKU GEKI first dashes backwards and then attacks. You can cancel them but I can't tell you exactly how. If you cancel them, she only dashes backwards and spins. Her reversal is good against airborne attacks and standing ones, not against sweeps. You can hold the P button in her KIRENEKI for extra damage. Her level 3 special is quick and does good damage. She pulls out a long bladed stick (I'm guessing it's a naginata) and strikes. It's so quick that it may beat a RK sweep or be used as a counter. Again from Rylan Hilman: "Hokuto's Shirase Gatana only works if the opponent is on the ground, it will completely whiff any jumpers. On the other hand, it IS more or less instant. Do it on reaction to ANY movement your opponent does while on the ground. (read: Shotoscrub fireballs-from-across-the-screen seal their doom...)-- Hokuto's Shinkuu Geki and Shinkyaku Geki are cancellable ("Furi) by doing either QCB + punch or kick, or just plain punch or kick, again before she starts forward again.)"

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#### BLANKA

ROLLING ATTACK	b>f P
BACKSTEP ROLLING	b>f K
VERTICAL ROLLING	d>u K

ELECTRICITY P,P,P,P...

Dash f or b KKK

Sweep df P

GRAND SHAVE ROLLING b>f x2 P

BEAST HURRICANE QCF x2 P in the air

JUNGLE BEAT b>f x2 K

\* SUPER ELECTRIC SANDER QCF x2 KKK

The BEAST HURRICANE combos after the regular ROLLING ATTACK. The BACKSTEP ROLLING can go over fireballs. The ELECTRICITY has very good priority. The SUPER ELECTRIC SANDER does good damage against airborne opponents and is great against the satellite.

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#### DOCTRINE DARK

KILL WIRE f,d,df P

DARK WIRE QCF P

SPARK WIRE P after DARK WIRE

DARK HOLD b after DARK WIRE

EXPLOSIVE QCF K

Overhead blade f SP

Spinning sidekick f FK

EX-PROMINENCE QCB x2 K

KILL TRAMPLE QCF x2 P

DARK SHACKLE QCF x2 K

\* DEATH TRAP QCB x2 PP close

EX-PROMINENCE works nice after the KILL WIRE. I don't play this character very much, but advise to play from a distance. He seems better this way.

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#### CRACKER JACK

DASHING STRAIGHT b>f P

DASHING UPPER CUT b>f K

FEINT DACH QCB P

BATTING HERO QCF P

SOCCER KICK QCF K

FINAL PUNCH hold KKK

Sidekick f FK

Overhead punch f FP

CRAZY JACK b>f x2 P

GRAND SALM CRASHER QCB x2 K

RAGING BUFFALO b>f x2 K

HOMERUN HERO QCB x2 P

\* HOMERUN KING QCF x2 KKK

BATTING HERO and SOCCER KICK can deflect fireballs but you have to time them. TIME PUNCH depends on how long you hold the KKK. Upon release, a number will be heard with concordant damage. The Sidekick combos with BATTING HERO. You

can combo this after HOMERUN HERO. During CRAZY JACK you can press K or P to alternate between straight and upper.

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New Characters  
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VULCANO ROSSO

VOLCANUS	QCB P
VESUVIUS NO something	QCF P,P,K
DASH	QCF K
REVERSAL	QCB K
Overhead hop	PPP
FLASHING GEYSER	QCB x2 P
ARCHERY LAND	QCB x2 K
STEPPING COMBO	QCF x2 P
* SHIKEI	QCF x2 KKK (close)

His VOLCANUS is too slow to combo. FP version hits several times and you can combo a kick or a punch with it. His DASH is really quick but is not invincible (can be hit or grabbed during it). His reversal varies depending on the kick used: SK is high, FK is medium and RK is low. He can also reverse fireballs and special, although he may not connect the hits. His low REVERSAL does pretty good damage and is very useful against those d FK pokers or close sweep overusers. He also charges the super's bar while reversing, even if no hit. The animation changes from d P to d K and the damage is bigger against low attacks than the other two. His overhead hop is a short jump that can be forward or backward and can kick (overhead). He can go over fireballs. His jumping FK and RK are double hitters, so press twice the button. His level 3 super, whatever it's called, has very good priority and is unblockable (like a hold). It does good damage and has great animation.

His STEPPING COMBO attack ends with three stomps in the head (therefore MY name for it) and is very useful.

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AREA

UPLOAD	PPP
GROUND ROCKET GUN	d PPP
TERMINATOR	b,d,db P
HUMMING RUSH	QCF P
JACKSON KICK	QCF K
ALTERNATIVE CATCH	HC B K
Upward kick	f RK
Step punch	f FP
GREAT CANCER	QCF x2 P
FIVE-STAR RAID	QCF x2 K
* FINAL CANCER	QCF x2 PPP

Her ROCKET gun and GROUND ROCKET GUN keep moving forward until you release the buttons or are hit. She loses her gun for a while, until it comes back. Her OVERHEAD GRAB only sweeps sides with the opponent. You can hold the CHARGING SPARK by holding the button. It can be done in the air. Her level 3 special does a pretty good deal of damage (and block damage if blocked), but

she permanently loses her gun (and the first four moves listed) for the rest of the fight.

I have seen people do a kick in the middle of the ALTERNATIVE CATCH (right at the top), but I haven't tried this myself.

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#### Time Release Characters

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#### GARUDA

BUU	f,d,df PPP
DIVING ATTACK	b,d,db P
DEVIL SLASH	f,d,df P
ROLLING SLASH	QCF K
SPIKE ATTACK	QCF P
RISING SPIKE	f,d,df K

Double punch	f FP
Triple Kick	f RK

SPINNING DEVIL	QCB x2 P
RISING DEVIL	QCF x2 P
FIRE DEVIL	QCB x2 K

\* RAISEN SHO (Hayate's super moves) QCB x2 KKK

BUU is a forward teleport move. ROLLING SLASH ends with GARUDA lying. SPINNING DEVIL can be done in the air. Level 3 special is kind of tricky. If you just sit down and watch the REISEN SHO you'll be disappointed to learn that it only does damage as a level 1 special. The REISEN SHO is just the beginning. After QCB x2 KKK, you can do QCF x2 K and GARUDA will perform HAYATE's rising move. Then, when you're in the air, you can do QCB x2 P and he will finish with a spinning move. You must do the motions before the flashing red lights are over.

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#### SHADOWGEIST

DIVING KICK	QCF K in air
SOMERSAULT KICK	QCB K in air
SHADOW ATTACK	QCF P
SHADOW GEYSER	QCF K
FLYING STOMP	b,d,db K

Backflip	bb
Uppercut	f SP
Heel kick	f FK
Taunt	360 P

SHADOW ENERGY	QCB x2 K
FINAL DREAM	JP,JP,f,SK,FP
FLYING KICKS	QCF x2 K
SUPER SHADOW WAVE	QCF x2 P

\* SHADOW PUNCH QCB x2 PPP

You can connect his SOMERSAULT KICK after a normal airborne attack for a combo. His SHADOW GEYSER hits airborne opponents. The uppercut and Hell kick are overheads. Flying KICKS only hit standing opponents: they crouch, you lose. It can be done in the air. His level 3 special is a one hit blockable

punch that can be comboed. This one has one of my favorite animations.

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KAIRI

DEMON PUNCH                    f,d,df P  
WHIRLING KICK                QCB K x4  
GODLY FORCE                    QCF P  
TELEPORT                      f,d,df PPP

Dragon kick                    d FK or RK in the air

COYOTE MURDER                QCB x2 P  
DEMON GOD FORCE               QCF x2 P in the air  
DIVING DRAGON KICK            QCF x2 K in the air

\* GODLY PALM FORCE            QCF x2 PPP  
\* EVIL DANCE                   JP,JP,f,SK,FP

What in Heaven's name happened to this guy? His GODLY FORCE is now a miserable mimic of a fireball. Instead of going all the way, it only appears unmovable on screen (think of Orochi Shermie's electrical kiss). The JP gets it just in front of KAIRI, and the FP appears about half the screen away. That's it. They are too quick to be of any use aside from combos. His teleport move only works forward, I think. However, the diving Dragon kick has somewhat improved. FK version is the same, but the d RK now bounces after hitting. If you're too far away, you bounce back, but if you are almost over the other guy, it bounces over the other guy. You can do the same kick over and over or any other move, including specials. You can land with a punch and then combo from there. It's pretty useful. His DEMON GOD force special has also suffered from the revision. It's a concordant super version of the regular GODLY FORCE, as a static air fireball. It's now a lot harder to combo both air specials after the COYOTE MURDER, as the fireball doesn't push the other guy down for you to dive in. His level 3 GODLY PALM FORCE is a substitute for his old multi fireball special. KAIRI shoots forward a wide beam of energy that does good damage on an unblocking opponent. However, block damage is not much and what's worse is you lose around half your energy bar for this one (however, it won't kill you if you have less). After the super, KAIRI falls down and lies (like GARUDA after his QCF K ROLLING SLASH). Also, I haven't been able to do it twice in a fight. But not everything is bad. He also has his level 3 EVIL DANCE (the INSTANT HELL MURDER version) and the new outfits are very good.

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Bonus Games

For the Excel Bonus Game, Rylan Hilman says you should do a few excel hits and then grab. If you succeed, you'll be granted free Excel for the next round (no bar cost).

In the satellite Bonus Game, I found that the best you can do is just jump straight up and RK. You should be careful you aren't hitting the wings (solar panels or whatever), because you can trash them but it doesn't count against the satellite's life bar. If you succeed, you'll be granted a full charged bar (the red one) for 20 seconds against Garuda, and after that you get to keep the bar (and spend it normally). That is 20 seconds of level 3 specials plus a full bar. It's better than the Excel thing. Although I recommend the jumping RK (excel does less damage), some characters have special moves that do fair damage (and besides, it's kind of boring just jumping with RK all the time).

RYU

Air SHINKU TATSUMAKI SENPU KYAKU, just do it a little bit off the center and it should hit the main body.

KEN

Sin Ryu Ken right on the center of the screen. Still, you're better off just jumping and kicking.

SAGAT

Stick with the u RK

BISON

PSYCHO CANNON and hold, just be careful to hit the main body.

VEGA

GRAND CRYSTAL Flash, but I prefer the kicks.

Guile

u RK, u RK...

CHUN LI

KIKOU SHOU or HAZAN TENSHOUKYAKU.

ZANGIEF

U RK or QUICK LARIAT.

DHALSIM

YOGA INFERNO does huge damage if done correctly.

SKULLOMANIA

Don't waste your time, u RK, u RK...

DARUN

Same as above

PULLUM

Air BURAEKU RAAMU.

SHARON

Jumping kicks.

NANASE

IZAYOI REKKON, but its not great, really.

HOKUTO

KIRENEKI and hold.

BLANKA

The SUPER ELECTRIC SANDER does great damage against the satellite. The best super for this chore so far.

DOCTRINE DARK

EX-PROMINENCE, but don't expect the satellite do explode from this one. Damage is fine I guess.

CRACKER JACK

You could do the GRAND SLAM CRASHER, but I'd rather stick to the u RK.

## VULCANO ROSSO

His QCB x2 P does good damage if done right. Also his jumping RK and FK are double hitters, so this guy does ok.

## AREA

HUMMING RUSH or GREAT CANCER. Not much damage anyway.

## GARUDA

Use JP DEVIL SLASH or RISING DEVIL. The air SPINNING DEVIL doesn't hit that much. Also, you could try his level 3 super and cancel the first part soon, the damage lies on the other two.

## SHADOWGEIST

u RK

## KAIRI

The DEMON GOD FORCE and DIVING DRAGON KICK don't do great damage. I have tried the GODLY PALM FORCE, but I keep getting hit by the meteors.

## Final Word

So far I haven't seen any more characters and I really don't think there are any. Maybe we should wait for SFEX 3 (hey, they could bring back Retsu!!).

So that's all. Please feel free to help, I'll credit you for it. -----

## CREDITS

Thanks to all of the following people who mailed me about NANASE's level 3 super (in chronological order):

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