

Street Fighter EX 2 Plus Combo FAQ

by The KiD

Updated to v0.1 on Mar 11, 2001

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..Alright, I'm done ranting and raving. Have a nice day. ^_^

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-----[ Table of Contents ]-----
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1 : Introduction

Triangle

Medium Punch (MP)

Square

Circle

Light Punch (LP)

Medium Kick (MK)

X

Light Kick (LK)

Button notation can be changed at the Button Config option screen.

[Part 3]-----[Combo Listing Notation]---

- > indicates the following attack will chain from the previous attack
- XX indicates 2-in-1s
- /\ indicates that you jump after the previous move/command
- \/ indicates that you land to the ground after the previous move/command
- ,
- () indicates a move that can be added into the combo, but not necessary normally used when a certain move may alter the combo
- | | indicated the number of hits a move must hit before moving on
- + stands for "and"
- / stands for "or"
- *
- s. stands for STANDING c. stands for CROUCHING
- j. stands for JUMPING bj. stands for BACK JUMPING
- SC stands for SUPER CANCEL

EXCEL () stands for an Excel combo. the moves listed within the parenthesis are all down while the EXCEL is still active

[Part 4]-----[How To Read The Combos]---

Combo are listed in descending order by the amount of damage it does. So the strongest combos are at top and go down to the weaker ones. There are a set of numbers on the lefthand side of each combo:

o---- The number of the combo.

/

/ o---- The number of hits the combo will do in full. In this case, it will do 11 hits.

|

/

[05 / 11 / 081] j.HK \/ s.MK XX MP Humming Rush |4 hit| SC Great Cancer

\

o---- The amount of damage. Out of a set energy level of 200 points, 81 points (about 41%) will be inflicted. All damage counts are based on the characters that take average damage. On one like Zangief, the combo will do less damage.

Cancer

[08/ 13 / 075] Download, Jackson Kick (Pop-Up Knee) (Download hits), Five
Star Raid |4 hit| SC Great Cancer

[09/ 12 / 074] j.D + HP \ / c.MK XX HP Humming Rush |5 hit| SC Great Cancer

[10/ 08 / 066] Jackson Kick (Pop-Up Knee), (walk forward) c.MK XX Great
Cancer

[11/ 07 / 056] Download, Jackson Kick (Pop-Up Knee) (Download hits) / \ j.HK

[12/ 05 / 047] Download, Alternative Catch (back kick)

[13/ 02 / 045] j.HK \ / s.HK

[14/ 05 / 043] Download / \ j.HK

[15/ 06 / 041] c.MK XX MP Humming Rush

[16/ 03 / 040] Jackson Kick (Pop-Up Knee), s.HK

[17/ 04 / 039] Upload / \ j.HK

[18/ 04 / 029] Jackson Kick (Pop-Up Knee) XX LP Humming Rush

- <Combo 04,06,08,10,11,16,18> The Pop-Up Knee is an add-on attack Area does after the Jackson Kick connects. Perform the qcf + P, then press forward + LK for the Pop-Up Knee.
- <Combo 04> Sometimes an aerial hit from Fire Star Raid will whiff.
- <Combo 08,11> Have the Download move forward as you perform the Jackson Kick. Make it "sprout" as the opponent is at the peak of the launch from the Pop-Up Knee.
- <Combo 08> Area will catch her arm when it's time to do the mid-air Great Cancer.
- <Combo 09> The fifth hit of the Humming Rush knocks the opponent into the air, thus the Great Cancer juggles. You can just super cancel into the Great Cancer as the previous hits of the Humming Rush are hitting.
- <Combo 10> The c.MK will catch the opponent before they hit the ground to make a small juggle, enough to combo into the Great Cancer.
- <Combo 12> Plant the Download in front of the opponent. Hold forward when doing the Alternative Catch so Area does the back kick to knock the opponent into the Download as it's sparking.
- <Combo 15> Tap all three punches after the last hit of the Humming Rush for Area to do a final spark hit.

==| Bison / Vega |=====

~~~~~  
[01/ 19 / 120] j.HK \ / c.MP > c.MP > c.MK XX Knee Press Nightmare |4 hit| SC  
Psycho Cannon  
-----

[02/ 12 / 117] j.HP \ / s.HP XX Psycho Break Smasher  
-----

[03/ 10 / 098] j.HK \ / s.HK XX Knee Press Nightmare  
-----

[04/ 08 / 083] j.HP \ / c.MP > c.MK XX Psycho Cannon  
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[05/ 07 / 083] j.HP \ / s.HP XX Psycho Cannon





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==| Cracker Jack |=====
????????????????????????????????????????????????????????????????????????????????????
[01/ 14 / 136] j.HP \ / c.MP > c.MK XX Dash Straight SC Crazy Jack |4 hit| SC
Grand Slam Crasher |3 hit| SC Homerun Hero, c.HP XX Dash
Upper
-----
[02/ 13 / 129] j.HP \ / c.MP > c.MK XX Dash Straight SC Crazy Jack |4 hit| SC
Grand Slam Crasher |3 hit| SC Homerun Hero, LK Soccer Ball
Kick
-----
[03/ 10 / 124] j.HK \ / c.MP > c.MK XX Dash Upper SC Homerun Hero, s.HP XX
Homerun Hero, s.HP XX Homerun Hero, LK Soccer Ball Kick
-----
[04/ 09 / 119] j.HP \ / c.MP > c.MK XX Dash Straight SC Homerun Hero, s.MK XX
Dash Straight SC Homerun Hero, LK Soccer Ball Kick
-----
[05/ 09 / 114] j.HP \ / c.MP > c.MK XX Dash Straight SC Homerun Hero, s.MK XX
Final Punch (Level 1) SC Homerun Hero, LK Soccer Ball Kick
-----
[06/ 09 / 113] j.HP \ / c.MP > c.MK XX Dash Straight SC Homerun Hero, c.MP >
c.HP XX Homerun Hero, LK Soccer Ball Kick
-----
[07/ 09 / 113] j.HP \ / c.MP > c.MK XX Dash Upper SC Homerun Hero / \ j.HP \ /
c.HP XX Homerun Hero, LK Soccer Ball Kick
-----
[08/ 08 / 106] j.HP \ / s.HP XX Homerun Hero, Grand Slam Crasher |3 hit| SC
Homerun Hero, LK Soccer Ball Kick
-----
[09/ 03 / 105] j.HK \ / s.HP XX Homerun King
-----
[10/ 07 / 102] j.HP \ / c.MP > c.MK XX Dash Straight SC Homerun Hero, c.HP XX
Dash Upper
-----
[11/ 06 / 091] j.HP \ / c.MP > c.MK XX Dash Straight SC Homerun Hero, LK
Soccer Ball Kick
-----
[12/ 12 / 071] Stand close. EXCEL(c.LK > c.MK > c.HP > s.MK > s.MP > s.HP >
s.HK > s.LP > s.MK > s.HK > s.MK) XX Dash Straight
-----
[13/ 05 / 047] Stand close. EXCEL(F + MP XX Batting Hero XX Soccer Ball Kick
XX Dash Straight XX Dash Upper)
-----
[14/ 02 / 043] j.HK \ / s.HK
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- <Combo 02,03,04,05,06,07,08,11> Essentially, each combo can be ended with the Batting Hero to send the opponent sailing further across the screen. The downside is that it does about 4 points less damage.
- <Combo 05> Cracker Jack's Final Punch is a move like Balrog (US) has. The longer you hold the punch button down, the higher the count of the punch. In the combo, the level of the punch is given after the "Final Punch". For example, if it says (Level 1), make sure Jack says "One!" when he does the punch.
- <Combo 06> The c.MP will catch the opponent before they hit the ground. Adding on the c.HP will enable the juggle and allow the next Homerun Hero to catch.
- <Combo 07> After the Homerun Hero, jump up immediately and hit them with the j.HP when they are close to landing. It will pop them up enough to



- give Jack enough time to land juggle with a c.HP.
- <Combo 08> Wait a moment for the opponent to fall from the first Homerun Hero before doing the Grand Slam Crasher.
- <Combo 09> The Homerun King won't give you the animation of the opponent flying into space to bounce off the planet.

==| Darun Mister |=====

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[01/ 08 / 124] j.HP \ / s.MP XX HP Lariat |2 hit| SC Power Indra Bridge, s.HP
XX Power Indra Bridge / \ Kuuchuu Ganjis DDT

[02/ 08 / 116] j.HP \ / c.MP XX HP Lariat |2 hit| SC Power Indra Bridge,
Power Indra Bridge, Power Indra Bridge / \ Kuuchuu Ganjis DDT

[03/ 06 / 099] j.HP \ / c.MP XX HP Lariat |2 hit| SC Power Indra Bridge / \
Kuuchuu Ganjis DDT

[04/ 08 / 097] j.HP \ / c.MP > c.MP XX HP Lariat |2 hit| SC Power Indra
Bridge / \ j.HP \ / / \ j.HK

[05/ 04 / 087] j.HP \ / s.HP XX Power Indra Bridge, Darun Catch

[06/ 04 / 055] j.HK \ / c.MP XX HP Lariat

[07/ 02 / 052] On jumping opponent. Guard Break / \ Kuuchuu Ganjis DDT

[08/ 02 / 045] Power Indra Bridge, Darun Catch

[09/ 02 / 044] j.HK \ / s.HK

- <Combo 02> Wait until the opponent fall back into reach before performing the next Power Indra Bridge to juggle.
- <Combo 04> After the Power Indra Bridge, jump up as the opponent is starting to fall. Hit them with the j.HP when they are close to landing. It will pop them up enough to give Darun enough time to land and re-jump to juggle with a j.HK.

==| Dhalsim |=====

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[01/ 23 / 109] Drill Kick \ / c.MK (short) XX HP Yoga Fire SC Yoga Legend |9  
hit| SC Yoga Drill Kick \ / s.HP

-----  
[02/ 22 / 106] On jumping opponent. Yoga Blast, c.MK (sliding) XX Yoga  
Legend |9 hit| SC Yoga Drill Kick \ / s.HP

-----  
[03/ 29 / 102] MK Drill Kick \ / c.MK XX Yoga Fire XX Yoga Inferno

-----  
[04/ 21 / 101] Stand close. HK Yoga Blast SC Yoga Legend |9 hit| SC Yoga  
Drill Kick \ / s.HP

-----  
[05/ 27 / 086] LP Yoga Fire XX Yoga Inferno

-----  
[06/ 22 / 085] Yoga Catch (Yoga Contact), c.MK (sliding) XX Yoga Legend |9  
hit| SC Yoga Drill Kick \ / s.HP

-----  
[07/ 12 / 082] Stand close. MK Yoga Blast, s.HP (short) |2 hit| XX Yoga  
Legend (SC Yoga Drill Kick \ / s.HP)

-----  
[08/ 20 / 079] j.HP XX Yoga Drill Kick |? hit| \ / Yoga Legend (SC Yoga Drill Kick \ / s.HP)  
-----

[09/ 10 / 079] Yoga Flame SC Yoga Legend (SC Yoga Drill Kick \ / s.HP)  
-----

[10/ 11 / 072] Drill Kick \ / c.MK (sliding) XX Yoga Legend (SC Yoga Drill Kick \ / s.HP)  
-----

[11/ 12 / 054] j.HP XX Yoga Drill Kick \ / s.HP  
-----

[12/ 11 / 041] j.MK XX Yoga Drill Kick  
-----

[13/ 02 / 035] Jab Yoga Fire, s.HP  
-----

[14/ 02 / 029] c.MK (short) XX HP Yoga Fire  
-----

- <Combo 01,04,06> Arc the Yoga Drill Kick so that Dhalsim flies horizontal while juggling to score the full ten hits before landing from it. That enables the s.HP to be easier to connect with.
- <Combo 03> The c.MK can be either Dhalsim's sliding kick or his short one.
- <Combo 06> Hold the Kick button after the Yoga Catch grabs to be pulled over to the opponent. The c.MK (sliding) will trip the opponent up.
- <Combo 07,08,09,10> Although the hit count and damage is not included in the stats, each combo can essentially be ended with the Yoga Drill Kick \ / s.HP after the 9th hit of the Yoga Legend.
- <Combo 08> The "?" hit count of the Yoga Drill Kick is there because it varies upon location and character. It's best to have it fly down in a diagonal and not curve because the curving may push the opponent too far. Thus, the Yoga Legend will not be able to connect upon Dhalsim landing.

==| Doctrine Dark |=====

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[01/ 03 / 110] j.HK \ / s.HP XX DEATH Trap

[02/ 16 / 102] j.HK \ / c.MK XX DARK Wire SC DEATH Trump |4 hit| SC EX-prominence SC DEATH Trump

[03/ 16 / 092] j.HK \ / c.MK XX DARK Wire SC DARK Shackle |5 hit| SC DEATH Trump |4 hit| SC EX-Prominence

[04/ 12 / 090] j.HK \ / s.HK XX DARK Shackle |5 hit| XX DEATH Trump

[05/ 10 / 088] j.HK \ / c.MK XX DARK Wire (DARK Hold) /\ bj.HK \ / s.HK XX DEATH Trump

[06/ 14 / 084] Stand close. EXCEL(c.MK > s.MP > s.MK > s.HP > s.HK > c.HP XX EX-plosive XX DARK Wire) (DARK Hold) /\ bj.HK \ / s.HK XX DEATH Trump

[07/ 08 / 074] j.HK \ / c.MK XX DARK Wire (DARK Hold), s.HK XX DEATH Trump

[08/ 07 / 071] On jumping opponent. HP KILL Wire /\ j.HK \ / s.HK XX DEATH Trump

[09/ 07 / 066] On jumping opponent. Drop HK EX-plosive. MP KILL Wire (EX-plosive hits) XX DEATH Trump

[10/ 05 / 059] j.HP \ / c.MK XX DARK Wire (DARK Spark), s.HK

[11/ 02 / 040] j.HK \ / s.HK

- <Combo 05,06,07,10> The DARK Hold and DARK Spark are add-on attacks D.Dark does after the DARK Wire connects. In the combo, if it says (DARK Hold), perform the qcf + P, then press back + punch to pull the opponent towards D.Dark. For the (DARK Spark), just wait after the DARK Wire connects and a spark will travel down the wire.
- <Combo 05,06> Once you pull the opponent towards you with the DARK Hold, jump backwards and hit HK on D.Dark's descent. The kick will knock the staggering opponent into the air and have the s.HK chain.
- <Combo 08> The KILL Wire will make the opponent rise a bit, then fall. Jump with them and perform the j.HK when close to landing. Thus you can get the HK XX DEATH Trump to juggle.
- <Combo 09> The HK EX-plosive is dropped so once you snag the opponent out the air with the KILL Wire, it will cause them to fall on the EX-plosive. Then the DEATH Trump will juggle the opponent.

==| Garuda |=====

~~~~~

[01/ 35 / 128] j.HK \ / s.HP XX Kyoujin Senshuu |5 hit| SC Kyoujin Senshuu (upwards) |8 hit| SC Kyoujin Senshuu (diagonal)

[02/ 23 / 097] j.HK \ / c.MP > c.MK XX HP Shuu Ga |8 hit| SC Ki En Shou |7 hit| SC Ki En Bu

[03/ 23 / 073] 1/4 distance away. Sou Kon Dan |11 hit| SC Ki En Shou |5 hit| SC Ki En Bu

[04/ 16 / 068] j.HP \ / c.MK XX HP Shuu Ga |8 hit| SC Ki En Shou

[05/ 17 / 082] j.HP \ / s.MP XX Fierce Kizan |8 hit| SC Ki En Bu

[06/ 17 / 047] 1/2 distance away. Sou Kon Dan, HK Gouga

[07/ 04 / 044] j.HK \ / F + HK

[08/ 02 / 042] j.HK \ / s.HK

[09/ 05 / 040] s.HK > c.MK XX HP Shuu Ga

- <Combo 01> Garuda's Kyoujin Senshuu has three seperate parts that you have to command (they're the same moves that Hayate has for his normal supers). First part is the set of ground slashes (qcb,qcb + KKK); the second being an upwards spinning slash (qcf,qcf + K); the last being a diagonal spiral slash (qcb,qcb + P).
- <Combo 02,03> The Ki En Shou hits the opponent in different ways. It's best to SC from that into the Ki En Bu when Garuda and the opponent are at the same height or the opponent is slightly lower.
- <Combo 03,06> During the Sou Kon Dan, hold the kick button to have it do more hits and damage.

==| Guile |=====

~~~~~

[01/ 15 / 112] j.HP \ / c.MP > c.LK XX Sonic Boom SC Opening Gambit |6 hit|

SC Double Flash Kick

[02/ 13 / 013] j.HK \ / s.MP XX Sonic Boom SC Sonic Boom Typhoon

[03/ 10 / 102] j.HK \ / s.MP XX Sonic Boom SC Opening Gambit

[04/ 08 / 090] j.HK \ / c.MP XX Flash Kick SC Double Flash Kick

[05/ 09 / 088] j.HP \ / c.MP > c.LK XX Flash Kick SC Double Flash Kick

[06/ 07 / 077] j.HP \ / c.MP XX Sonic Boom SC Double Flash Kick

[07/ 03 / 059] j.HP \ / c.MP XX Flash Kick

[08/ 02 / 041] j.HK \ / F + HK

[09/ 02 / 037] On jumping opponent. Sonic Boom /\ j.HK

- <Combo 09> The Sonic Boom will hit the opponent and pop them into the air to have Guile get in a juggle.

==| Hayate |=====

~~~~~

[01/ 23 / 132] j.HK \ / c.MP > c.MK XX Kamai Tachi SC Resshin Kamai Tachi |4 hit| SC Rai Zan Shou |8 hit| SC Tsumuji Kagerou Kyoku  
-----

[02/ 26 / 126] j.HK \ / c.MK XX HK Oboro Zuki |3 hit| SC Resshin Kamai Tachi |4 hit| SC Rai Zan Shou |11 hit| SC Tsumuji Kagerou Kyoku  
-----

[03/ 19 / 120] Stand close. EXCEL(c.LP > c.HP > c.LP > c.MP > s.HP > s.HK > s.MK XX MP Kamai Tachi XX MK Oboro Zuki |2 hit|) SC Rai Zan Shou |12 hit| SC Tsumuji Kagerou Kyoku  
-----

[04/ 16 / 093] j.HK \ / c.MK XX HK Oboro Zuki |3 hit| SC Rai Zan Shou  
-----

[05/ 10 / 090] j.HP \ / s.MK XX Hisen Zan SC Tsumuji Kagerou Kyoku  
-----

[06/ 16 / 089] j.HK \ / EXCEL(s.LP > s.LK > s.MP > s.MK > s.HK > F + HP XX Kamai Tachi XX Hisen Zan) SC Tsumuji Kagerou Kyoku  
-----

[07/ 10 / 088] On jumping opponent. Guard Break /\ j.HK \ / /\ j.HP XX Tsumuji Kagerou Kyoku  
-----

[08/ 13 / 078] Shiraha Tenjin SC Ran Zan Shou  
-----

[09/ 04 / 067] j.HK \ / s.HP > c.MK XX LP Kamai Tachi  
-----

[10/ 06 / 060] j.HK \ / c.MK XX HK Oboro Zuki (add f+K)  
-----

[11/ 02 / 043] j.HK \ / s.HK  
-----

- <Combo 01,02,03,04,08> Rotate the pad and press the buttons rapidly for the Rai Zan Shou to hit more.  
- <Combo 02,03,04,10> The Oboro Zuki has an ender to it. In the combo, if it says (add f+K), perform the qcf + K, then press forward + kick for the outward slash. If there is no 'add' motion there, just do the advancing slide.















[17/ 02 / 042] j.HK \ / s.HK

- <Combo 01,02> The Shin Shou Ryuu Ken has to be cancelled into immediately for it to score a clean hit and do the most damage.
- <Combo 03,05> When you cancel into the Shinkuu Tatsumaki Senpoo Kyaku in the air, it will cause the opponent to be taken to the opposite side they were on to the begin with by the time Ryu lands. So, if the opponent was on the right side on the screen when you began the combo, do the Shinkuu Hadou Ken as if they were on the left side when you come to it.
- <Combo 04> The opponent might be a little far by the time you super cancel into the Shinkuu Tatsumaki Senpoo Kyaku.
- <Combo 14> The Guard Break will make the opponent rise a bit, then fall. Jump with them and perform the j.HK when close to landing. Thus you can get the LP XX Shou Ryuu Ken to juggle.

==| Sagat |=====

~~~~~

[01/ 31 / 134] j.HK \ / s.HK XX Tiger Storm

*[02/ 15 / 120] j.HK \ / c.MP > c.MK XX Tiger Shot SC Tiger Cannon SC Tiger Cyclone

*[03/ 16 / 119] j.HK \ / c.MP > c.MK XX Ground Tiger Shot SC Tiger Raid |3 hit| SC Tiger Cyclone |2 hit| SC Tiger Raid
[from Keian Hart]

[04/ 17 / 118] j.HK \ / c.MP > c.MK XX Ground Tiger Shot SC Tiger Raid |3 hit| SC Tiger Cyclone

[05/ 13 / 101] j.HK \ / s.MK XX Tiger Shot XX Tiger Cyclone

[06/ 05 / 081] j.HK \ / c.MP > c.MK XX HK Ground Tiger Shot SC Ground Tiger Cannon

[07/ 09 / 080] j.HK \ / c.HP XX Tiger Raid

[08/ 04 / 073] j.HK \ / s.MK XX HP Tiger Blow |1 hit| XX Tiger Cannon

[09/ 09 / 068] j.HK \ / s.MK XX HP Tiger Blow

[10/ 04 / 060] j.HK \ / s.MK XX HK Tiger Crush

[11/ 02 / 045] Tiger Shot XX Tiger Cannon

[12/ 03 / 043] j.HK \ / s.HK

- <Combo 01> You must trigger the three targets during the Tiger Storm for the combo to get the full damage total.
- *- <Combo 02> Immediately cancel into the Tiger Cyclone once the Tiger Cannon is released else you'll pop the opponent out of range.

==| Shadow Geist |=====

~~~~~

\*[01/ 23 / 117] j.HK \ / c.MP > c.MK XX HP Death Crusher |4 hit| SC Death Government /\ j.HP XX Death Flash SC Kuuchuu Super Death

Crusher |5 hit| \\/ Death Energy  
[ from Keian Hart ]

-----  
[02/ 08 / 113] j.HP \\/ s.MP XX HP Death Crasher |4 hit| SC Super Death  
Energy

-----  
[03/ 07 / 091] j.HK \\/ c.MK XX LP Death Break SC Death Energy SC Super Death  
Crasher

-----  
[04/ 17 / 090] j.HP \\/ c.MP > c.MK XX HP Death Crasher |4 hit| SC Death  
Government /\ j.HK XX Death Flash

-----  
[05/ 11 / 084] Death Press \\/ c.MP XX HP Death Crasher |4 hit| SC Super  
Death Crasher

-----  
[06/ 04 / 084] j.HP \\/ /\ j.HP XX MK Death Sword Kick \\/ SC Death Energy

-----  
[07/ 11 / 074] j.HP XX MK Death Sword Kick \\/ Death Government XX Death  
Energy

-----  
[08/ 06 / 069] Death Press \\/ Super Death Crasher

-----  
[09/ 06 / 067] j.HK XX Death Flash SC Kuuchuu Super Death Crasher

-----  
[10/ 08 / 066] j.HK \\/ c.MP > c.MK XX HP Death Crasher

-----  
[11/ 16 / 063] Stand close. EXCEL(c.LK > c.HP > s.HK > s.HP > s.HK > c.MP >  
c.MK XX HP Death Crasher XX LK Death Break) XX HP Death  
Crasher

-----  
[12/ 10 / 049] Full screen away. Death Government, HK Death Press \\/ Death  
Energy

-----  
[13/ 02 / 049] Death Break XX Death Energy

-----  
[14/ 02 / 043] j.HK \\/ s.HK

-----  
[15/ 11 / 037] Death Government /\ EXCEL(Death Flash, Death Flash, Death  
Flash)

-----  
[16/ 06 / 037] c.MK XX HP Death Crasher

- \*- <Combo 01,04> Wait until the last hit of the Death Government pops the  
opponent into the air, then do the air combo.  
- <Combo 03> Cancel into the Super Death Crasher as soon as the Death Energy  
hits. Shadow Geist will fly over and juggle the opponent as they are  
falling.  
- <Combo 06> Press HP as Shadow Geist is ascending for it to link off the  
previous j.HP.

==| Sharon |=====

~~~~~  
[01/ 10 / 160] Activate Load. j.HK \\/ s.HP > c.MK XX Gale Hammer Punch SC
Hell Fire SC Shuttle Combination

[02/ 14 / 138] j.HK \\/ s.HP > c.MK XX MP Gale Hammer Punch (add f+P) SC
Sharon Special |4 hit| XX Shuttle Combination

[03/ 11 / 123] j.HP \ / s.HP > c.MK XX MP Gale Hammer Punch (add f+P) SC Shuttle Combination

[04/ 06 / 113] Activate Load. j.HK \ / c.MK XX MP Gale Hammer Punch (add f+P) SC Shuttle Combination |1 hit| XX Hell Fire

[05/ 03 / 113] j.HK \ / s.HK XX Assault Rifle

[06/ 04 / 105] Activate Load. j.HK \ / c.MK XX MP Gale Hammer Punch SC Hell Fire

[07/ 19 / 099] Stand close. EXCEL(s.LK > c.MK > s.HK > s.HP > s.HK > s.HP > s.HK > s.HP > s.HK > s.HP) > c.MK XX MP Gale Hammer Punch (add f+P) SC Shuttle Combination

[08/ 10 / 097] j.HK \ / c.MK XX MP Gale Hammer Punch (add f+P) SC Shuttle Combination

[09/ 09 / 090] j.HK \ / c.MP > c.LK XX Shuttle Combination

[10/ 08 / 084] j.HK \ / c.MP XX MP Gale Hammer Punch (add f+P) SC Sharon Special (cancel), s.LP > s.LP / \ j.HP

[11/ 12 / 082] Stand close. EXCEL(Crimson Terror, s.LP > s.HK > s.HP) > c.MK XX MP Gale Hammer Punch (add f+P) SC Sharon Special

[12/ 04 / 082] Activate Load. Bermuda Symphony, LK Half-Moon Kick XX Sharon Special (cancel) XX Hell Fire

[13/ 09 / 078] Crimson Terror, c.MK XX MP Gale Hammer Punch (add f+P) SC Shuttle Combination

[14/ 14 / 075] Stand close. EXCEL(s.HP > s.HK > s.HP > s.HK > s.HP > s.HK > s.HP > s.HK) XX Shuttle Combination

[15/ 02 / 075] Bermuda Symphony, Assault Rifle

[16/ 13 / 072] Stand close. EXCEL(s.HP XX LK Half-Moon Kick XX LP Gale Hammer Punch (x5)) SC Shuttle Combination

[17/ 07 / 064] Bermuda Symphony, LK Half-Moon Kick XX Sharon Special

[18/ 05 / 053] Stand close. EXCEL(s.LK > c.MK > c.MP XX MP Gale Hammer Punch XX Bermuda Symphony

[19/ 03 / 043] j.HK \ / s.HK

- <Combo 01,02,03,04,06,07,08,10,11,13,18> The Gale Hammer Punch has a set of enders. In the combo, if it says (add f+P), perform the qcf + P, then press forward + punch for the second spinning backfist. If there is no 'add' motion there, just do the one spinning backfist.
- <Combo 01> The combo's easier to perform without the Gale Hammer Punch, but it does add on an extra 10 points of damage. A hit or two may miss from the Shuttle Combination.
- <Combo 04> To be flashy, you can activate the Load after the launcher from the Shuttle Combination hits (thus it being "Shuttle Combination |1 hit| SC Load SC Hell Fire"). The downside is that it does about 6 points less damage than the shown combo.
Notice also that the Hell Fire is not Super Cancelled into immediately

after the Shuttle Combination hit. Do it once the opponent falls down into range of the shot.

- <Combo 13> The Crimson Terror in the combo will actually decrease the damage count than if you did the combo without it.
- <Combo 17> Cancel into the Sharon Special immediately to juggle the opponent before they hit the ground. Sometimes a kick during the Sharon Special may whiff.

==| Skullomania |=====

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[01/ 15 / 108] j.HP \ / c.MP > c.MK XX Super Skullo Slider |7 hit| SC Super Skullo Crasher

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[02/ 08 / 090] j.HP \ / c.HP XX Skullo Crasher SC Kuuchuu Super Skullo Crasher

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[03/ 08 / 089] j.HK \ / s.MP XX HP Skullo Head SC Kuuchuu Super Skullo Crasher

-----  
[04/ 08 / 086] Guard Break SC Shin Skullo Dream

-----  
[05/ 04 / 079] Skullo Energy SC Super Skullo Crasher |2 hit| \ / Skullo Energy

-----  
[06/ 04 / 068] j.HK \ / s.MP XX LP Skullo Head (Skullo Dive)

-----  
[07/ 04 / 065] j.HP \ / c.MP > c.MK XX Skullo Slider

-----  
[08/ 02 / 058] HP Skullo Head SC Skullo Energy

-----  
[09/ 02 / 043] j.HK \ / s.HK

- <Combo 03> Don't immediately combo into the Super Skullo Crasher. Wait until Skullo is about halfway up from his ascension from the Skullo Head. He and the opponent should be at the same height. Then do the Super Skullo Crasher to have the full move combo rather than it just juggling the opponent.
- <Combo 05> Once the first Skullo Energy hits, wait a half-second before you Super Cancel into the Super Skullo Crasher. Skullo will fly over and pop the opponent up a little before landing, enabling the second Skullo Energy to connect.
- <Combo 06> Once the Skullo Head hits, press down + punch to do the Skullo Dive.
- <Combo 08> You have to Super Cancel extremely fast into the Skullo Head before Skullomania leaves the ground.

==| Vega / Balrog |=====

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*[01/ 33 / 162] Opponent in corner. j.HK \ / EXCEL(s.MP > s.HP > s.MK > s.HK > c.MP > c.HP XX HP Claw Roll |4 hit| XX HP Claw Roll |6 hit|) SC Ground Claw Roll |14 hit| SC Scarlet Terror /\ Whirlwind Suplex
[from Keian Hart]

[02/ 17 / 122] j.HP \ / c.MK > c.MP XX Ground Claw Roll |11 hit| SC Scarlet Terror /\ Whirlwind Suplex

Gamest

< www.gamest.com >

- I've been reading their magazine and mooks for years. Was disappointed that they went out of business.. =/ Thanks to their mook, I was able to list most of the combos that were displayed in it. Hope they can come back one day.

Keian Hart

< mitsurugi_masterz@hotmail.com >

- Combos for Sagat, Shadow Geist, and Vega; two of them being the highest damaging one for that character so far!

[Part 8]-----[Final Note]---

Oss'!

The second combo FAQ out the way. With SFEX2 somewhat new, perhaps this will still be as of some use to people. If not, then hell, it's not the last time I've done something like this all in vain. Look for a combo video on the game eventually. Until then, you can read the mayhem that will be inside it. This is "The KiD", signing out.

Like what you see? Have anything you want to add for all to see? Feel free to send in your combos. Of course you'll get credit for anything posted in the FAQ as well as the bragging rights of getting in a combo before anyone else. You know the drill. You know the e-mail address. So I'll just leave.
..By the way, thanks for reading!

Sayounara, adios, ciao, xie xie, au revoir, and all that other stuff. =P
- "The KiD" <Oodzume@hotmail.com>

| "It's times like these that make me wanna go straight." |
| -- Kojirou / James "Pocket Monsters" (PoKeMoN) |
| ~~~~~

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