PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01476



CAPCOM® VS. SNK PRO

CAPCOM

WARNING:

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting CAPCOM VS. SNK PRO for your PlayStation game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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Hints are available:

1-900-976-3343

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).
Must be 18 years or older, or have parental permission.
Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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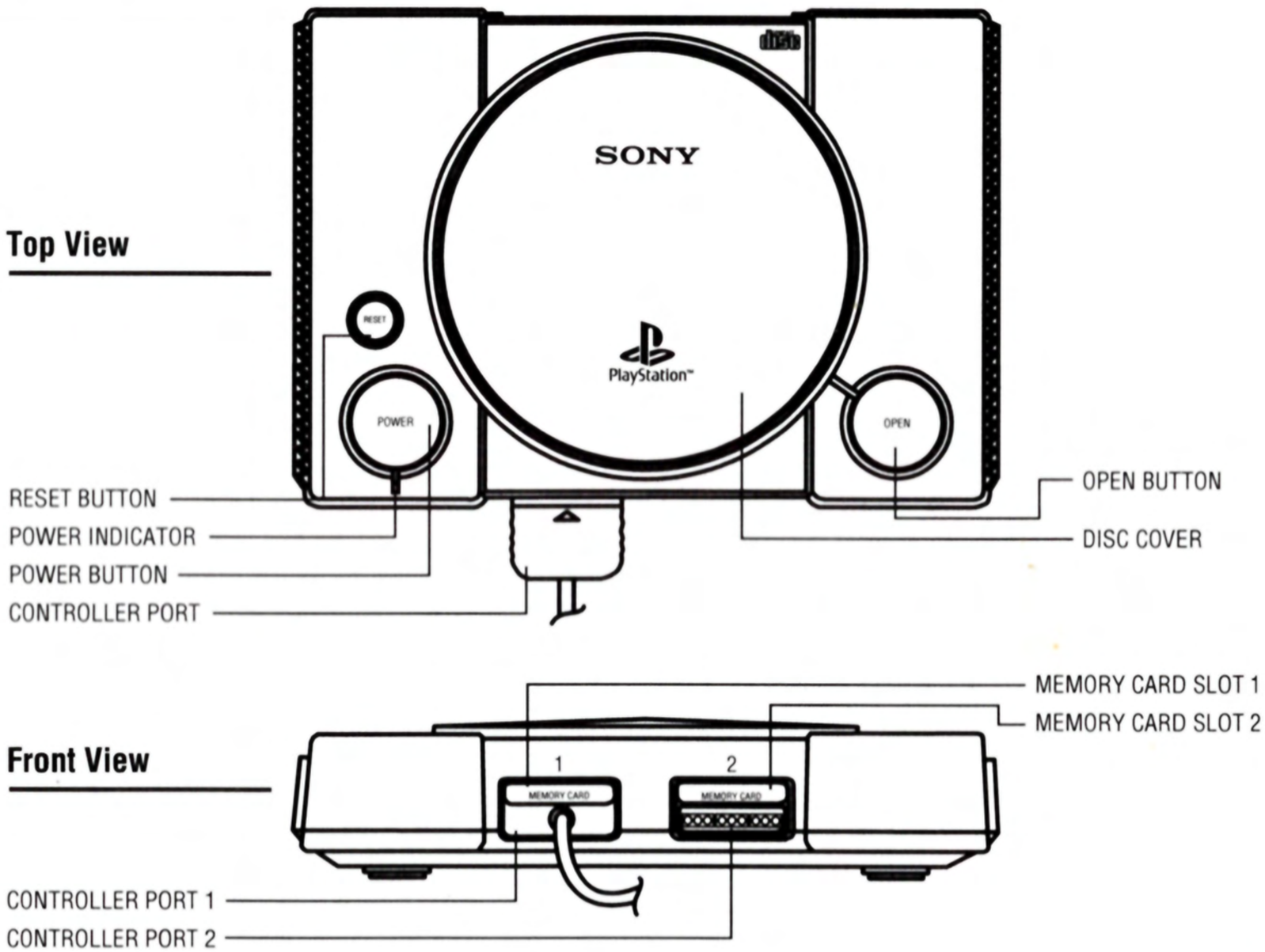
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SETTING UP



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **CAPCOM VS. SNK PRO™** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: Watch the game demos before starting play for game hints.

MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a memory card with at least 1 block of free space into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. If you don't have a memory card, the game will allow you to play without saving game settings and results.

Do not turn off your PlayStation game console or remove the memory card, controller or other peripherals while loading/saving.

CONTROLS (default)

DUALSHOCK® ANALOG CONTROLLER



L2 button
- Light Kick + Heavy Kick (LK + HK)

L1 button
- Light Punch + Heavy Punch (LP + HP)

directional button
- Move cursor
- Move character*
  - ↑ Vertical jump
  - ↓ Crouch
  - → Move forward
  - ← Move backward/upper block
  - ↗ Diagonal forward jump
  - ↘ Crouch
  - ↖ Diagonal backward jump
  - ↙ Crouch/lower block

* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

R2 button
- Light Kick + Heavy Kick (LK + HK)

R1 button
- Light Punch + Heavy Punch (LP + HP)

△ button
- Heavy Punch (HP)

○ button
- Heavy Kick (HK)

✕ button
- Light Kick (LK)

□ button
- Light Punch (LP)

right analog stick (not used)

START button
- Start game
- Pause/Resume
- Join in Player 2

analog mode switch

SELECT button
- Taunt

left analog stick (not used)

- The left and right analog sticks are not used in this game.
- The vibration function works with the DUALSHOCK and DUALSHOCK 2 analog controllers only, and operates regardless of the analog mode switch setting. Turn vibration ON/OFF in Option Mode (see page 10).
- **When playing this game on the PlayStation 2 game console, set DRIVER DISC SPEED and TEXTURE MAPPING to STANDARD on the PlayStation 2 unit. See your PlayStation 2 manual for details.**

MARTIAL ARTS MELEE!

IN THE FUTURE ... A special martial arts event is planned through a collaboration of the two most powerful world organizations: Robert Financial Clique and Masters Foundation. The gala event — it is hoped! — will ease the political conflicts between the two powers.

Many renowned martial artists have registered for the tournament. People around the world focus intensely on the upcoming exhibitions. The opening ceremony is a huge success.

No one notices the signs of impending chaos ...



STARTING A GAME

Press the START button at the Title screen to display the Main Menu. To make your selections on the screen, use the directional button to highlight choices and press the ⊗ button to accept.

- Select a game mode. (See game mode descriptions beginning on page 7.)
- Select a groove, team of players, fight speed and order of players. (You will select some or all of these, depending on your game mode. See the following sections of the manual for details.)

Note: You can change your character type from NORMAL to EX TYPE by holding down the START button while choosing your character on the selection screen. This feature must be unlocked and is only available for some characters.

SAVING/LOADING GAME DATA

You can save game data to an optional memory card and then access your saved games in order to resume play. Use the MEMORY CARD option from the Main Menu. Use the directional button to highlight your choice and press the ⊗ button to accept.

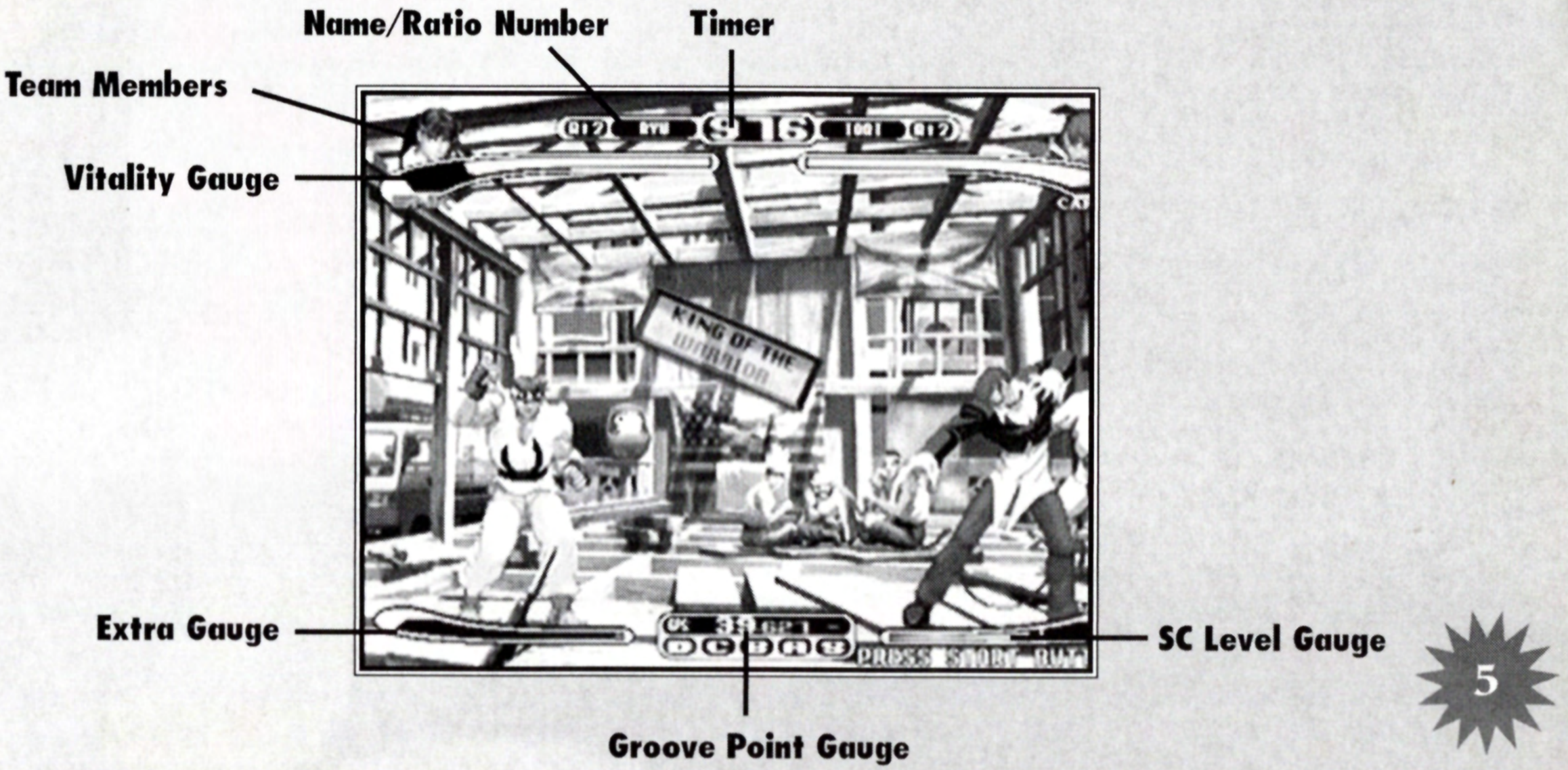
LOAD – Load game data.

SAVE – Save game data, including Option Mode, Price Mode, Color Settings and Rankings data.

AUTO SAVE – Set this function ON or OFF. When set to ON, data will be saved automatically at certain points in the game.

This game requires an optional memory card with 1 free block in order to save game data. Do not turn off your PlayStation game console or remove the memory card, controller or other peripherals while loading/saving.

GAME SCREEN



NAME/RATIO NUMBER	The current fighter's name and Ratio Number (see page 6).
TIMER	Remaining time. When the time reaches zero, the match is decided by the remaining vitality of both teams.
TEAM MEMBERS	The largest one displayed is the fighter currently used.
VITALITY GAUGE	The color bar decreases as the fighter takes damage. If the vitality reaches zero, the character is knocked out (K.O.'d).
WINS	(Not shown) Number of wins in a 2 player game.
EXTRA GAUGE	This gauge is displayed when SNK Groove is chosen (see page 12).
GROOVE POINT GAUGE	This gauge is displayed only during a 1 player game.
SC LEVEL GAUGE	The SC (Super Combo) Level Gauge is displayed when Capcom Groove is chosen (see page 12).
BONUS MESSAGE	(Not shown) Appears when you perform a super move, such as an Aerial Rave.

GAME RULES

MATCH PLAY

An elimination match lasts until either team completely runs out their fighters' vitality. The vitality of the fighter who won the round recovers after the round. The more time remaining, the more the fighter's vitality recovers.

WINNING AND LOSING

If a character's vitality runs out, the character is knocked out. The team that defeats all fighters on the opposing team is the winner. If time runs out, the match is decided and the team with more total vitality wins.

DRAW GAME

A draw game occurs when both teams run out of vitality at the same time (double K.O.). Note: In the final round of battle when K.O. or Time Over is displayed, you can press the START button to skip the Team Order selection screen and jump to the beginning of the next match.



GAME SYSTEM

FLEXIBLE RATIO SYSTEM

Each character has a Ratio, or number that represents the character's strength. Each team can have characters up to a Level 4 Ratio. For example, you can combine Levels in these ways: 2 + 2, 1 + 3 or 1 + 1 + 2.

GROOVE POINT SYSTEM

This score system is used in 1 player games only. During a game, the player's offensive and defensive actions are evaluated in real time. The ratings are: S (best), A, B, C and D. The rating affects the winning player's score.

FINEST K.O.

Defeating an opponent with a Special Attack or Super Combo counterattack is sometimes called FINEST K.O. and greatly increases your Groove Points.

VERSUS POINTS

Acquire Versus Points by playing VS Mode matches. Save up lots of Versus Points and see what happens.

GAME MODES

ARCADE MODE (1 or 2 players)

Fight against CPU opponents.



VS MODE (2 players)

Two player competition mode. Select characters before every match. You can also change Max Ratio, stage, etc. You must connect two controllers to the PlayStation game console in order to choose this mode.

PAIR MATCH MODE

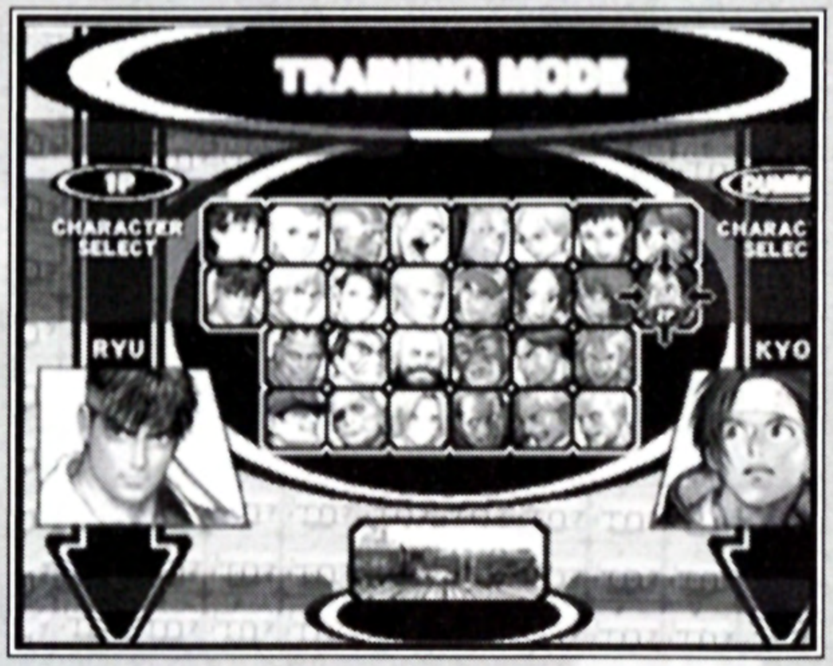
You face CPU opponents just like in Arcade Mode.
All characters have a Level 2 Ratio.

NEW CHALLENGER

In Arcade Mode or Pair Match Mode, if you accumulate a high amount of Groove Points, sometimes strong hidden teams (Challengers from the Magic World or Messengers from the Great Earth) will appear to challenge you. Also, if you make it through all the stages with the highest amount of Groove Points, then you can go up against The Ultimate Team. Can you beat this tough team of mighty contenders?

TRAINING MODE

Practice your Special Attacks and Combos. You can adjust various settings. Press the START button and choose TRAINING MENU to open the Training Menu.

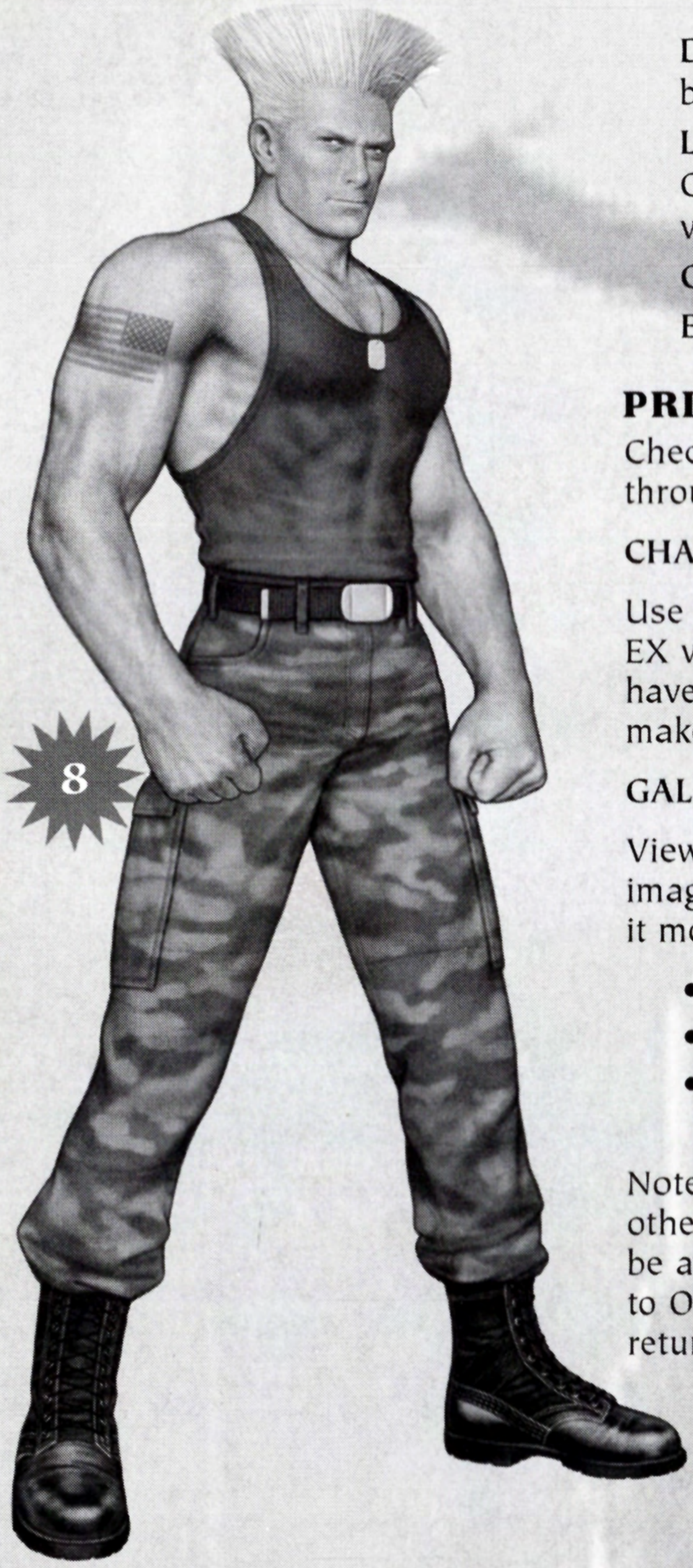


CONTINUE – Return to the training.

CHARACTER CHANGE – Return to the character selection screen.

DUMMY – Adjust settings about your sparring partner.

DUMMY ACTION – Adjust your sparring partner's actions when NORMAL is chosen in DUMMY.



DUMMY GUARD – Adjust your sparring partner's block when NORMAL is chosen in DUMMY.

LIFE – This option is available only when SNK GROOVE is chosen. Choose the character's remaining vitality, from partial to complete.

GAUGE – Adjust the Gauge settings.

EXIT – Return to the Title screen.

PRICE MODE

Check your Versus Points, buy Secret Factors and browse through game images.

CHARACTER SHOP

Use your Versus Points to buy new characters as well as EX versions of characters you already own. (You must have the required number of Versus Points in order to make a selection.)

GALLERY

View a collection of game images. Move the cursor to an image you want to look at and press the ⊗ button to see it more closely. You can also use the following controls:

- **directional button** - Move around the image.
- ⊗ **button** - Zoom in.
- △ **button** - Return image to its original size. Press again to return to the main image display.

Note: You must save the game after you buy a character; otherwise, if you turn off the power, your character won't be available the next time you play. If AUTO SAVE is set to ON, your game will be saved automatically when you return to the Main Menu.

COLOR EDIT MODE

When you select a character, the Color Edit screen appears. You can save two color patterns for each character. Each character is made up of 15 color palettes. Adjust three color bars – Red, Green and Blue – to change the colors in each palette. To the right of the color palettes are two versions of the selected character. Press the □ + ○ buttons simultaneously for Color Pattern 1, or the ✕ + △ buttons simultaneously for Color Pattern 2. Use the following controls to edit your character's colors:



PALETTE

- **directional button ←/→** - Choose a palette.
- **✕ button** – Confirm selections.
- **△ button** – Cancel selections.
- **□ button** – Copy a palette.
- **○ button** – Paste a copied palette.

RGB BAR

- **directional button ←/→** - Choose a bar.
- **directional button ↑/↓** - Change color tones.
- **✕ button** – Confirm selections.
- **△ button** – Cancel selections.
- **□ button** – Increase color tone of the whole RGB bar.
- **○ button** – Decrease color tone of the whole RGB bar.

DEFAULT COLOR

- **directional button ←/→** - Choose a bar choose the character's basic color.

CHARACTER CHANGE

Return to the character selection screen.

SAVE

Save your edited character.

LOAD

Load a previously saved character.

EXIT

Return to the Main Menu.

OPTION MODE

Move the directional button ↑/↓ to make your selection and press the ⊗ button.
Move ←/→ to change an option's setting.

GAME OPTIONS

DIFFICULTY – Adjust the difficulty level for a 1 player game.
TIME – Adjust the match time.
DAMAGE – Adjust the damage level of attacks.
SPEED – Adjust the game speed.
TURBO SPEED – Adjust the Turbo level.
GAUGE – Adjust the gauge conditions.
SOUND – Choose STEREO or MONAURAL.
SOUND TEST – Sample the game music.
GAME MUSIC – Choose NORMAL or ORIGINAL music.
RUN/DASH – Switch the Run setting to Dash or vice versa.
DEFAULT SETTINGS – Reset all option settings to default status.
EXIT – Return to the Main Menu.

BUTTON CONFIG

BUTTON CONFIG – Adjust button assignments.
VIBRATE – Toggle the DUALSHOCK or DUALSHOCK 2 analog controller's vibration function ON/OFF.
DEFAULT SETTINGS – Return all button settings to default status.

DISPLAY ADJUST

DISPLAY ADJUST– Adjust screen display range.
DEFAULT SETTINGS – Reset screen display settings to default status.

MEMORY CARD

LOAD – Load saved play data from a memory card.

SAVE – Save option settings, color patterns in Color Edit Mode and score ranking data to a memory card.

AUTO SAVE – Turn AUTO SAVE ON/OFF. When AUTO SAVE is ON, option settings and score ranking are saved automatically.

Note: To save play data, you must use an optional memory card with 1 block of free space. Do not turn off your PlayStation game console or remove the memory card, controller or other peripherals while loading/saving.

BASIC MOVES

NORMAL MOVES

Press a punch or kick button. Depending on the character's posture, the move varies.

SPECIAL ATTACKS

With a combination of a directional button command and a button, perform the various Special Attacks listed below. (See pages 13-23 for each character's individual Special Attacks.)

BLOCK & GUARD CRASH ←

Block opponent's attack by pressing away from the opponent. Use Upper Block and Lower Block depending on the opponent's attack. If a character keeps blocking attacks, eventually the character's block will be broken (a Guard Crash). When this is about to happen, the blocking effect turns to red and the character's Vitality Gauge frame starts to blink.

SUPER JUMP ↓↑

Jump much higher than a normal jump

DASH →→ or ←←

Move faster than a normal walk.

THROW / GRAB MOVES (near opponent) → or ← + HP or HK

Throw an opponent who is near your character. Some characters do a grab move instead of a throw.

THROW ESCAPE → or ← + HP or HK

Perform Throw Escape the moment an opponent grabs your character.

BACKLASH LP + LK (press simultaneously)

Move toward your opponent, dodging the opponent's attack. If you perform this move near the opponent, you can get the opponent's back.

DIZZINESS RECOVERY

If your character becomes dizzy following an opponent's attacks, press the punch or kick buttons rapidly to recover quickly.

TAUNT SELECT button

GROOVE

CAPCOM GROOVE

The Super Combo Gauge builds up as you attack. The gauge can store up to Level 3.

LEVEL 1 SUPER COMBO – A Super Combo command + Light Attack button (punch or kick)

LEVEL 2 SUPER COMBO – A Super Combo command + Heavy Attack button

LEVEL 3 SUPER COMBO – A Super Combo command + Light + Heavy buttons (press simultaneously)

SNK GROOVE

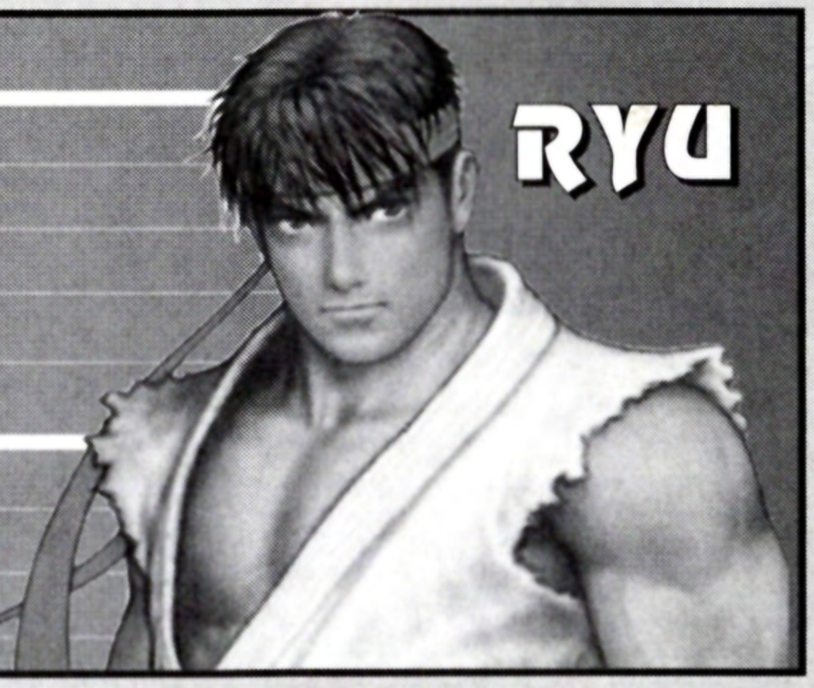
Charge the Extra Gauge by holding down HP and HK simultaneously. When the gauge is full, your character's attacking power increases for a while and also the character can use Super Special Attacks. When the Extra Gauge is full and the character's Vitality Gauge is blinking, your character can use a powerful MAX Super Special Attack.

CHARACTERS

On the following pages, the arrow moves shown are for characters facing right; reverse when characters are facing left.

- **P** – Punch **K** – Kick
- **LP/LK** – Light Punch/Light Kick **HP/HK** – Heavy Punch/Heavy Kick
- **Charge** – Move the directional button in one direction for a while, and then press in the next direction.
- **LV3 & MAX** – Use the move with Level 3 Super Combo Gauge in Capcom Groove, or when your character's Extra Gauge is full and Vitality Gauge is blinking in SNK Groove.
- **EX only** – Special Attack or Super Combo can only be used with the EX version of the character bought in Price Mode.

RYU



SPECIAL ATTACKS

Hadouken	↓↘→ + P
Shouryuken	→↓↘ + P
Tatsumaki Senpukyaku	↓↙← + K (usable in air)
Shakunetsu Hadouken	←↙↓↘→ + P

SUPER COMBOS

Shinku Hadouken	↓↘→ (x2) + P
Shinku Tastumaki Senpukyaku	↓↙← (x2) + K
Shin Shoryuken	↓↘→↓↘ + K (LV3 & MAX)

KEN



SPECIAL ATTACKS

Hadouken	↓↘→ + P
Shoryuken	→↓↘ + P
Tatsumaki Senpukyaku	↓↙← + K (usable in air)
Front Rolling Move	↓↙← + P
Ryusen Kyaku	←↓↙ + K

SUPER COMBOS

Shoryureppa	↓↘→↓↘ + P
Shinryuken	↓↘→↓↘ + K (press rapidly)
Shippu Jinraikyaku	↓↙← (x2) + K (LV3 & MAX)

KYO



SPECIAL ATTACKS

Fireball	→↓↘ + P
Crescent Slash	→↘↓↙← + K
R.E.D. Kick	←↓↙ + K
Wicked Chew	↓↘→ + P
Nine Scars Maker	↓↘→ + P (during Wicked Chew)

SUPER COMBOS

Serpent Wave	↓↙←↙↓↘→ + P (chargeable)
Final Showdown	↓↘→ (x2) + P



DAN

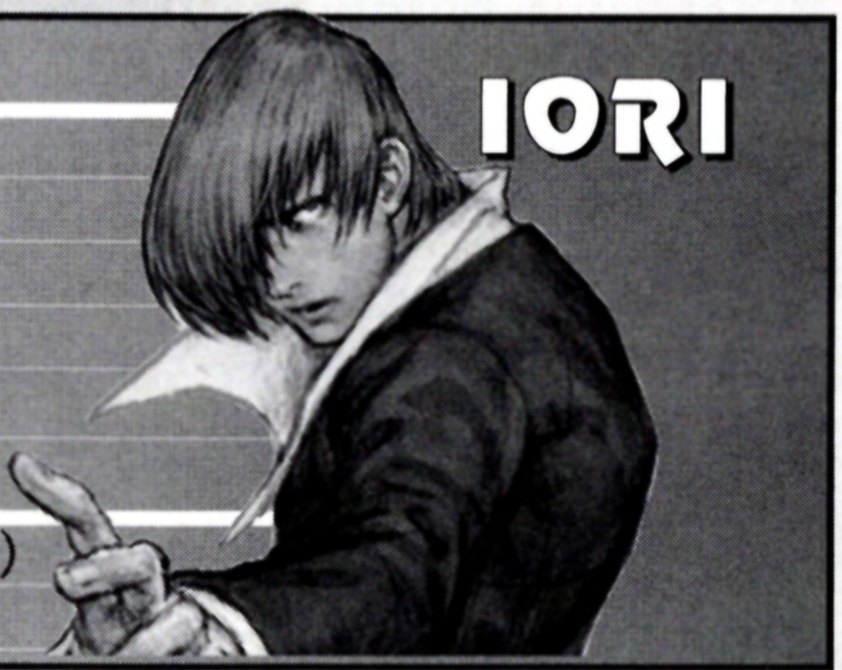
SPECIAL ATTACKS

Gadouken	↓↘→ + P
Koryuken	→↓↘ + P
Danku Kyaku	↓↙← + K (usable in air)

SUPER COMBOS

Shinku Gadouken	↓↘→↓↘→ + P
Koryu Rekka	↓↘→↓↘ + K
Hisshou Burai Ken	↓↙←↓↙← + K
Chohatsu Densetsu	↓↘→↓↘→ + SELECT button

IORI

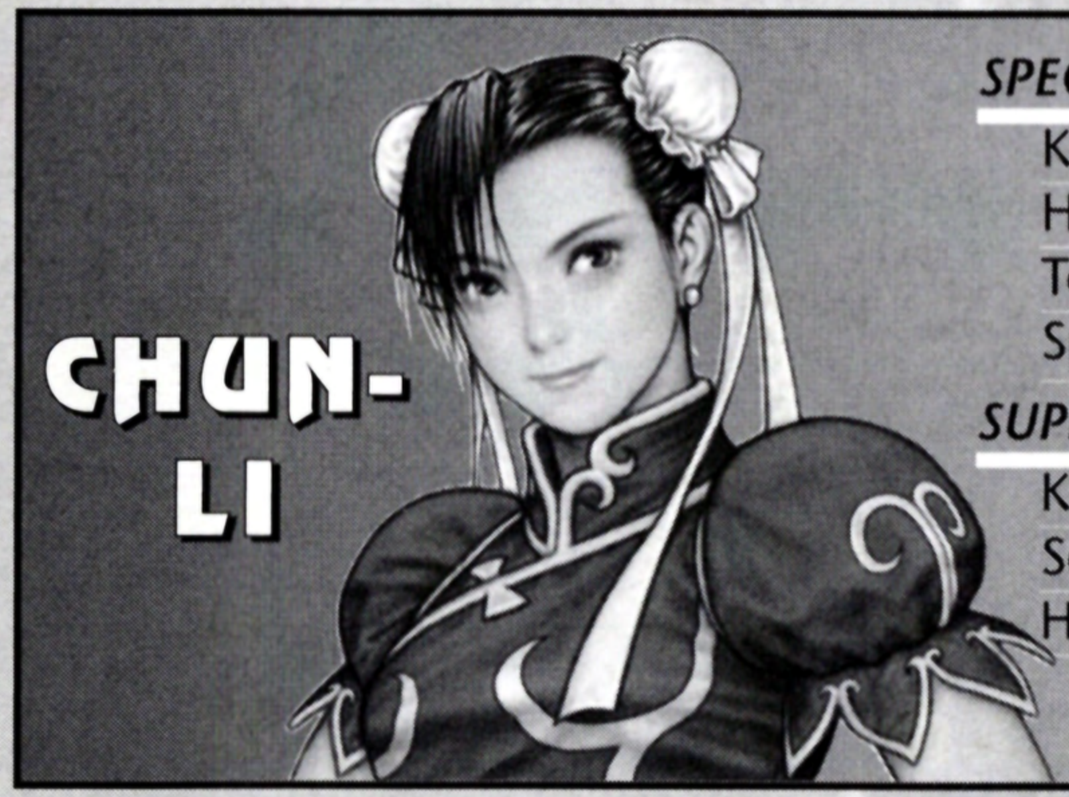


SPECIAL ATTACKS

Dark Thrust	↓↘→ + P
Fireball	→↓↘ + P
Deadly Flower	↓↙← + P (up to 3 times)
Dark Crescent Slice	→↘↓↙← + K
Dust Gale	→↘↓↙←→ + P

SUPER COMBOS

One-for-the-Road Blast	↓↙←↙↓↘→ + P (chargeable)
Maiden Masher	↓↘→↘↓↙← + P



CHUN-LI

SPECIAL ATTACKS

Kikouken	←↙↓↘→ + P
Hyakuretsukyaku	K (tap rapidly)
Tenshoukyaku	↓ charge ↑ + K
Spinning Bird Kick	← charge → + K

SUPER COMBOS

Kikoushou	↓↘→ (x2) + P
Senretsukyaku	← charge →←→ + K
Hazen Tenshoukyaku	↙ charge ↘↙↗ + K



SPECIAL ATTACKS

Sonic Boom	← charge → + P
Somersault Kick	↓ charge ↑ + K

SUPER COMBOS

Total Wipeout	← charge →←→ + P
Somersault Strike	↙ charge ↘↙↗ + K



SPECIAL ATTACKS

Kacho Sen	↓↘→ + P
Ryu En Bu	↓↙← + P
Flying Squirrel Dance	↓ charge ↑ + P
Deadly Ninja Bees	←↙↓↘→ + K

SUPER COMBOS

Super Deadly Ninja Bees	↓↙←↙↓↘→ + K
Crimson Firebird Diver	↓↘→ (x2) + P (EX only)



SPECIAL ATTACKS

Power Wave	↓↘→ + P
Burning Knuckles	↓↙← + P
Rising Tackle	↓ charge ↑+ P
Crack Shot	↓↙← + K

SUPER COMBOS

Power Geyser	↓↙←↙→ + P
Buster Wolf	↓↘→↓↘ + K



E. HONDA

SPECIAL ATTACKS

Hyakuretsu Harite	P (tap rapidly)
Super Zutsuki	← charge → + P
Super Hyakkan Otoshi	↓ charge ↑ + K
Ooichou Nage	360° turn + P

SUPER COMBOS

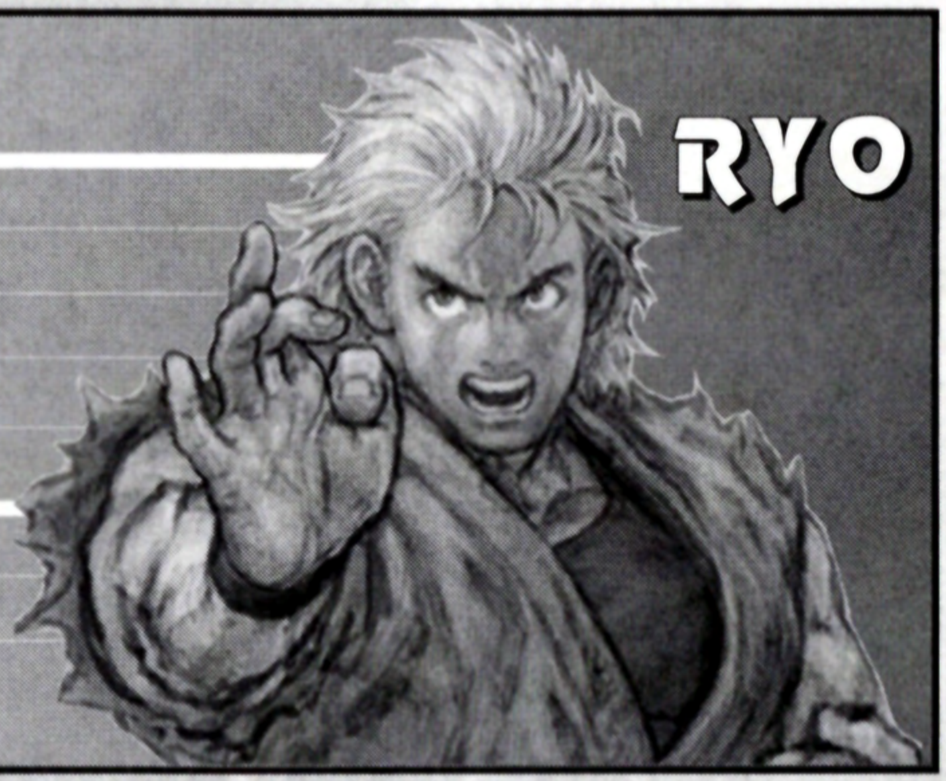
Onimusou	← charge →←→ + P
Orochi Kudaki	360° turn (x2) + P (LV3 & MAX)

SPECIAL ATTACKS

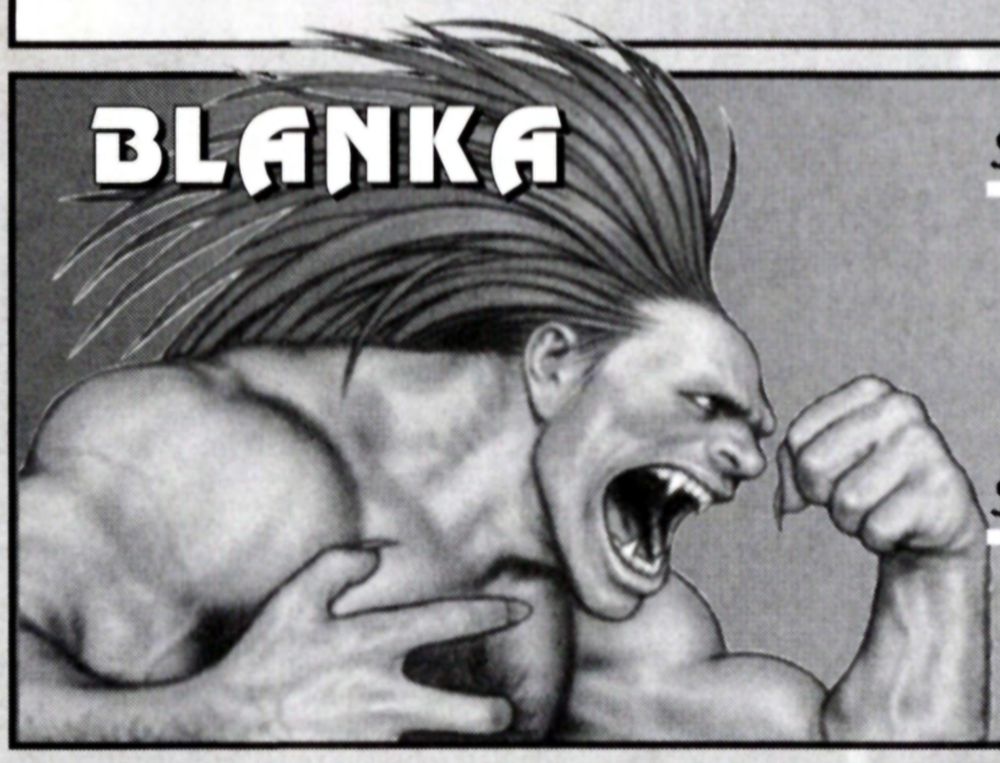
Tiger Flame Punch	↓↘→ + P
Koho	→↓↘ + P
Lightning Legs Knockout Kick	↙ charge → + K
Zan Retso ken	→←→ + P

SUPER COMBOS

Haoh Sho Koh Ken	→←↙↓↘→ + P
Ryuko Ranbu	↓↘→↘↓↙← + P



RYO



BLANKA

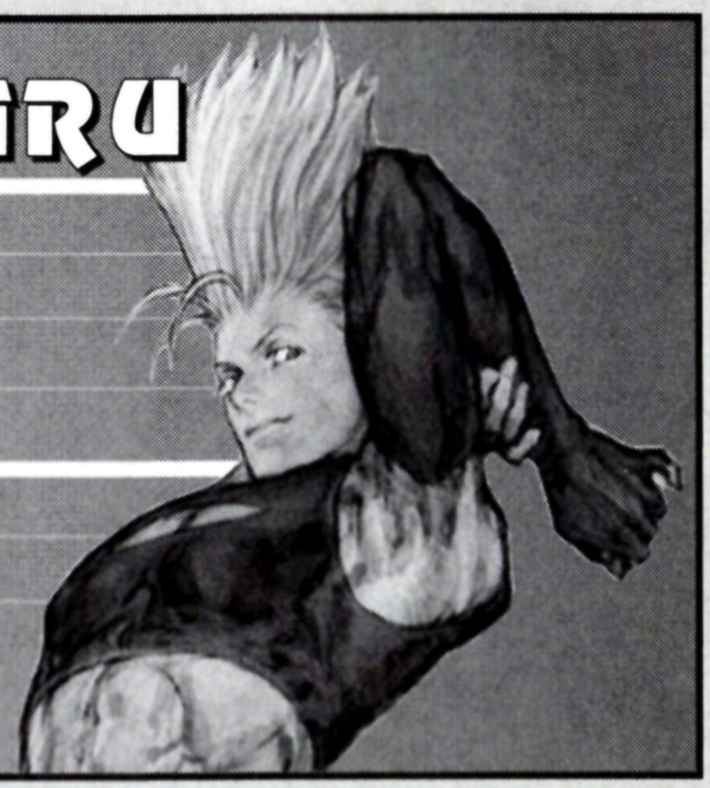
SPECIAL ATTACKS

Electric Thunder	P (tap rapidly)
Rolling Attack	← charge → + P
Back Step Rolling	← charge → + K
Vertical Rolling	↓ charge ↑ + K (EX only)

SUPER COMBOS

Direct Lightning	← charge →←→ + P
Shout of Earth	↙ charge ↘↙↗ + P (tap rapidly)

BENIMARU

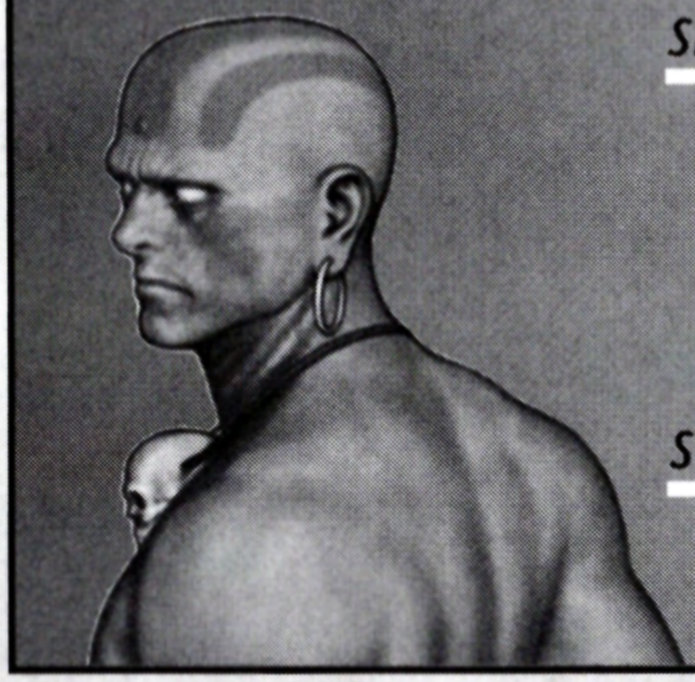


SPECIAL ATTACKS

Lightning Fist	↓↘→ + P
Iaido Kick	↓↘→ + K
Shinku Katategoma	→↘↓↙← + K (KK to cancel)

SUPER COMBOS

Blast Flash	↓↘→↓↘ + P
Discharge Spark	↓↙←↓↙ + P



DHALSIM

SPECIAL ATTACKS

Yoga Fire	↓↘→ + P
Yoga Flame	→↘↓↙← + P
Yoga Blast	→↘↓↙← + K
Yoga Teleport	→↓↘ + PP or KK (teleport forward)
Yoga Teleport	←↓↙ + PP or KK (teleport backward)

SUPER COMBOS

Yoga Stream	↓↘→ (x2) + P
Yoga Volcano	↓↘→ (x2) + K

KING



SPECIAL ATTACKS

Venom Strike	↓↘→ + K
Double Strike	↓↘→ (x2) + K
Surprise Rose	→↓↘ + K
Trap Shot	←↓↙ + K
Tornado Kick	→↘↓↙← + K

SUPER COMBOS

Illusion Dance	↓↘→↘↓↙← + K
Silent Flash	↓↙← (x2) + K



ZANGIEF

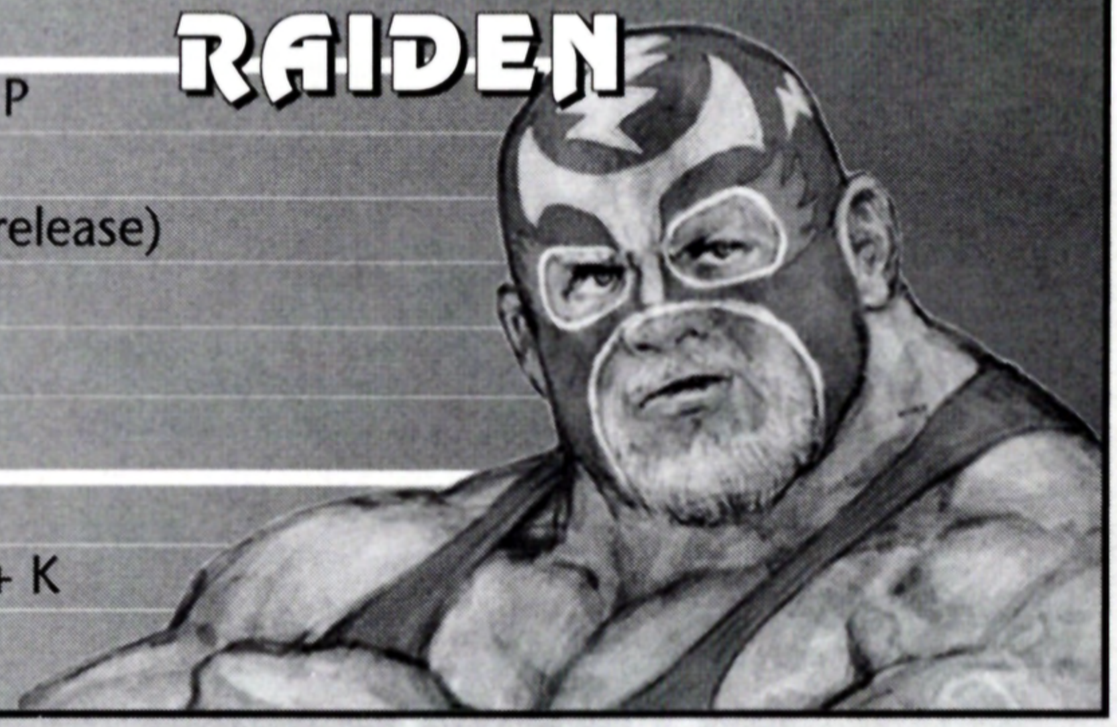
SPECIAL ATTACKS

Double Lariat	PP
Quick Double Lariat	KK
Vanishing Flat	↓↘→ + P
Screw Pile Driver	360° turn + P
Atomic Suplex	360° turn + K (near opponent)

SUPER COMBOS

Final Atomic Buster	360° turn (x2) + P
Aerial Russian Slam	↓↘→↓↘ + K

RAIDEN



SPECIAL ATTACKS

Giant Bomb	← charge → + P
Poison Spray	→↘↓↙← + P
Super Drop Kick	K (charge and release)
Thunder Crush Bomb	360° turn + K
Combination Body Blow	←↓↙ + P

SUPER COMBOS

Flame Breath	→↘↓↙← (x2) + P
Destruction Drop	→↘↓↙←↖↑ (x2) + K

SAKURA



SPECIAL ATTACKS

Hadoushou	↓↘→ + P
Kououken	→↓↘ + P
Oukakyaku	↓↙← + K
Shunpu Renkyaku	↓↙← + LK or HK (in air)

SUPER COMBOS

Shinku Hadouken	↓↘→ (x2) + P
Haruissen	↓↙← (x2) + K

YURI

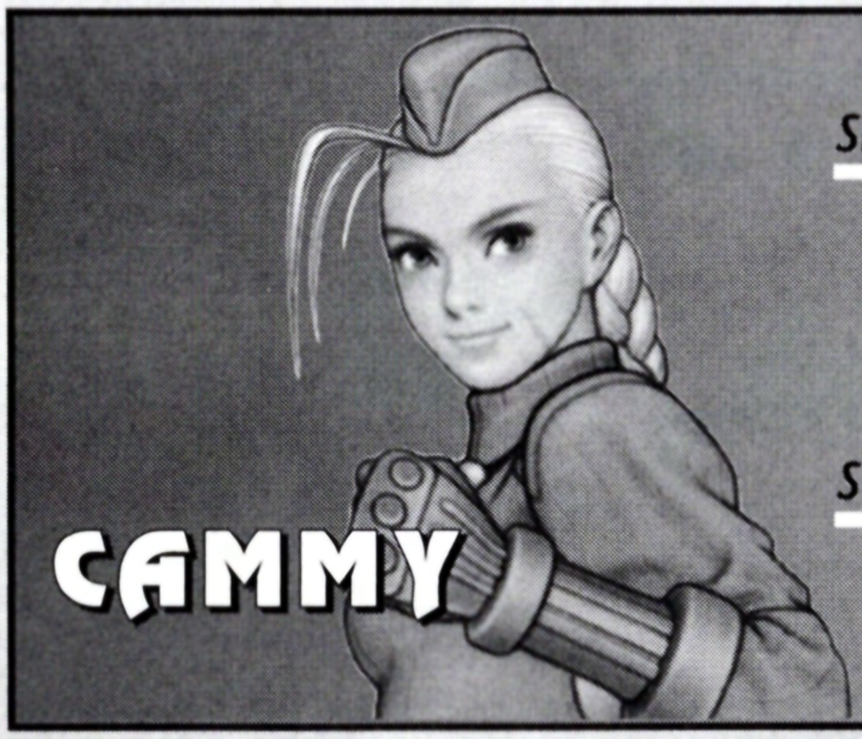


SPECIAL ATTACKS

Tiger Flame Punch	↓↘→ + P
Yuri Super Uppercut	→↓↘ + P
Yuri Double Uppercut	→↓↘ + P (after HP Yuri Super Uppercut)
Rai Oh Ken	↓↘→ + K
The 100 Blows	→↘↓↙← + K

SUPER COMBOS

Haoh Sho Koh Ken	→←↙↓↘→ + P
Scalding Steam Blast	↓↘→↓↘ + P



CAMMY

SPECIAL ATTACKS

Spiral Arrow	↓↘→ + K
Cannon Spike	→↓↘ + K
Axel Spinning Knuckle	→↘↓↙← + P
Hooligan Combination	↙↓↘→↗ + P

SUPER COMBO

Spin Drive Smasher	↓↘→↓↘ + K

VICE

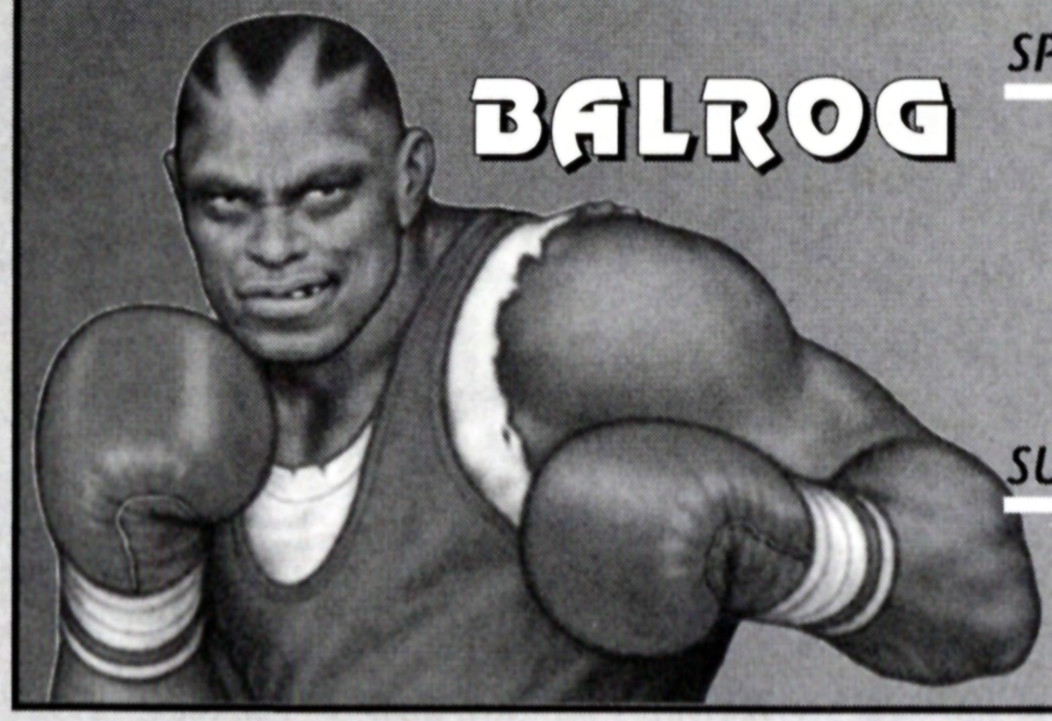


SPECIAL ATTACKS

Nail Bomb	←↙↓↘→ + P
Gore Fest	→↘↓↙←→ + P
Da Cide	←↙↓↘→ + K
Outrage	↓↙← + K
Rave Fest	↓↙← + K (in air)
Tranquility	→↓↘ + K

SUPER COMBOS

Withering Force	↓↘→ (x2) + P
Negative Gain	→↘↓↙← (x2) + K



BALROG

SPECIAL ATTACKS

Dash Straight	← charge → + P
Dash Uppercut	← charge → + K
Dash Ground Straight	← charge ↘ + P
Turn Punch	PP or KK (charge and release)
Buffalo Headbutt	↓ charge ↑ + P

SUPER COMBOS

Crazy Buffalo	← charge →←→ + P
Gigaton Blow	← charge →←→ + K (LV3 & MAX)

KIM

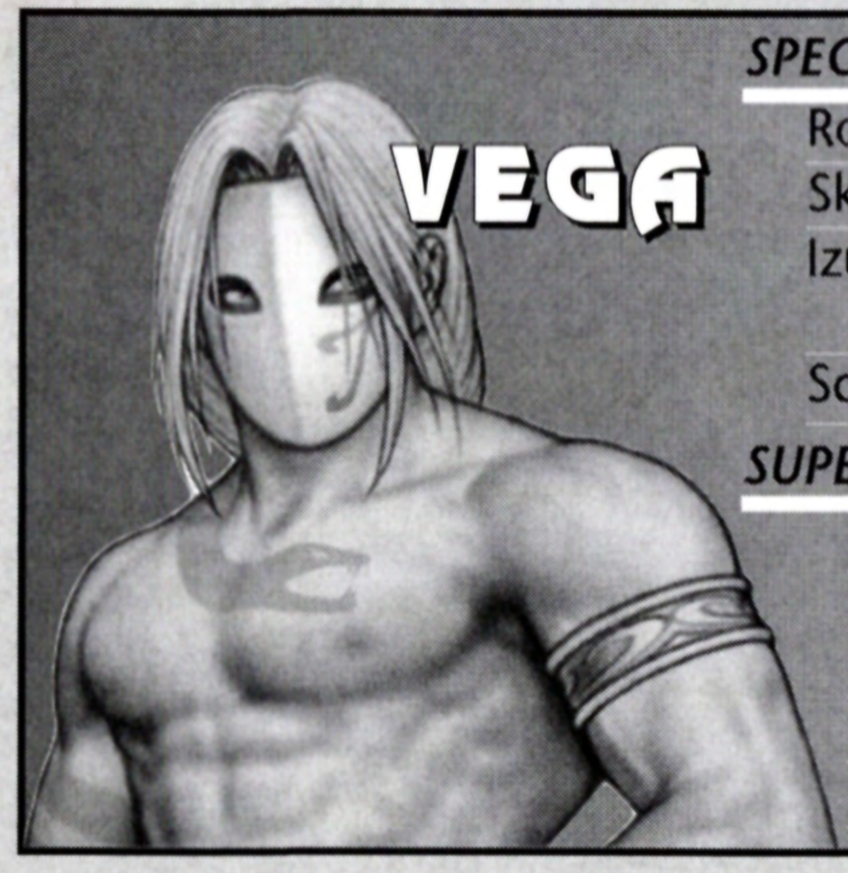


SPECIAL ATTACKS

Crescent Moon Slice	↓↙← + K
Flying Kick	↓↘→ + K (in air)
Flying Slice	↓ charge ↑ + K
Spirit of Conquest Kick	↓ ↓ + K

SUPER COMBOS

Phoenix Flattener	↓↙←↙→ + K
Super Phoenix Kick	↓↘→↘↓↙← + K (in air)



VEGA

SPECIAL ATTACKS

Rolling Crystal Flash	← charge → + P
Sky High Claw	↓ charge ↑ + P
Izuna Drop	↓ charge ↑ + K (near opponent) ↑ + P
Scarlet Terror	↙ charge → + K

SUPER COMBOS

Flying Barcelona Special	↙ charge ↘↙↗ + K then P
Rolling Izuna Drop	↙ charge ↘↙↗ + K (near opponent) ↑ + P
Scarlet Mirage	← charge →←→ + K
Red Impact	← charge →←→ + P (LV3 & MAX)

YAMAZAKI



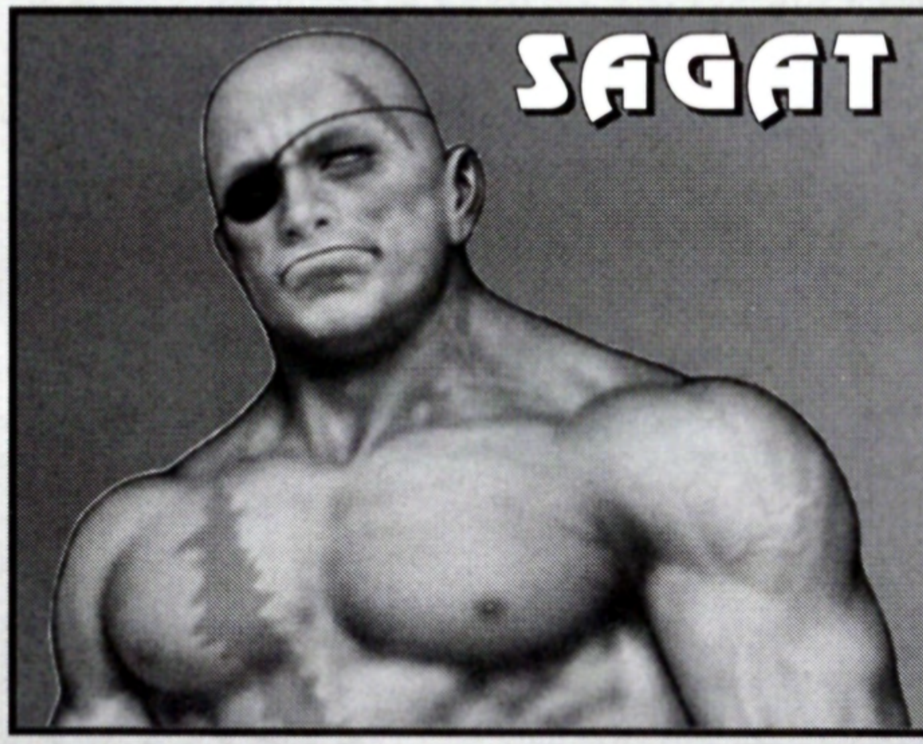
SPECIAL ATTACKS

Hydra's Judgment	↓↘→ + P
Serpent Slash	↓↙← + LP (upper), HP (middle) or LK (lower) (chargeable)
Taunt & Counter	←↙↓↘→ + K
Double Return	↓↘→ + P
Flight of Tempering	→↓↘ + K

SUPER COMBOS

Guillotine	→←↙↓↘ + P
Drill	→↘↓↙←↖↑↗ + P then tap P (rapidly)

SAGAT



SPECIAL ATTACKS

Tiger Shot	↓↘→ + P
Ground Tiger Shot	↓↘→ + K
Tiger Uppercut	→↓↘ + P
Tiger Crush	→↓↘ + K

SUPER COMBOS

Tiger Destroyer	↓↘→ (x2) + P
Tiger Raid	↓↙← (x2) + K

RUGAL



SPECIAL ATTACKS

Wind Slice	↓↘→ + P
Kaiser Wave	→←↙↓↘→ + P (chargeable)
Destroyer Cutter	→↓↘ + K
Super Press	→↘↓↙← + P
Dark Barrier	←↙↓↘→ + K

SUPER COMBOS

Gigantic Pressure	↓↘→↘↓↙← + P
Total Annihilation	↓↘→ (x2) + K

M. BISON



SPECIAL ATTACKS

Psycho Vanish	→↓↘ + P
Psycho Impact	← charge → + P
Double Knee Press	← charge → + K
Head Press	↓ charge ↑ + K
Somersault Skull Diver	P (during Head Press)

SUPER COMBOS

Knee Press Nightmare	← charge →←→ + K
Heartbreak Despair	← charge →←→ + P (LV3 & MAX)

GEESE



SPECIAL ATTACKS

Wind Slice	↓↘→ + LP
Double Wind Slice	↓↘→ + HP
Gale Slash	↓↙← + P (in air)
Upper Body Blow	→↘↓↙← + LP
Middle Body Blow	→↘↓↙← + HP
Lower Body Blow	→↘↓↙← + LK

SUPER COMBOS

Raising Storm	↙→↘↓↙←↘ + P
Deadly Rave	→↘↓↙←→ + LK (LV3 & MAX)



MORRIGAN

SPECIAL ATTACKS

Soul Fist	↓↘→ + P
Shadow Blade	→↓↘ + P
Vector Drain	→↘↓↙← + P

SUPER COMBOS

Valkyrie Turn	→↘↓↙← + K then K (usable in air)
Cardinal Blade	↓↘→↓↘ + P
Darkness Illusion	LP LP → LK HP (LV3 & MAX) (usable in air)

AKUMA



SPECIAL ATTACKS

Gouhadouken	↓↘→ + P
Zanku Hadouken	↓↘→ + P (in air)
Shakenetsu Hadouken	→↘↓↙← + P
Goushouryuken	→↓↘ + P
Tatsumaki Zankukyaku	↓↙← + K
Ashura Senku	→↓↘ + PP or KK (teleport forward)
	←↓↙ + PP or KK (teleport backward)

SUPER COMBOS

Messatsu Gouhadou	→↘↓↙← (x2) + P
Messatsu Goushouryui	↓↘→↓↘ + P
Tenma Gouzanku	↓↘→ (x2) + P (in air)



JOE

SPECIAL ATTACKS

Hurricane Uppercut	←↙↓↘→ + P
Slash Kick	←↙↓↘→ + K
Tiger Kick	→↓↘ + K

SUPER COMBOS

Screw Uppercut	↓↘→↓↘→ + P

NAKORURU

SPECIAL ATTACKS

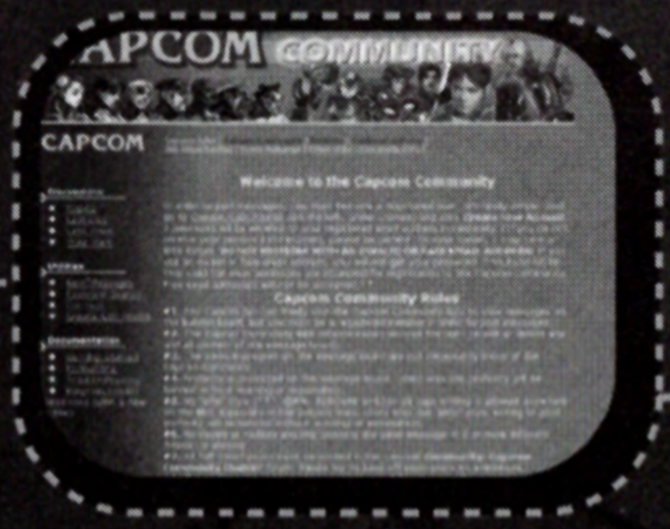
Annu Mutsube	←↙↓ + P
Lela Mutsube	↓↘→ + P
Mamahaha Grab	↓↙← + K
Mamahaha Release	HK
Shichikapu Ai	↓↘→ + P (Mamahaha attacks)
Kamui Mutsube	↓↙← + P (Nakoruru attacks)

SUPER COMBOS

Sichi Kapu Kamui Irusika	→↘↓↙← (x2) + P
Shiri Koro Kamui Inomi	↓↘→ (x2) + K (LP + LK + HP + HK) (LV3 & MAX)

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PlayStation