

Chun-Li JJ 春丽姐姐

by BeterHans

This Document was created by OpenOffice

- Customized version of Capcom's Chun-Li from the Capcom vs SNK series
- For Linux and Windows Mugen
- Version: 0.8

Table of Contents

| | |
|-----------------------|---|
| Features..... | 1 |
| Project Progress..... | 2 |
| Todo List..... | 2 |
| Version History..... | 2 |
| Move list..... | 4 |
| SYSTEM..... | 4 |
| Normal moves..... | 4 |
| Special moves..... | 4 |
| Super moves..... | 5 |
| Level 1..... | 5 |
| Level 2..... | 5 |
| Level 3..... | 5 |
| Special Thanks..... | 6 |

Features

1. CvS and SF33 like movement
2. Damage Reduction, Alpha Counter Dodge, Power Charge
3. SF3 Parry (Include Red Parry)
4. Chain combos, Cancels and Super Cancels
5. POTS's coding style.
6. Sounds from various games, including SFZ3, CvS2 and SF33
7. 12 Palettes
8. A.I. And Simul mode A.I with my Akuma Good Ghost
9. Special win pose and intro in Simul Mode with my akuma.
10. Easy super arts.

Project Progress

80%

Todo List

1. Add Original combo (OC) from SFA (still use var(20))
2. Find a chinese girl for the new chinese dub maybe..
3. Chinese documents maybe.

Version History

- R0.8 Special Intro vs multi-opponent in single mode
Special Intro ending with my Akuma (Good Ghost) as a partner in Simual TeamMode.
SF3 Guarding System
Guarding / Red Parry added.
New Palettes
CO-OP AI with My Akuma.
New SF3 Taunt.
- R0.75 Added a Level 3 Ultra Super from SF4 aha I said just look like in SF4 Super.
Added a new back throw just looks like the one in SF4.
Some changes for the Super Phoenix Kick them you can link a super jump with air attack just like in SF3
Damage adjustment has made on all her moves. And I used SF3 damage table from Gamefaqs as reference.
Damage dampener bug fix and adjustment.
Voice bug fix
Cooler Lv2 Super intro :D
New palete
- R0.71 Initial public release

Move list

(Single button moves won't be listed here)

Directions: Think you stand in 1P's position. And using the number pad for direction.

UP:8 Down:2 Forward:6 Back:4

SYSTEM

| | |
|----------------|--|
| Parry | Froward or down when enemy attacks you |
| Recover | Press 2 Push buttons when get falling or touch the ground |
| Dash | Double tap forward don't hold |
| Run | Double tap forward then hold forward |
| Dodge | Press LP + LK, press P or K again for counter-attack |
| Head strike | Press MP+MK |
| Power Charge | Double tap Start Button. them hold |
| Alpha counter | Press P or K when guarded an attack. |
| Throws forward | Press 2P or 2K with forward (also can be performed in air) |
| Throw backward | Press 2K with backward |

Normal moves

| | | |
|----------------|-------------------------------------|---------------------------------------|
| face slapping | 4+MP | |
| palm strike | 4+HP | |
| Light Kick | LK or tap LK three times or hold LK | |
| Stand low kick | 4+ LK | |
| knee strike | 4+MK | |
| Roundhouse | 6+MK | |
| Upper kick | 4+HK | |
| Hard kick | HK | (with forward can move forward a bit) |
| Reverse kick | 3+HK | |

Special moves

| | | |
|------------------------|---------------------------------------|------------------------------------|
| Flip back (throw type) | 41236+K | |
| QiGongQuan | 236+P | (use 2P for Ex) |
| Sky kick | 2(Charge)9+K | or 626+K |
| Blast Hill Kick | 63214+K | (use 2K for Ex) |
| Spinning bird kick | 2(Charge)8+K | or 214+K (use 2K for Ex) |
| Phoenix kick | double tap K then hold or tap rapidly | (use 2K for Ex) |

Super moves

Level 1

QiGongXiao 236236+P

Level 2

Sky kick 214214+K (use HK for lv2 move)

Phoenix kick 236236+K (use HK for lv2 move)

TianXinLuanHua in Air 236236+K (use HK for lv2 move)

Level 3

Ultra Phoenix Kick 236236+2K

Special Thanks

FeLo_Llop from MugenGuild

For his Extra CVS chun-li sprites which official CVS2 game don't have

Li_Kun

For his great sf3 taunt sprites.

BrokenClavicleHD

For his SF3 guarding system

Elzee from 2diyer.com

This guy told me a very basic thing and the key to make a mugen character is...
by using the common1.cns...

Fishbed from 2diyer.com

This guy pointed me how to tell the AI that you are programing when and
where to jump :D

Winane from mugenguild

His AI activation code works great.

Shiki Dan From Gamefaqs

For his Damage table for SF33.

P.O.T.S

No PoTs no this Chun-li JJ