

Chun-Li

Legs of Justice

An Interpol detective who continues to track Shadaloo in order to learn the truth about her father's whereabouts. She has closed many an investigation with her dangerous kicks. While she stands firm against the forces of evil, she is also a cheerful and stunningly attractive woman. She is currently investigating the movements of both Shadaloo and the Mishima Zaibatsu as they begin their search for Pandora.

Win Comment 1: Haa...I'm still lacking in power. I should work on my "ki" techniques.

Win Comment 2: Father...please keep looking out for me.

Win Comment 3: I did it!



Color 1



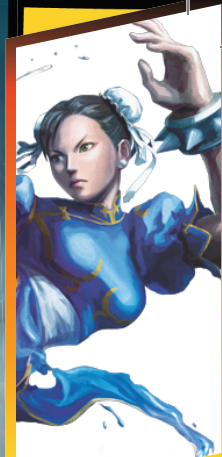
Color 2



Cool Beauties



Pandora



Chun-Li



DATA ARSENAL

Vitality	900
Forward Dash Duration	15 frames
Backdash Duration	8 frames invulnerability, 10 frames airborne, 4 frames grounded (22 frames total)
Pre-jump frames	4 frames
Vertical Jump (and High Jump) Duration	40 frames (40 frames)
Diagonal Jump (and High Jump) Duration	40 frames (40 frames)

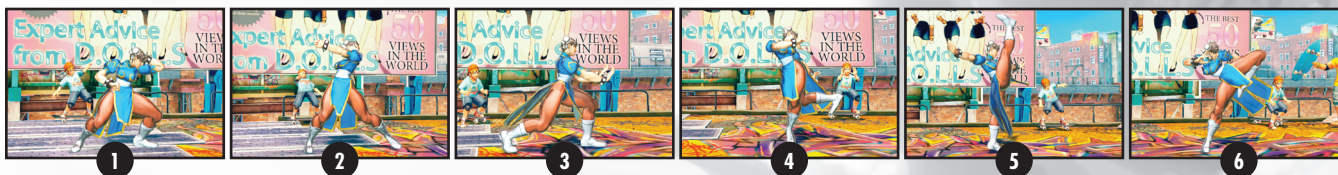
Standing Normal Moves (ST.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Standing LP	High	30	3	2	9	+6	+2	SM, EX, SA, CA	—
2	Standing MP	High	60	7	2	18	+1	-3	SM, EX, SA, CA	—
3	Standing HP	High	90	7	3	20	+2	-3	—	—
4	Standing LK	High	30	4	2	11	+4	0	—	—
5	Standing MK	High	60	7	3	17	+1	-3	—	—
6	Standing HK	Crouchable high	90	13	2	25	-2	-7	—	—



Close Standing Normal Moves (CL.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Close standing LP	High	30	3	2	10	+5	+1	SM, EX, SA, CA	—
2	Close standing MP	High	30 x 2	4	3(5)3	17	+1	-3	SM, EX, SA, CA	—
3	Close standing HP	High	90	4	4	21	0	-5	SM, EX, SA, CA	—
4	Close standing LK	High	30	4	2	8	+7	+3	—	—
5	Close standing MK	High	20 x 3	5	3(7)4	15	+4	0	1st hit SM, EX, SA, CA	—
6	Close standing HK	High	90	5	3	22	+1	-5	SM, EX, SA, CA, Jump	Forces standing on hit



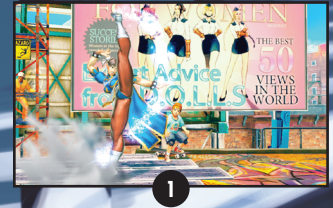
Crouching Normal Moves (CR.)

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Crouching LP	High	30	4	3	7	+7	+3	SM, EX, SA, CA	Rapid fire cancelable into light normal moves
2	Crouching MP	Low	60	11	5	17	-1	-5	—	—
3	Crouching HP	High	60, 30	6	2(6)2	23	0	-5	1st hit SM, EX, SA, CA	—
4	Crouching LK	Low	30	3	4	7	+6	+2	—	Rapid fire cancelable into light normal moves
5	Crouching MK	Low	60	5	3	17	+1	-3	SM, EX, SA, CA	—
6	Crouching HK	Low	90	8	4	24	Sweep knockdown	-8	—	—



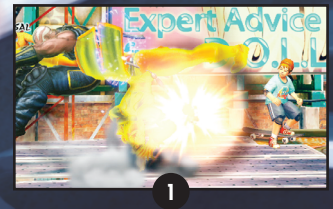
Launcher

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	HP HK (while standing or crouching)	High	100	13	2	54	Switch	-34	Crushes crouching attacks, launches opponent while switching characters



Cross Cancel

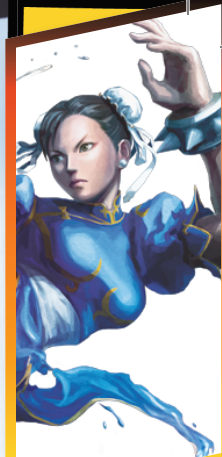
Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Notes
1	↵ + HP HK (while blocking)	High	20 x 4, 30	7	2(1)2(3)2(4)2(3)2	19	Hard knockdown	-18	Similar to EX Spinning Bird Kick, full body invincibility frames 1-8



Vertical Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Vertical jumping LP	Mid	40	7	6	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Vertical jumping MP	Mid	70	5	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Vertical jumping HP	Mid	60 x 2	5	2(2)2	Until grounded, then 4 frames recovery	+20	+8	—	—
4	Vertical jumping LK	Mid	40	4	7	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Vertical jumping MK	Mid	70	5	6	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Vertical jumping HK	Mid	100	5	8	Until grounded, then 4 frames recovery	+20	+8	—	—





Chun-Li

Diagonal Jumping Normal Moves

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Diagonal jumping LP	Mid	40	4	6	Until grounded, then 4 frames recovery	+12	+4	—	—
2	Diagonal jumping MP	Mid	70	5	3	Until grounded, then 4 frames recovery	+16	+5	—	—
3	Diagonal jumping HP	Mid	70	6	8	Until grounded, then 4 frames recovery	+20	+8	—	Knockdown on airborne foes
4	Diagonal jumping LK	Mid	40	5	10	Until grounded, then 4 frames recovery	+12	+4	—	—
5	Diagonal jumping MK	Mid	70	6	5	Until grounded, then 4 frames recovery	+16	+5	—	—
6	Diagonal jumping HK	Mid	100	5	5	Until grounded, then 4 frames recovery	+20	+8	—	—

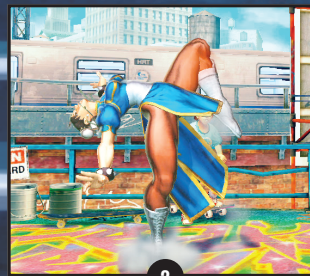


Unique Attacks

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kakuyakuraku	↘ + HK	Mid	80	38	7	5	+11	+7	—	Airborne frames 12-44, knockdown on airborne foes
2	Rear Spin Kick	↘ + LK	High	40	11	4	15	-5	-4	—	Airborne frames 16-22, knockdown on airborne foes
3	Kakusenshu	→ + MK	High	60	16	3	16	+2	-2	—	Knockdown on airborne foes
4	Yosokyaku	(in air) ↘ + MK	Mid	50	4	3	Until grounded, 4 frames landing	+17	+10	—	Knockdown on airborne foes, can be repeated up to 3 times, can perform any jumping attack after it connects
5	Wall Jump	(in air, near wall) ↘	—	—	—	—	28	—	—	—	—



Kakuyakuraku: Chun-Li jumps forward then quickly turns around with a flying kick during this attack. Kakuyakuraku is a mid attack that you can also use to cross-up your opponent, but it has a lengthy startup time. It's best to use Kakuyakuraku after a knockdown, where its long startup time isn't an issue.



Rear Spin Kick: Chun-Li performs a backflip while kicking toward the air during these attacks. Against grounded opponents, Rear Spin Kick is difficult to use as its unsafe on both hit and block. Rear Spin Kick is best used against jumping opponents. After it hits anti-air, it pops the opponent higher into the air, giving you a chance to continue your combo!



Kakusenshu: Chun-Li steps forward and throws out a kick to her opponent's midsection during this attack. This attack is only slightly unsafe, making it an effective way to close distance from your opponent.



Yosokyaku: Chun-Li stomps on her opponent's head then uses them to gain more altitude during this attack. Yosokyaku can be performed very low to the ground, allowing you to use it as a quick overhead against most crouching characters. After it hits, you can perform any jump attack afterwards, even giving you a chance to cross-up with jumping **LK**. You can perform Yosokyaku three times during a single jump and can generally combo all three during a single juggle. Check the Combo Usage section for more details.

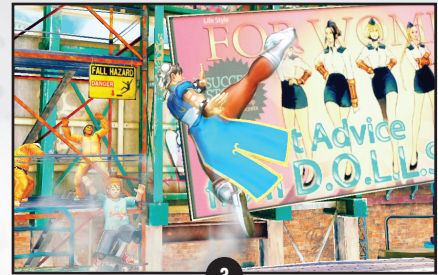
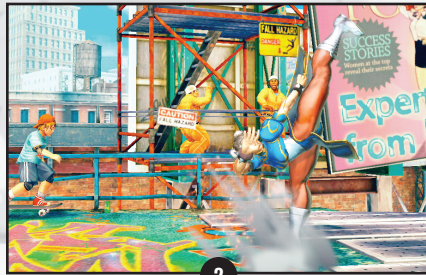


Wall Jump: Chun-Li can jump off the sides of walls by inputting **↘** when you jump against them. You can do Wall Jump off the sides of any wall, not just in the corner. There aren't many practical applications for Wall Jump, but you should use it to become familiar with its angles of ascent and descent—you never know when it might come in handy!



Kintekishu ← + MK

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	Kintekishu	↵ + MK	High	50	6	4	15	-2	-6	—	Knockdown on airborne foes
2	Tenkukyaku	↵ + MK ▷ MK	High	50	13	3	40	Floats	-30	Jump on hit	Input ↵ ↵ + MK between frames 13-45 for follow-up attack, knockdown on airborne foes
3	Tenshokyaku	↵ + MK ▷ MK ▷ ↵ ↵ + MK	High	20 x 5	5	4(2)1(4)2 (4)1(5)1	24	Knockdown	-37	—	Full body invulnerability frames 1-8, airborne frames 5-37



Kintekishu, Tenkukyaku, Tenshokyaku: During this attack string, Chun-Li kicks at her opponent's midsection, follows it with a kick that knocks the opponent into the air, then follows it with a rising series of kicks. Kintekishu is a decent poke, but it really shines as a combo tool, since you can link into it after many of Chun-Li's light attacks! Tenkukyaku floats your opponent into the air and is jump-cancelable, allowing you to follow your opponent into the air with an attack! You can only cancel Tenkukyaku into a jump if it hits your opponent, so you can't use it to jump to safety if your opponent blocks. While Tenshokyaku combos after a connected Tenkukyaku, you'll get far more damage by comboing after a jump cancel. If you're feeling brave, you can use Tenshokyaku's invulnerability to counter an opponent who is trying to punish you after a blocked Tenkukyaku. But this is a risky attack that probably won't work more than once.

Target Combo — (during diagonal jump) HP ▷ HP

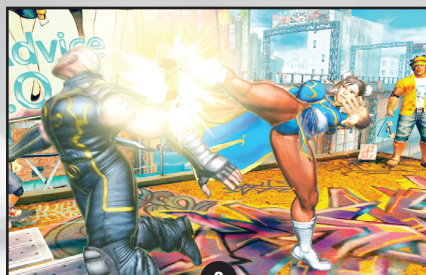
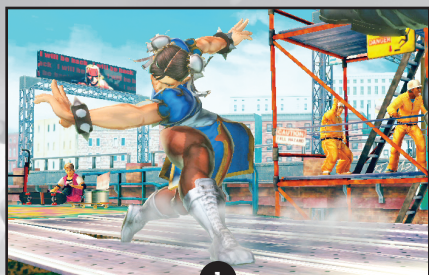
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
—	—	Diagonal jumping HP	Mid	70	6	8	Until grounded, 4 frames landing	+20	+8	—	Input HP during active frames for follow-up attack, knockdown on airborne foes
1	Target Combo	Diagonal jumping HP ▷ HP	Mid	40	5	3	Until grounded, 4 frames landing	+20	+8	—	—



Target Combo: Chun-Li follows up jumping HP with another quick punch during her Target Combo. Both attacks of Chun-Li's Target Combo hit mid, allowing you to perform a mix-up against a grounded opponent. After jumping in with HP, perform Chun-Li's Target Combo to hit mid or land and use crouching LK to hit low. Jumping HP knocks down aerial opponents, allowing you to combo with the second hit of Target Combo. It's generally better to land and combo your opponent from the ground instead of simply hitting them again with the low-damage hit of Target Combo.

Normal Throws

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Notes
1	Koshuyo	↵ or N + LP LK	Throw	130	7	2	20	Hard knockdown
2	Kirinshu	↵ + LP LK	Throw	140	7	2	20	Hard knockdown
3	Ryuseiraku	(in air) LP LK	Air throw	150	7	2	Until grounded, 4 frames landing	Hard knockdown



Special Moves

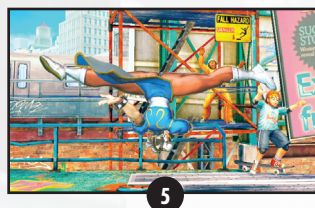
Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block	Cancelable	Notes
1	LP Kikoken	↔ ↻ ↻ ↻ ↻ + LP	High	50	15	—	37	-6	-11	—	Projectile has 1 point of durability, projectile active for 99 frames, knocks down airborne foes
2	MP Kikoken	↔ ↻ ↻ ↻ ↻ + MP	High	50	13	—	34	-3	-8	—	Projectile has 1 point of durability, projectile active for 76 frames, knocks down airborne foes
3	HP Kikoken	↔ ↻ ↻ ↻ ↻ + HP	High	50	11	—	33	-2	-7	—	Projectile has 1 point of durability, projectile active for 44 frames, knocks down airborne foes
	EX Kikoken	↔ ↻ ↻ ↻ ↻ + P P	High	50 x 2	12	—	26	+14	+8	—	Projectile has 2 points of durability, knocks down airborne foes
4	LK Hazanshu	↔ ↻ ↻ ↻ ↻ + LK	Mid	70	24	2	20	+5	-2	—	Airborne frames 3-23, hard knockdown on airborne foes, knocks down on crouching Counter Hit
	MK Hazanshu	↔ ↻ ↻ ↻ ↻ + MK	Mid	100	26	2	20	+6	0	—	Airborne frames 3-25, hard knockdown on airborne foes, knocks down on crouching Counter Hit
	HK Hazanshu	↔ ↻ ↻ ↻ ↻ + HK	Mid	110	27	2	20	Hard knockdown	0	—	Airborne frames 3-26, ground bounce on crouching Counter Hit
	EX Hazanshu	↔ ↻ ↻ ↻ ↻ + K K	Mid	130	28	2	20	Ground bounce	0	—	Full body invulnerability frames 1-16, projectile invulnerability frames 17-29, airborne frames 4-27
5	LK Spinning Bird Kick	↻ (charge) ↻ + LK	High, crouchable high	20 x 5	14	2(2)1(5)2 (4)2(4)2	23	0	-3	—	Airborne frames 14-48, first hit forces standing on hit, knocks down airborne foes
	MK Spinning Bird Kick	↻ (charge) ↻ + MK	High, crouchable high	15 x 6, 30	15	2(2)1(5)1(5) 2(4)2(6)1(5)2	24	-1	-4	—	Airborne frames 15-61, first hit forces standing on hit, knocks down airborne foes
	HK Spinning Bird Kick	↻ (charge) ↻ + HK	High, crouchable high	12 x 8, 34	23	2(1)2(5)1(5) 1(5)1(7)1 (4)2(5)1(5)2	24	-1	-4	—	Airborne frames 23-82, first hit forces standing on hit, knocks down airborne foes
	EX Spinning Bird Kick	↻ (charge) ↻ + K K	High, crouchable high	20 x 4, 30	8	2(1)2(3)2 (4)2(3)2	19	Knockdown	-10	—	Full body invulnerability frames 1-9, first hit forces standing on hit, airborne frames 8-37
6	LK Hyakuretsukyaku	↔ ↻ ↻ ↻ ↻ + LK	High	20 per hit	5	2(6)2(6)2(6) 2~(6)2(6)2 (6)2(6)2(6) 2(6)2(6)2(6)2	21	+2	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	MK Hyakuretsukyaku	↔ ↻ ↻ ↻ ↻ + MK	High	20 per hit	7	1(4)2(4)1 (4)1~(5)1 (4)2(4)1(4)1	22	+2	-1	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	HK Hyakuretsukyaku	↔ ↻ ↻ ↻ ↻ + HK	High	20 per hit	7	1(4)1(4)1(3) 1~(5)1(4)1 (5)1(3)1	23	+1	-2	—	Can be Super Charged: 51 frames to perform EX version, 100 frames for Super Art, input K for additional hits, knocks down airborne foes
	EX Hyakuretsukyaku	↔ ↻ ↻ ↻ ↻ + K K	High	30 x 3, 50	6	3(5)3(5) 3(5)3	19	Floats	-16	—	Can be Super charged: 51 frames to perform Super Art



Kikoken: Chun-Li gathers energy in her hands then throws it at her opponent during this attack. The version of Kikoken used determines the speed and distance that it travels. The LP version travels the farthest and slowest; the MP version travels across almost the entire screen slightly faster than the LP version, while the HP version travels very quickly but only across two-thirds of the screen. The LP version should be used to take up space on the screen—while it's out, you'll make it difficult for your opponent to advance. Try to only use the HP version from close range. Even though it isn't safe when blocked, it's much safer than the other versions. EX Kikoken hits twice and leaves you at enough frame advantage to combo afterwards if it hits, giving you the possibility to do big damage in combos.



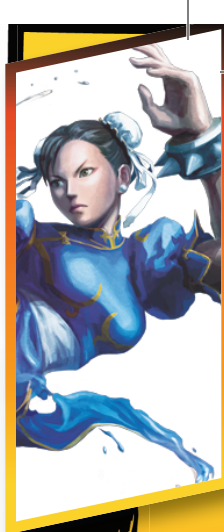
Hazanshu: Chun-Li leaps into the air and flips towards her opponent, dropping a leg on top of them during this attack. The different versions of Hazanshu travel different distances: the LK version performs a quick flip and lands near Chun-Li, the MK version travels about one-fourth of the screen, while the HK version reaches half of a screen distance. Each version of Hazanshu also has slightly different hit effects, as you can combo after the LK and MK versions but the HK version places your opponent in hard knockdown. The EX version travels as far as the HK version and ground bounces your opponent, giving you the chance to further connect with a combo. The EX version is also projectile invulnerable, allowing you to bypass projectiles and hit your projectile-throwing foe with a combo.



Spinning Bird Kick is invulnerable and makes a strong reversal attack against both grounded and aerial attacks.

Spinning Bird Kick: Chun-Li flips upside-down and spins her legs around, kicking her opponent during this Special Move. Spinning Bird Kick is strong when used with Switch cancels, since it keeps your opponent in hitstun long enough for your partner to perform a full ground combo. If the first hit is blocked or whiffs, your opponent will be able to crouch under the rest of the attack and counter attack Chun-Li and her partner, so be sure to verify that the attack hits before tagging out. EX

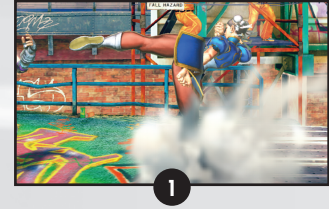
Hyakuretsukyaku: During this Super Chargeable attack, Chun-Li unleashes a flurry of kicks against her opponent. Unlike most *Street Fighter* games, this attack is performed with ↔ ↻ ↻ ↻ ↻ + K instead of repeatedly pressing K, which has a series of unique advantages and disadvantages. It's much easier to combo into in most situations with this change, but certain combos that were only possible because of the way it was performed are no longer possible (combos such as cr. LK, cr. LK ▷ Hyakuretsukyaku). Hyakuretsukyaku is a powerful attack that allows you to safely chip away at your opponent since the normal versions are mostly safe when blocked. You can add additional hits to Hyakuretsukyaku by repeatedly pressing K, but be careful that your attacks don't push your opponent away for enough that a hit whiffs, which will allow them to punish you. Hyakuretsukyaku is strong when used in combination with Switch cancels: combo into Hyakuretsukyaku, Switch cancel, and let your partner continue their combo against a grounded opponent! EX Hyakuretsukyaku can't be mashed for additional hits and isn't safe if blocked. But it does lift your opponent into the air, allowing you to continue a combo after it hits.



Chun-Li

Super Art

Screen	Name	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	Senretsukyaku	↔ ↻ ↻ ↻ ↻ ↻ + K K K	High	20, 10 x 12, 60, 100	9	2(23)2(3)2(3)2(3)2(3)2(3)2(3)2(3)2(3)2(3)2(2)2(3)2(35)2(24)2	42	Hard knockdown	-22
Notes 84 frame cinematic freeze before attack begins, full body invulnerability frames 1-9									



Senretsukyaku: Chun-Li dashes forwards and repeatedly kicks her opponent before sending them flying with a backflip during this Super Art. While Senretsukyaku isn't very fast, it travels the screen instantly during its cinematic freeze, allowing you to punish projectiles and other long range attacks. Senretsukyaku has high juggle potential, allowing it to be used in many of Chun-Li's combos. But be careful of trying it in the corner, as it's very easy to pass under an airborne opponent instead of hitting them.

OVERVIEW



When used as anti-air, Rear Spin Kick lofts your opponent after hitting them, giving you a combo opportunity.



Yosokyaku can be performed extremely low to the ground, which makes it a quick and effective overhead.

Chun-Li is primarily a mid range character who is best used to poke at an opponent without giving them a chance to attack her. Both her standing **HP** and **HK** have long reach and can keep opponents out while dealing significant damage. From full screen, you can limit your opponent's actions by throwing out Chun-Li's slow-moving LP Kikoken, which covers the screen and prevents your opponent from attacking from the ground. Analyze your opposition before throwing one out—characters like Kazuya and Hwoarang can cross the screen almost immediately, completely ignoring the projectile. If your opponent tries to jump over your Kikoken, knock them out of the air with standing **HK** from afar or Rear Spin Kick when they're closer. Rear Spin Kick floats foes if it hits anti-air, giving you a chance to continue with a combo.

When she's close to an opponent, Chun-Li has a variety of options that can be used to push her back to her optimal range or deal big damage without using any meter. Start by pressuring with crouching **LK** and **LP**, then verify into a combo with Kintekishu (see **combo III**) or perform a mix-up with an instant Yosokyaku, Kakuyakuraku, or simply walk up and throw the foe. Kakuyakuraku jumps over your opponent with a mid-hitting kick and leaves you with enough frame advantage to combo afterwards, but it's fairly easy for an opponent to read. By performing Yosokyaku immediately after you jump, you can hit most crouching characters with an incredibly quick mid attack. After Yosokyaku, Chun-Li bounces in the air and can perform another aerial attack. But in this situation, you should generally use jumping **LK** to cross up your opponent. Cross-up jumping **LK** occasionally misses in this situation, and it's nearly impossible to predict. So occasionally this mix-up will fail for reasons out of your control.

When she's close to an opponent, Chun-Li has a variety of options that

If you don't want to risk a mix-up, you can pressure your opponent with standing **MP** canceled into Hazanshu or Hyakuretsukyaku. Each version of Hazanshu is safe when blocked against most characters, so you can use it liberally. You need to use the right version of Hazanshu for the right distance—if you miss your opponent by using the MK or HK versions, you can be easily punished after your attack sails over their head! If your opponent sees your Hazanshu coming, they can punish it by vertically jumping over it. Discontinue Hazanshu in the situations you've been using it and see if your opponent vertical jumps. If so, knock them out of the air with standing **HK**. And if they don't, keep pressuring with standing **MP**. Hyakuretsukyaku, like Hazanshu, is safe on block and can be verified into a combo using Switch cancel: if Hyakuretsukyaku starts hitting your opponent, Switch cancel and continue a combo on the ground!

If Chun-Li has been knocked down, you can use EX Spinning Bird Kick as a reversal. EX Spinning Bird kick hits in front of and behind Chun-Li, making it effective against cross-ups and ground attacks. If you manage to hit your opponent into the corner, you can even combo afterwards (see **combo V**)! This attack is unsafe if blocked, so don't be predictable. If you think your opponent is expecting an attack, wakeup with crouching **LK** and regain control of the match!

Combo Appendix

Sequence	Notes
Cr. LK , cr. MK ↻ ↻ ↻ ↻ ↻ + K K K , cl. HK ↻ ↻ ↻ ↻ ↻ + LK	1 block, corner required. You can combo off EX Hyakuretsukyaku in the corner, but it sucks away most of your juggle potential, limiting the combo you can perform.
Cr. LK , cr. MK ↻ ↻ ↻ ↻ ↻ + K K K , ↻ ↻ ↻ ↻ ↻ + K K K K	3 blocks, corner required. If you try to add any additional hits before performing Senretsukyaku, your opponent will fall out before the Super fully hits.
Cr. LK , ↻ + MK ↻ MK ↻ ↻ ↻ + MK	You can link into Kintekishu after crouching LK , but it's more difficult than crouching LP .
J. HP ↻ HP , cr. HP ↻ (charge) ↻ + HK	Trial 9, must use jumping forward HP to perform target combo.
↻ ↻ ↻ ↻ ↻ + LP , st. HK	Trial 10, perform LP Kikoken from full screen, walk behind it, then perform standing HK after it hits.
Cr. LP , st. MP ↻ ↻ ↻ ↻ ↻ + LK	Trial 11
Cr. LK , cr. LP , cr. MK ↻ ↻ ↻ ↻ ↻ + HP	Trial 12
↻ + HK , cr. LK ↻ cr. MP ↻ cr. HP ↻ ↻ (charge) ↻ + K K	Trial 13
↻ ↻ ↻ ↻ ↻ + K K K , cl. HK ↻ ↻, (in air) ↻ + MK , (in air) ↻ + MK , (in air) ↻ + MK	Trial 14
Cr. LK , cr. LP , st. LP ↻ st. MP ↻ cl. HK ↻ ↻ ↻ ↻ ↻ + K K K	Trial 15
J. HK , cr. LP , cr. LP , cr. LP ↻ cr. MK ↻ ↻ ↻ ↻ ↻ + P P P , ↻ ↻ ↻ ↻ ↻ + K K K K	Trial 16
J. HK , ↻ + MK ↻ MK ↻ ↻, J. MK , (in air) ↻ + MK , (in air) ↻ + MK , (in air) ↻ + MK	Trial 17, wait to perform jumping MK until just before you hit the ground, then jump and combo with three reps of Yosokyaku.
J. HP ↻ HP , st. LP ↻ st. MP ↻ cl. HP ↻ ↻ ↻ ↻ ↻ + P P , cr. LK ↻ cr. MK ↻ ↻ ↻ ↻ ↻ + K K K K	Trial 18, must use jumping forward HP to perform target combo.
J. HP ↻ HP , cl. HK ↻ ↻ ↻ ↻ ↻ + LK , st. LK ↻ st. MP ↻ cl. HP ↻ ↻ ↻ ↻ ↻ + K K K K	Trial 19
J. LK , cr. LP ↻ ↻ ↻ ↻ ↻ + K K K , ↻ (charge) ↻ + K K K , cr. HP ↻ ↻ (charge) ↻ + K K	Trial 20, corner required.

Cross Art

Screen	Command	Hit Level	Damage	Startup	Active	Recovery	Adv. on Hit	Adv. on Block
1	↘ ↘ ↘ + HP MK	High	20, 5 x 13, 15	9	2	46	—	-26
Notes								
62 frame cinematic freeze before attack begins, full body invulnerability frames 1-10								



Chun-Li kicks at her opponent's legs, unleashes a flurry of kicks against them, and knocks her foe toward her partner. Chun-Li doesn't move very far forward during this Cross Art, making it primarily useful in combos and in guaranteed reversal situations.

COMBO USAGE

I. Cr. **LK**, cr. **LP**, cr. **LP**, st. **HP**

147 damage

Since Chun-Li is best when she's poking away at opponents from a distance, it's often useful to sacrifice damage for positioning. Chun-Li's light attacks push her farther away from her opponent than they do in *Street Fighter IV*, so you can only connect up to three before you'll be out of distance for a fourth. If you think you might be out of range to hit with a third light attack, remove it and immediately perform standing **HP**. If you don't mind tagging-out Chun-Li, you can cancel standing **HP** into a launcher to continue the combo with your opponent. But you'll probably want to stay at Chun-Li's optimum range instead of adding on a little extra damage.

II. Cl. **HP** ▷ ↘ ↘ ↘ ↘ + **LK**, cr. **MK** ▷ ↘ ↘ ↘ ↘ + **HP**

243 damage

Chun-Li can combo after a connected LK Hazanshu, which combos off her close and crouching heavy attacks. After a close standing **HP**, you'll be in range for crouching **MK** cancelled into HP Kikoken. But this link is difficult and requires some practice. You can combo LK Hazanshu after a crouching **LP** to crouching **HP** link. But you'll be too far away to connect with crouching **MK** after it hits. You can add more damage after that link by comboing with standing **LK** and then using a Boost Combo or Cross Rush. But finishing that combo will either tag you out or cost Cross Gauge.

III. ↘ + **HK**, cr. **LP**, ↘ + **MK** ▷ **MK** ▷ ↘, J. **HK**, cl. **HK** ▷ ↘ ↘ ↘ ↘ + **HK**

334 damage

Kakukyuraku is a decent mix-up tool that puts you at enough frame advantage to link into a combo after it hits. But it is easy for opponents to see it coming and avoided by Forward Recovery Rolls. Off any crouching **LP** or **LK**, you can link into Kintekishu, which is an incredibly useful combo tool. The link is harder with crouching **LK**, so it's best to use crouching **LP** when you're hitting with something else first (like Kakukyuraku). After Kintekishu, perform Tenkuyaku but cancel it by jumping toward your opponent. Wait to hit jumping **HK** until you're very low to the ground in order to push your opponent back less and to keep you in range to hit close standing **HK**. Ending this combo puts your opponent in hard knockdown right in front of you, giving you the chance to control the flow of the match. If you want more time to back off from your opponent after it's finished, you can use LK or MK Hazanshu instead, which keeps your opponent in knockdown state longer and gives you the chance to retreat to your optimum range. If you want more damage, you can end this combo by jump-canceling close standing **HK** then performing three hits of Yosokyaku, although doing so only gets you 1 extra point of damage and worse positioning. You can also end this combo with Hyakuretsukyaku then Switch in your opponent to allow them to continue the combo. But this combo causes so much damage scaling that you won't be able to add much.

IV. Cr. **LP**, cr. **LP** ▷ ↘ ↘ ↘ ↘ + **P** **P**, ↘ + **MK** ▷ **MK** ▷ ↘, J. **HK**, cl. **HK** ▷ ↘, (in air) ↘ + **MK**, (in air) ↘ + **MK**, (in air) ↘ + **MK**

321 damage, 1 block required

EX Kikoken puts your opponent in enough hitstun that you can link into Kintekishu after it hits. Since it's an EX move, you can use it in a Boost Combo as long as your combo ends with close standing **HP** or **HK**. Any other attack will probably leave you too far away to link into Kintekishu. This combo ends a Kintekishu juggle with three reps of Yosokyaku, but you can end it in a number of ways, depending on where you want Chun-Li to end up (see **combo III**).

V. Cr. **LK**, cr. **LP** ▷ ↘ (charge) ↘ + **K** **K**, cl. **HK** ▷ ↘, (in air) ↘ + **MK**, (in air) ↘ + **MK**, (in air) ↘ + **MK**

286 damage, 1 block, corner required

While you can do this combo as it's listed, it's mostly here to illustrate how you can take advantage of connecting with a reversal EX Spinning Bird Kick that knocks your opponent into the corner. If you hit your opponent out of the air, EX Spinning Bird Kick might use up all your juggle potential, causing any additional combo to fail. So don't get overly gutsy and try to juggle with a Super Art. Although it looks like you might be close enough, you'll probably need to walk forward slightly before juggling with close standing **HK**. You can hit your opponent very low to the ground, as long as you manage to connect with the **HK**. Afterward, just juggle with Yosokyaku three times and marvel at the damage you obtained on your wakeup. If you're too far from the corner, you can tack on a crouching **HK** or simply put some pressure on your opponent by throwing an LP Kikoken that they're forced to wakeup into.

VI. ↘ + **MK** ▷ **MK** ▷ ↘, J. **HK**, cl. **HP** ▷ ↘ ↘ ↘ ↘ + **LK** ▷ ↘, cl. **HK** ▷ ↘ ↘ ↘ ↘ + **K** **K** **K**

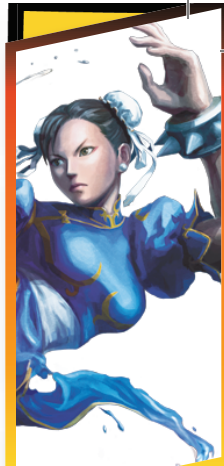
445 damage, 2 blocks required

Even though it's difficult, you can keep attacking your opponent in a juggle by canceling into Hyakuretsu Kyaku then canceling it with a dash. You must alter your timing on jumping **HK** to get this to work: hit them to pop up as high as possible but low enough so you can hit them with close standing **HP** as soon as you land. Immediately after hitting with close **HP**, cancel into LK Hyakuretsukyaku and hold the input down, then immediately dash. This has to be done as fast as possible to continue this combo. If you don't hit your opponent high enough, you will not connect with close standing **HK**. If you're willing to spend the meter, you can end a Kintekishu with Senretsukyaku or Chun-Li's Cross Art. For maximum damage, hit your opponent as low to the ground as possible. If your opponent is too high, you'll whiff with several hits of Senretsukyaku, although generally you'll only miss out on 15-20 points of damage. If you have three blocks, consider ending this combo with Cross Art to remove all of your opponent's recoverable life while dealing massive damage.

VII. Cl. **HK** ▷ ↘, (in air) ↘ + **MK**, (in air) ↘ + **MK**, (in air) ↘ + **MK**

Damage depends on damage scaling

After a Launcher, you can inflict decent damage by using close standing **HK** then immediately canceling into jump and performing three quick reps of Yosokyaku. After a Switch Cancel, you might have enough time to keep your opponent in the air longer by canceling a close standing **HP** into Hyakuretsukyaku (see **combo VI**). But your opponent will have to be floating fairly high to do it.



Chun-Li

