THE KING OF FIGHTERS KOF 15th ANNIVERSARY ©SNK PLAYMORE

THE KING OF FIGHTERS XII™

THE KING OF FIGHTERS XII

CAST OF FIGHTERS

CONTROLS, MOVEMENT, & ATTACKS

The default control scheme is based on the diamond-shaped button setup found on the Xbox 360 and PS3. On a MadCatz stick, this configuration still works fine. On a Hori stick, however, you'll have to reconfigure the buttons to match the correct setup. But what *is* the correct setup for KOF? The diamond-shaped configurations of every console since the SNES tell us that it's punches on top, kicks on bottom, light attacks on the left, heavy attacks on the right. However, on Neo*Geo joysticks, there were four buttons in a row—Ⓐ, Ⓑ, Ⓒ, Ⓓ. If you have an eight-button joystick, one with two rows of four buttons, you can match this by assigning LP, LK, HP, HK all in a line, in that order. If you play on a pad, or on a six-button joystick, you won't be able to emulate the original Neo*Geo configuration, but it mostly doesn't matter. We say "mostly" because one move was designed with the old setup in mind: Ash's super special move, Sans-Culotte. The command for this is LP•LK•HP•HK. On a pad or stick with the new default diamond setup, this can be quite difficult because the buttons have to be pressed after one another very quickly, with fluidity. With the original Neo*Geo setup, however, it's much easier—you can just zip your fingers over all the buttons from left to right, like a piano. Apart from this one instance, though, neither configuration is superior.

① **Movement – this controls walking, guarding, dashing, crouching, hopping, and jumping.**

② **LP – light punch; can also be referred to as Ⓐ**

③ **HP – heavy punch; can also be referred to as Ⓒ**

④ **LK – light kick; can also be referred to as Ⓑ**

⑤ **HK – heavy kick; can also be referred to as Ⓓ**

ORIENTATION

All commands in this guide assume that your character is on the first-player side, facing right. If your character is on the second-player side, facing left, you must reverse all of the inputs that have been presented

WALK

← or →

Walking is the slowest, most basic form of movement. Hold ⇨ or ⇦ to walk in the desired direction. Gameplay in The King of Fighters tends to be very fast-paced, so it's not often that you'll be making this your main method of locomotion! Walking comes into play mainly at short and middle ranges, where you can walk backward to incite whiffed attacks from an opponent, or forward to throw your opponent (or to pretend to throw, before doing something else). Buttons pressed while walking, or standing still for that matter, will result in a character's "standing" **normal moves**, or a **command move** if available. Holding ⇦ while your opponent is nearby and attacking will cause your character to **guard** standing rather than walking backward.

CROUCH

↙ or ↓ or ↘

Crouching is accomplished by holding any downward direction. Crouching is necessary to **guard** against low attacks, by holding down-back. You must also crouch to attempt low attacks of your own, since attacks initiated will be the crouching version of a given move, rather than standing or **jumping**.

DASH

⇨→

Tap ⇨⇨ to **dash** forward. If you'd like to run forward, continue holding → after the second input. With the large stages and fast pace of The King of Fighters, you will probably be dashing often. Dashing is useful for any number of things:

To stay aggressive, always in your opponent's face.

To run behind a projectile, safely closing the distance to your opponent.

As a precursor to a **super jump***; from a dash, simply hold up-forward for a super jump, or tap up-forward briefly for a* **hyper hop.**

To stop a dash, you can simply stop holding forward, or interrupt the dash with another action such as an attack, a **backstep**, or the aforementioned super jump or hyper hop. Be aware that going from a full-out forward dash to a guarding posture is *not instant*, so be wary when you are dashing into the opposing character's face and just planning to block.

BACKSTEP

⇦⇦ (stop early with any of: ↗ ⇨ ↘ ↓ ↙)

As dashing is to forward movement, **backstep** is to backpedaling. Tap ⇦⇦ to backstep. Your character will dash a fixed distance away from their adversary. You can shorten the distance of a backstep by half for any character (except Sie Kensou) by tapping any forward or downward direction just after initiating a backstep. This is useful because although a backstep is a defensive movement, it's still not completely safe—if your opponent **jumps**, right as you begin a backstep, you might not recover before they fall on your character's head with an attack that leads to a nasty combo. Here, the abbreviated backstep can save you. The abbreviated backstep is also useful in close-range poking wars, when you want to gain a little breathing room without completely disengaging from your opponent. The very beginning of a backstep is invulnerable, so this is exactly the type of situation where backsteps shine.
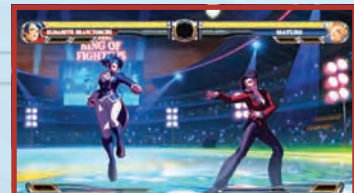
JUMPS & HOPS

No matter how many fighting games you've played, you'll find that SNK PLAYMORE does things a little bit differently when it comes to the air. Rather than having one or two types of jumps, there are four—**jumps**, **super jumps**, **hops**, and **hyper hops**.

Arc and distance of the different jumps.

ATTACKS DURING JUMPS & HOPS

*Aerial attacks are the same, in terms of animation, speed, and priority, whether **jumping** or **hopping**. They are also the same whether jumping or hopping backward, forward, or vertically. Hopping attacks do less damage than jumping attacks, however. This doesn't lessen the effectiveness of hopping attacks one bit, but it's a difference nonetheless. If an opponent's attack—whether air-to-air or anti-air—strikes your character while you're initiating an aerial attack, you'll be **counter-hit** out of the air. This places you in a dangerous juggle-ready state until you hit the ground, while also preventing you from using **fallbreak**.*

Every character has methods to squeeze good damage out of an anti-air counter-hit. At middle and long range, baiting and counter-hitting careless jumps represents a big portion of successful ranged strategy. While you should avoid jumping carelessly in general, it's especially important to avoid attacking carelessly while jumping. If you simply get anti-aired, no one (except Clark) can do anything to you until you hit the ground. If you get counter-hit out of the air, however, you're probably taking 20% damage minimum, or as much as 50% damage near corners!

DAMAGE REDUCTION FOR HOPPING & HYPER HOPPING ATTACKS VS. JUMPING & SUPER JUMPING

Hopping light attack	Hopping heavy attack	Hopping blow back attack
-5 damage	-2 damage	-10 damage

Jump-in attacks are a great way to start an offense.

IORI YAGAMI

Iori is arguably the strongest short range character in the game. Every aspect of his offense is easy to use, damaging, and difficult to block. He also has the most useful super special move—it travels through projectiles, works as an anti-air, and combos off of light attacks or his command throw. If that wasn't enough, he also has some of the strongest Critical Counter combos!

A practitioner of the Yagami style of ancient martial arts. This time around, Iori has lost the ability to use his violet flames, and his style has changed to focus more on his base skills and instincts.

BIO

Age	20
Birthday	March 25
Birthplace	Japan
Height	182 cm
Weight	76 kg
Blood Type	O
Hobbies	Playing in bands
Favorite Foods	Meat
Forte in Sports	Everything
Personal Treasures	None
Dislikes	Violence
Fighting Style	Yagami style of ancient martial arts + pure instinct

Iori is the 20 year old successor to the Yagami style of ancient martial arts; a form that enables its practitioners to manipulate a violet flame. He is Kyo Kusanagi's longtime enemy.

Iori is the current leader of the former Yasakani clan, which together with the Kusanagi and Yata (Kagura) clans, acted as the "Three Sacred Treasures" and succeeded in sealing away "Orochi." 660 years ago, his family made a blood oath with the Orochi tribe and betrayed the Three Sacred Treasures. It was then that the Yasakani family name was changed to "Yagami."

His clan's fighting style, as well as its ability to control fire, closely resembles that of the Kusanagi style, as they both stem from the same origin.

However, since the contract with Orochi was made, the color of the Yagami clan's flames has changed from bright red to a mysterious violet.

Though the bad blood with the Kusanagi family originated long ago, Iori and Kyo's bitter battle has transcended the matters of the past. Iori in particular has become blindly obsessed with his hatred toward Kyo, even showing fleeting signs of madness.

His trademark style is complimented by his signature dyed red hair and carefully coordinated red and black shirt ensemble.

Iori says little, but when he does speak it is with a blunt, assertive manner. An overbearing air continually hangs about him, and he shows no mercy to those that oppose him. However, don't confuse Iori with a mere street punk as he does not pick his fights indiscriminately.
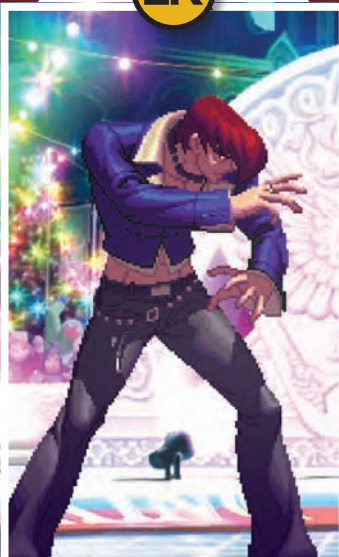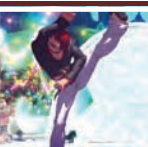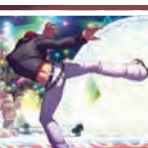
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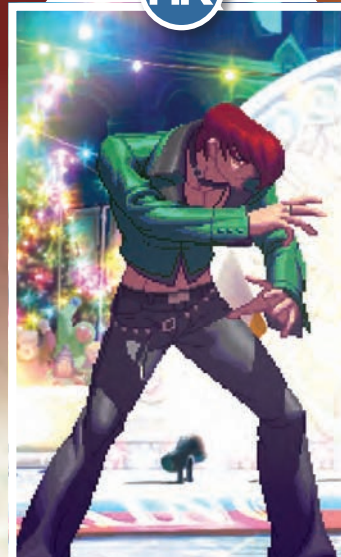
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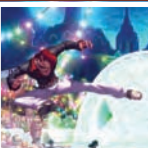
NORMAL MOVES: STANDING

Command	Hits	Damage	Cancelable
LP	1	25	✓
Counter-hit properties			
—			
Notes			
Chains to other light punches, and command moves			

Command	Hits	Damage	Cancelable
HP	1	70	✓
Counter-hit properties			
Long stun on counter-hit			
Notes			
Chains to command moves			

Command	Hits	Damage	Cancelable
LK	1	30	✓
Counter-hit properties			
—			
Notes			
Chains to command moves			

Command	Hits	Damage	Cancelable
HK	1	70	✓
Counter-hit properties			
Long stun on counter-hit			
Notes			
Chains to command moves			

Command	Hits	Damage	Cancelable
⇨ + HK	1	80	—
Counter-hit properties			
Long stun on counter-hit			
Notes			
—			

Command	Hits	Damage	Cancelable
HP + HK	1	75	✓
Counter-hit properties			
Prevents fallbreak			
Notes			
Sets up juggle state and knocks down, can be charged; guard breaks on block, or crumples opponent on hit, when fully charged			

Command	Hits	Damage	Cancelable
⇦ + HP + HK	1	50	—
Counter-hit properties			
Prevents fallbreak			
Notes			
Knocks down, can deflect incoming attacks			

NORMAL MOVES: CROUCHING

Command	Hits	Damage	Cancelable
LP	1	25	✓
Counter-hit properties			
—			
Notes			
Chains to other light punches, and command moves			

Command	Hits	Damage	Cancelable
HP	1	70	✓
Counter-hit properties			
Long stun on counter-hit			
Notes			
Chains to command moves			

Command	Hits	Damage	Cancelable
LK	1	30	—
Counter-hit properties			
—			
Notes			
Chains to itself, or light punches			

Command	Hits	Damage	Cancelable
HK	1	80	—
Counter-hit properties			
Prevents fallbreak			
Notes			
Sweep			

NORMAL MOVES: JUMPING & HOPPING

Command	Hits	Damage	Cancelable
LP	1	45	—
Counter-hit properties			
—			
Notes			
Overhead			

Command	Hits	Damage	Cancelable
HP	1	72	—
Counter-hit properties			
—			
Notes			
Overhead			

Command	Hits	Damage	Cancelable
LK	1	45	—
Counter-hit properties			
—			
Notes			
Overhead			

Command	Hits	Damage	Cancelable
HK	1	70	—
Counter-hit properties			
—			
Notes			
Overhead			

Command	Hits	Damage	Cancelable
HP + HK	1	90	—
Counter-hit properties			
Sets up juggle state, prevents fallbreak			
Notes			
Knocks down			

* Hop attacks do less damage than jump attacks

THROWS

Name	Command	Hits	Damage
Sakahagi	⇦ or ⇨ + LP + HP	1	125
Notes			
—			

COMMAND MOVES

Name	Command	Hits	Damage	Cancelable
Geshiki Yumebiki	⇨ + LP · LP	2	67	1st hit only: ✓
Counter-hit properties				
Either hit by itself produces long stun on counter-hit				
Notes				
—				

SPECIAL MOVES

	Name	Command	🔴LP/🔵LK hits	🔴LP/🔵LK damage
	Hyakuyonshiki-Nueuchi	⇨⇩⇘ + 🔴LP or 🟢HP	1	60
	🔴LP/🔵LK **Counter-hit properties**	🟢HP/🟠HK hits	🟢HP/🟠HK damage	🟢HP/🟠HK **Counter-hit properties**
	Prevents fallbreak	1	55	Prevents fallbreak
	Notes			
	Knocks down			
	Yonhyakuichishiki-Shougetsu	⇩⇘⇨ + 🔴LP or 🟢HP	2	77
	🔴LP/🔵LK **Counter-hit properties**	🟢HP/🟠HK hits	🟢HP/🟠HK damage	🟢HP/🟠HK **Counter-hit properties**
	Prevents fallbreak if only one hit connects	2	77	Prevents fallbreak if only one hit connects
	Notes			
	Knocks down			
	Hyakujyuukyuushiki-Akegarasu	⇩⇘⇨ + 🔵LK or 🟠HK	1	65
	🔴LP/🔵LK **Counter-hit properties**	🟢HP/🟠HK hits	🟢HP/🟠HK damage	🟢HP/🟠HK **Counter-hit properties**
	Long stun on counter-hit	1	65	Long stun on counter-hit
	Notes			
	—			
	Nihyakusanshiki-Tsuchitsubaki	⇦⇙⇩⇘⇨ + 🟢HP near opponent	N/A	N/A
	🔴LP/🔵LK **Counter-hit properties**	🟢HP/🟠HK hits	🟢HP/🟠HK damage	🟢HP/🟠HK **Counter-hit properties**
	N/A	1	50	N/A
	Notes			
	Sets up juggle state			

SUPER SPECIAL MOVES

	Name	Command	Hits	Damage
	Kinsennihyakujyuuichishiki Yaotome	⇩⇘⇨⇨⇩⇘⇦ + 🔴LP or 🟢HP	8	235
	Counter-hit properties			
	—			
	Notes			
	—			

Long Range
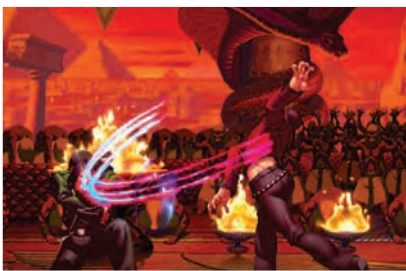
From a distance, Iori's options are limited, but his speedy hyper hop and high-priority aerial attacks are all he needs to force his way into close attack range. (HK) is his most useful long-range aerial attack—it has a large hit box near the end of his foot that tends to beat anti-air normal moves. Otherwise, jumping or hopping (LP) is generally better when jumping or hopping forward from closer distances. Aerial (LP) has more active hit frames than aerial (HK), making it a better choice for crushing poorly-used defensive maneuvers up close.

Iori has solid options to use against aggressive players who super jump in. Iori's →↓↘ + (LP) is a great anti-air attack, but it does little damage. Standing (HK), on the other hand, is also effective as anti-air, while leading to **Combo III** on counter-hit. Crouching (HP) also works for this purpose.

On the ground, ↓↙← + (LK) or (HK) is an excellent poking tool, and an easy means of establishing middle range. It is safe on block or hit, leaving Iori at a negligible disadvantage. When it's blocked from max range, your opponent is rarely in range to attack. If they try anyway, and whiff a move, punish it with crouching (HK). From this position, Iori can also roll past poorly used moves, counter them preemptively with ← + (HP) + (HK), or hop over them. Once your challenger is fearful of retaliating after they block ↓↙← + (LK) or (HK), Iori has a few options to keep the initiative. Either perform another ↓↙← + (LK) to safely attack again, or dash in and throw, or hop into point-blank range. As a rule, favor hopping in over other options when ↓↙← + (LK) is blocked. Iori is built to be in his enemy's face, and this is one of the safest, fastest ways to get there.

If your opponent tries to "zone" you (control your position) from a distance, use standing (HK) to easily deadlock projectiles. Clashing with a projectile before canceling the deadlock recovery into ↓↙← + (HK) is an easy way to turn the tables and get close.

Finally, when your super meter is full, always keep Iori's ↓↘→↘↓↙← + (LP) or (HP) super special move in mind. This attack travels almost the entire length of the screen, is completely invulnerable to projectiles, and works well against jump attacks. Iori's super special move is both effective on reaction to certain things at long ranges, and also great in up-close combinations and Critical Counter combos—this makes it one of the best attacks in the game.

Middle Range
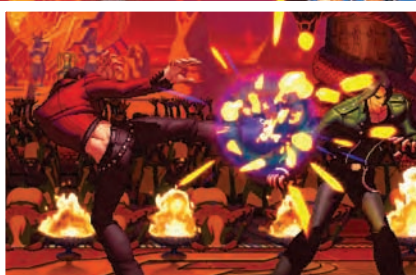
As always, an Iori player should try to establish short range. This can be done by hopping in at an opportune time, or by emergency evading forward, through an attack. Iori's hop is very speedy, so it's easy to try "blind" hops via a basic two-way guessing game with him: from the position where hyper hopping (HK) hits your opponent, perform a *normal* forward hop, without attacking. If your opponent reacts to the hop with an anti-air, their attack will whiff, enabling you to dash in and punish with **Combo I**. Once this tactic makes them afraid to attempt an anti-air, start using hyper hop (HK) to strike quickly from middle range while closing the distance.

Hopping tricks should be backed by a strong ground game, which ensures that your opponent stays in a position that's easy to attack. → + (HK) is a good general poke; its giant hit box even stops hops, in addition to ground moves. The recovery is significant, however, so don't over-use this move, and try not to whiff with it. This attack causes an extra-long hit-stun on counter-hit, but counter-hitting with the tip of → + (HK) only gives you time to dash in and sweep, or link Iori's super special move. For a safer poke when your opponent is aggressive from middle range, try vertical hopping (LK). This aerial attack works both as an effective poke and anti-air, because it will stop any forward jumping or dashing movement. Iori's crouching (HK) also serves well for nailing an opponent's rush towards you, while also acting as a great whiff punisher.

Short Range

As you might have gathered from the rest of the text in this section, Iori is a monster up close. His main mix-up at short range is between hopping (HP), his command throw (←↙↓↘→ + HP), and **Combo I**.

First things first, pressure your opponent into guarding low with **Combo I**. Once this goads the opposition into playing passively and guarding low, strike with hopping (HP). The steep downward angle of this move makes it ideal for catching "crouchers" up close. If hopping (HP) is guarded, go low by attacking again with **Combo I,** or go high again with another immediate hopping (HP). Iori's hop is so fast that rushing with back-to-back hop attacks is a viable option. You can vary between early hopping (HP) or an empty hop into **Combo I** to bully and confuse the opposing player. If they look to counter hops with standing light attacks, attack with **Combo I** again. If they're willing to use ← + HP + HK to counter either option, or if they're good at guarding your high-low mix-ups, snare them with Iori's command throw and link into **Combo II**. It should be very difficult for opposing players to guess correctly when they are trying to guard against Iori's options up close.

Another method of landing Iori's command throw is to pressure your opponent with high damage counter-hit setups, which should scare them into guarding. For a basic setup, perform a single crouching (LP), then either attempt his command grab into **Combo II**, or use standing (HP) ← (HP) + (HK) (start charging). If standing (HP) counter-hits, a fully-charged (HP) + (HK) will combo afterward. This staggers your target, allowing you to continue the combo with an immediate hopping (LP), standing (HP) ← ←↙↓↘→ + (HP). From here, proceed to **Combo II**.

Finally, it's worth noting that ↓↙← + (HP) is invulnerable to low attacks for almost the entire duration of the move. Its starting frames also look very similar to his command throw, making it useful as a counter measure against players that react to Iori's grab animation with crouching light attacks. It's completely safe when blocked, and also leads to a →↓↘ + (LP) juggle if it hits. Not only is this effective to stop attempts to thwart your throws, but it also works well as a reversal when you expect low-striking combos from the opposing player.

Combo Usage

I Crouching (LK), crouching (LP) ← → + (LP) ← ↓↙← + (LP) **OR** ↓↘→↘↓↙← + (HP)

Iori's standard combo opening is a very strong attack option. The listed variations work even if Iori isn't right next to his opponent; if he is, end with ↓↙← + (HP), →↓↘ + (LP) instead for great damage without using a super. If you're unsure how close you are, stick with the listed versions. The opening sequence to these combos, crouching (LK), crouching (LP), leaves Iori at slight frame advantage when blocked, which allows for a secondary mix-up. On a guarding foe, either go low by dashing in with **Combo I** again, go high with hopping (HP), attempt a ←↙↓↘→ + (HP) throw, or immediately do crouching (LP) ← → + (LP) ← ↓↙← + (LK).

II ←↙↓↘→ + (HP), dash up (HP) + (HK) ← ↓↙← + (LK) (whiffs), ↓↘→↘↓↙← + (HP) **OR** ↓↙← + (LP), →↓↘ + (LP)

Iori's most useful juggle combos after landing his command throw. Juggling with a super does the most damage, but of course this requires a full super meter. Apart from simply landing his command throw with traditional throw tricks, a successfully-connected standing (HP) ← ←↙↓↘→ + (HP) will combo. This lets you use these combos for heavy damage from any position on the stage.

III Counter-hit anti-air crouching (HP) or standing (HK) ← (HP) + (HK) (hold for a moment) ← ↓↙← + (LK) (miss), ↓↙← + (LP) **OR** ↓↘→↘↓↙← + (HP).

Whether you use crouching (HP) or standing (HK) as anti-air, either of these attacks must to counter-hit for this combo to work. If the opening attack connects as a normal hit, cancel the (HP) + (HK) charging animation into ↓↙← + (LK) to greet your opponent with a safe attack just as they flip out and land on the ground.

IV When foe is cornered, standing (HP) ← (HP) + (HK) ← ↓↙← + (HP), ↓↙← + (LP), →↓↘ + (LP)

A powerful corner combo. Often scored after Iori's jumping (HP), or after landing a guard break attack on a cornered foe. If (HP) + (HK) is blocked, cancel it into ↓↙← + (LK) to safely end the sequence.

CRITICAL COUNTER OPTIONS

I — Counter-hit (HP), ↓↘→← + (LK), ↓↘→← + (LK), ↓↘→← + (LK), standing (HP) (CC state ends) ▶ hopping (HP), standing (HP) ▶ ←↙↓↘→ + (HP), dash up (HP) + (HK) ▶ ↓↘→ + (LK) (whiffs), ↓↙→↘↓↙← + (HP) **OR** ↓↘→← + (LP), →↓↘ + (LP)

II — When opponent is 1/4 of the screen away from the corner, Counter-hit (HP), ↓↘→← + (LK), ↓↘→← + (LK), standing (HP) ▶ emergency evade behind foe, standing (HP) (CC state ends) ▶ hopping (HP), standing (HP) ▶ ←↙↓↘→ + (HP), dash up late (HP) + (HK), late →↓↘ + (HP), (HP) + (HK) ▶ →↓↘ + (HP), ↓↙→↘↓↙← + (HP) **OR** ↓↘→← + (LP), →↓↘ + (LP)

Iori's Critical Counter setup, standing (HP), has decent range, and can be used from as far away as a blocked crouching (LK), crouching (LP), which is Iori's main attack opening. Standing (HP) can also be canceled into ↓↘→ + (LK) for a safe combo if standing (HP) connects as a normal hit, or is blocked. **CC combo II** is situational. It requires that Iori's back faces the corner after the emergency evade segment. This lets the heavy juggles at the end work, as Iori tosses his foe into the corner. It's possible to verify if you have the position you need during the first two hits of the combo, making it viable option. Done successfully, this combo is easily Iori's most damaging.

ADVANCED TACTICS

Staying on the Offensive

Combo I's first variation causes a knockdown state that allows your opponent to fallbreak. However, Iori recovers fast enough from the final move to attack a recovering foe. One option to pressure a fallbreaking challenger is to dash forward a short distance before hyper hopping forward. Come down from the hyper hop with either a late aerial (LP), or land without attacking and go for **Combo I**. Alternatively, super jump forward just as Iori recovers from ↓↘→ + (LP). Then, you can either perform a late aerial blow back attack with (HP) + (HK), which hits the opposing character's backside, or perform it early, which hits from the front.

Your opponent may stop using fallbreak against this pressure, so it is possible for them to get a breather and stop handing the momentum back to you. If they stop using fallbreak, walk forward a few steps after recovering from ↓↘→ + (LP) and perform a forward emergency evasion. If done correctly, the evasion looks like it will pass to their character's backside as they rise, but instead ends up in front of their character. And, if you walk even further forward before evading, Iori actually ends up behind the opposing character. In either case, attack with the combo of your choice.

Any of Iori's combos that end with ↓↘→ + (LP) or (HP), and then →↓↘ + (LP) (both **Combo I** and **Combo II**, for example), can instead be finished such that Iori stays right in their face. For example, perform the point-blank version of **Combo I**, but instead of juggling after ↓↘→(HP) with →↓↘(LP), go for (LK) ▶ ↓↘→(LK). Of course standing (LK) does less damage than →↓↘ + (LP), and ↓↘→ + (LK) whiffs completely, but the purpose of this variation is to cause your opponent's character to land on their feet while Iori rushes right back into point-blank range. This technique can be applied to **Combo II** in the same way: replace the final →↓↘ + (LP) attack with standing (LK) ▶ ↓↘→ + (LK). Near corners, replace standing (LK) with standing (HP) to improve the damage dealt. As a mix-up to this mix-up, you can even cancel standing (HP) into fully-charged (HP) + (HK) to go for a guard break instead.

Big Damage off of the Tsuchitsubaki
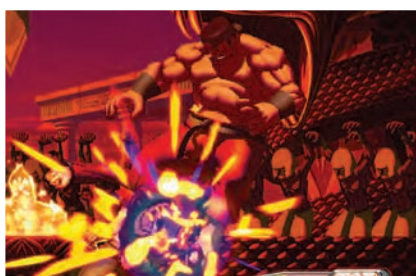
Iori can score massive damage off of his Tsuchitsubaki throw (←↙↓↘→ + (HP)) if his back is facing a corner. The combo sequence is: standing (HP) ▶ ←↙↓↘→ + (HP), dash in late (HP) + (HK) ▶ late →↓↘ + (HP), immediate (HP) + (HK) ▶ →↓↘ + (HP), ↓↘→← + (LP), →↓↘ + (LP). Iori does not have to be fully cornered to perform this sequence, since you can run forward after the Tsuchitsubaki and start the combo from at least four character lengths away or closer to the corner.

Cross-up Shougetsu

Iori's ↓↘→ + HP has the peculiar ability to hit an opponent's back if performed directly next to their character as they stand up from a knockdown. The Shougetsu must be performed very early for this trick to work, connecting for only the second of its two hits. If it works, you can juggle after it with a single standing HP. Use this tactic after scoring a counter-hit crouching HK, or if your opponent doesn't quick recover from **Combo I**.

COMBO APPENDIX

1

Requirements (Position, meter, etc.)
None
Notes
Super variation requires full super meter
Command Sequence
Crouching LK, crouching LP ‑C‑ → + LP ‑C‑ ↓↘→ + LP **OR** ↓↙←↓↘→ + HP

Hits	Damage
5~11	140~275

2

Requirements (Position, meter, etc.)
Flush against foe
Notes
—
Command Sequence
Crouching LK, crouching LP ‑C‑ → + LP ‑C‑ ↓↘→ + HP, →↓↘ + LP

Hits	Damage
6	181

3

Requirements (Position, meter, etc.)
None
Notes
—
Command Sequence
Standing HP ‑C‑ ←↙↓↘→ + HP, dash up HP + HK ‑C‑ ↓↘→ + LK (whiffs), ↓↘→ + LP, →↓↘ + LP

Hits	Damage
6	277

4

Requirements (Position, meter, etc.)
Full super meter
Notes
—
Command Sequence
Standing HP ‑C‑ ←↙↓↘→ + HP, dash up HP + HK ‑C‑ ↓↘→ + LK (whiffs), ↓↙←→↓↘ + HP

Hits	Damage
11	377

5

Requirements (Position, meter, etc.)
None
Notes
Version using super requires full super meter by the end
Command Sequence
Counter-hit HP ‑C‑ HP + HK (fully charged), hopping LP, standing HP ‑C‑ ←↙↓↘→ + HP, dash in late HP + HK ‑C‑ ↓↘→ + LK (whiffs), ↓↙↓↘→ + LP or HP **OR** ↓↘→ + LP, →↓↘ + LP

Hits	Damage
9~14	419~505

6

Requirements (Position, meter, etc.)
Cornered foe
Notes
As usual, charging the blow back attack ever-so-slightly increases damage; cancel blow back to ↓↘← + HP late
Command Sequence
Standing HP ‑C‑ HP + HK ‑C‑ ↓↘→ + HP, ↓↘→ + LP, →↓↘ + LP

Hits	Damage
7	297

7

Requirements (Position, meter, etc.)
Iori's back near corner
Notes
—
Command Sequence
←↓↙↘→ + HP, dash in late HP + HK ‑C‑ →↓↘ + HP, ↓↘→ + LP, →↓↘ + LP

Hits	Damage
6	257

8

Requirements (Position, meter, etc.)
Flashing Critical Counter gauge
Notes
Version with super at the end requires full super meter by then
Command Sequence
Counter-hit HP, ↓↘→ + LK, ↓↘→ + LK, ↓↘→ + LK, standing HP (CC state ends) ‑C‑ hopping HP, standing HP ‑C‑ ←↙↓↘→ + HP, dash up HP + HK ‑C‑ ↓↘→ + LK (whiffs), ↓↙←↓↘→ + HP **OR** ↓↘→ + LP, →↓↘ + LP

Hits	Damage
12~17	530~604

9

Requirements (Position, meter, etc.)
Opponent a quarter-screen from the corner, flashing Critical Combo gauge
Notes
Variation using super requires full super meter
Command Sequence
Counter-hit HP, ↓↘→ + LK, ↓↘→ + LK, standing HP ‑C‑ emergency evade behind foe, standing HP (CC state ends) ‑C‑ hopping HP, standing HP ‑C‑ ←↙↓↘→ + HP, dash up late HP + HK, late →↓↘ + HP, HP + HK ‑C‑ →↓↘ + HP, ↓↙←↓↘→ + HP **OR** ↓↘→ + LP, →↓↘ + LP

Hits	Damage
15~20	582~645

THE KING OF FIGHTERS XII

OFFICIAL STRATEGY GUIDE

Written by Adam Deats and Joe Epstein

Please note: **THE KING OF FIGHTERS XII** was under development at the time this strategy guide was written. The game contents are subject to change without any notice.

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