Chun-Li JJ 春麗姐姐  
For M.U.G.E.N 1.1

by BeterHans

* Customized version of Capcom's Chun-Li
* For Mugen 1.1 beta
* Version: 2022 Sep 18
* Lastest Version Download <https://www.youtube.com/channel/UC4N3iOEfslR4iRRXPjP11jg>

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# Notes for Mugen settings

This is a Pure 1.1 only character. you can't use her in 1.0 or win mugen.

In order to make zoom effect displayed correctly

please change the **mugen.cfg** in data folder

find

**stagefit** and **systemfit**

change the value to 1 or else the zoom effect will cut the lower part of the character.

# Features

1. CvS SF33 and SF4 like movement
2. Damage Reduction, Alpha Counter Dodge,Power Charge
3. SF3 Parry (Include Red Parry)
4. SF4 Focus attack and Ultra with Zoom effect.
5. New AI Framework like my other characters
6. New Dizzy system
7. Chain combos, Cancels, Original combo EX Dashs and Super Cancels
8. POTS's coding style.
9. Sounds from various games, including SFZ3, CvS2 SF33 and SF4
10. 12+ Palettes
11. A.I. And Simul mode A.I with my Akuma Good Ghost
12. Special win pose and intro in Simul Mode with my akuma.
13. Easy super arts. And release control like SF33
14. Story Board
15. A.I. Is adjustable

# Project Progress

100%

# Pallets

This Chun-Li comes with 12 basic pallets you can select it by using a b c x y z and Start + a b c or x y z  
You can also select additional 12 pallets without stocking by pressing down button when in loading screen.  
AI Player will choose stocking or no stocking randomly.

Total 24 pallets.

# 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

Leap attack Press MP+MK

Original combo Press HP+HK

Power Charge Double tap Start Button. them hold

Alpha counter Press 412 + 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

Focus attack Press and hold light push and middle kick. (after she started to charge you can release one of them and double tap forward or backward for dash. Because I know some keyboard is not that good for supporting 3 buttons in the same time.)

## Normal moves

face slapping 4+MP

palm strike 4+HP (Can destroy fireballs)

Tripe 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

Target Combo 1 Light Push => Mid Push

Target Combo 2 Light back kick => Mid Back kick => Mid Round house kick (Forward mid kick)

Target Combo 3 Back Medium kick => kick => Down, Up, kick

## Special moves

Command throw 41236+K

Hyakuretsu Kyaku 百裂脚 KKK (them hold) (Use 2K for EX)

Kiko ken 気功拳 2(Charge)9+P or 236+P (use 2P for Ex)

Tensho kyaku 天昇脚 2(Charge)9+K or 626+K

Hazan shu 覇山蹴 63214 + K (Use 2K for EX)

SenEn Shu 旋円蹴 424+K (use 2K for Ex)

Spinning bird kick 2(Charge)8+K or 214+K (use 2K for Ex)

## Super moves

### Level 1

Kiko Sho (気功掌) 236236+P

## Level 2

Hazan Tenshou Kyaku (覇山 天翔脚) 1(Charge)319+K or 214214+K (use HK for lv2 move)

Houyoku Sen (鳳翼扇) 4(Charge)646+K or 236236+K (use HK for lv2 move)

Tensei Ranka (天星乱華) 236236+K (in air HK for lv2 move)

### Ultra

Hosenka (鳳扇華) 4(Charge)646+2K or 236236+2K (take damage to do this)

# Version History

2022-09-18 Add Passive Moondrive portrait for my MBTL Characeter (Saber)

Adapte new projectile trans effect from Latest POTS's work.

R2.2 Fix some Hitbox duplicate error may cause MUGEN1.1 to crash  
 Fix a lot of code error which detected by FF3.5

R2.1 Bug fix for A.I. Player can move or attack before match fully start

R2.0 Color separation with new pallets which give her a new look.  
 New SF4 Back medium kick and it’s combo  
 New SF3 angled heavy jump kick  
 Rewrote AI with AI framework like my other characters.  
 Easy charging for human player  
 Back hard push can push fireballs  
 Zoomed Ultra  
 New Ultra bar  
 New move Hazanshu from SF4

R1.9 Fix a bug on hadoken may not fire out at the edge of the zoomed stages

add super move's kanji name

R1.8 Special Intro vs my Awakened Morrigan.

R1.7 Bug Fix

R1.6 Bug Fix (Unlimited Parry fix)  
 Add Win Quote for Morrigan

R1.52 Removed some combo.

Bug fix

R1.51 Damage Scaling system now match SF4 standard.

Fix Debug error at intro stage.

CLNS Fix

R1.5 Add focus attack system from the SF4 chun-li

All moves do accurate damage according to the SF4.

Ultra move's timing is more accurate!

A.I. updated

R1.2 Walking AI added. This make her like GM's characters and not too aggressive.  
 Bug fix on Guarding system.  
 Dizzy System changed  
 Story board added  
 A.I. Scaleable with Mugen Setting  
 Palette changes  
 Support Release moves like SF33.  
 Sample Fireball detection for A.I.

R1.1 Start to Support new MUGEN 1.0, Old Mugen is not supported from this release.

R1.0 Original Combo added

Stand hard kick bug fix

AI Improved

New Stand middle push added

R0.8 Special Intro vs multi-opponent in single mode

Special Intro endding 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

# Special Thanks / Credit

Mr. I from MugenGuild For ripping sf4 sprites

Layer from MugenGuild For sf4 sound fx ripping

FeLo\_Llop from MugenGuild For his Extra CVS chun-li sprites which official CVS2 game don't have

Rai Tei, and MotorRoach from MGF For the sprites of SF4 Back Medium kick and SF3 angled heavy kick.

Jmorphman For the sprites color separation

Me Haha For extended color separation.

GM For his Walking AI Method. (I Stole it :) )

Omar Dogan For his Great Chun-Li protrait.

neL\_HiNO For his Great Chun-Li protrait.

Pooper For his Great Chun-Li protrait.

Ionela19 For his Great Photoshots

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 when and where to jump :D

Winane from mugenguild His AI activation code works great.(for old WINMugen version)

Shiki Dan From Gamefaqs For his Damage table for SF33.

P.O.T.S No PoTs no Chun-li JJ