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Button Notation Key

NOTE

This guide always assumes the player is facing to the right.

Basic Movement

Official Term	Abbreviation/Slang	Command
Forward	F	
Back (Guard High)	B	
Guard Low	DB	
Crouch	D or DF	or

Official Term	Abbreviation/Slang	Command
Vertical Jump	U/Up	
Diagonal Jump Forward	UF	
Diagonal Jump Backward	UB	

Advanced Movement

Official Term	Abbreviation/Slang	Command
Forward Dash	F,F	
Back Dash	B,B	
Quarter-Circle Forward	QCF	
Quarter-Circle Up-Forward	QCUF	
Quarter-Circle Back	QCB	
Forward, Quarter-Circle Forward	DP/Dragon Punch	
Back, Quarter-Circle Back	RDP/Reverse Dragon Punch	
Half-Circle Forward	HCF	
Half-Circle Back	HCB	
Charge Back	CB	
Charge Forward	CF	
Charge Down	CD	
Charge Diagonal Down-Forward	CDF	
Charge Diagonal Down-Back	CDB	
360-Degree Circle	360	
720-Degree Circle	720	

Attacks

Official Term	Abbreviation/Slang	Command
Jab	LP/Light Punch	Light
Strong	MP/Medium Punch	Medium
Fierce	HP/Heavy Punch	Heavy
Short	LK/Light Kick	Light
Forward	MK/Medium Kick	Medium
Roundhouse	HK/Heavy Kick	Heavy
Any Punch Button	P/Punch	
Any Kick Button	K/Kick	
Hold Any Punch Button	Hold P	Hold
Hold Any Kick Button	Hold K	Hold
Any Two Punches	—	
Any Two Kicks	—	
All Three Punches	—	
All Three Kicks	—	
Hold All Three Punch Buttons	Hold PPP	Hold
Hold All Three Kick Buttons	Hold KKK	Hold
Focus Attack	Saving Attack	Medium + Medium

Cammy

Vital Stats

Date of Birth
January 6

Nationality
British

Height
5'5"

Weight
101 lb.

Measurements
34/22/35

Blood Type
B

Martial Arts Style: Shadaloo Assassination Techniques; Special Forces Training

Likes: Cats

Dislikes: Everything (when she's in a bad mood)

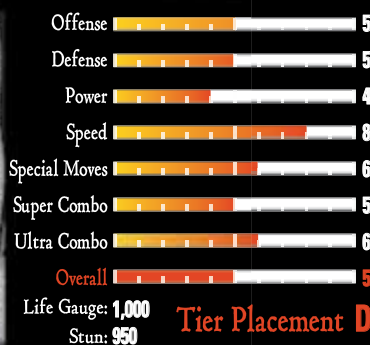
Hobbies/Skills: Knife throwing



Bio

This swift and deadly fighter is a member of a British paramilitary group known as Delta Red. She had been brainwashed by Shadaloo and put to use by that evil organization as nothing more than a living weapon, but she does not let this past hold her back and now fights alongside her comrades on a new and dangerous mission.

Character Evaluation



Move List

Hooligan Suplex

→ or N + Light + Light

Throw; must be close to opponent

Frankensteiner

← + Light + Light

Throw; must be close to opponent

Flying Neck Breaker

Light + Light

Air Throw

Cannon Spike

↘ +

EX version

Spiral Arrow

↻ +

EX version

Quick Spin Knuckle

↻ +

Armor Break; EX version

Hooligan Combination

↻ +

EX version

Razor's Edge Slicer

↻ +

—

Fatal Leg Twister

Light + Light

After Hooligan Combination; throw

Crossed Scissors

Light + Light

After Hooligan Combination; throw

Cannon Strike

↻ +

In the air

Spin Drive Smasher

↻, ↻ +

Super Combo

Gyro Drive Smasher

↻, ↻ +

Ultra Combo

Basic Attacks

Light



Medium



Heavy



Light



Medium



Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Crouching Light



Crouching Medium



Crouching Heavy



Jumping Light



Jumping Medium



Jumping Heavy



Jumping Light



Jumping Med.



Jumping Heavy



Focus Attack



Hooligan Suplex
↶ or N + Light ○ + Light ○
Frankensteiner
↶ + Light ○ + Light ○
Flying Neck Breaker
Light ○ + Light ○
Cannon Spike
↶ + ○
Spiral Arrow
↶ + ○
Quick Spin Knuckle
↶ + ○
Hooligan Combination
↶ + ○
Razor's Edge Slicer
↶ + ○
Fatal Leg Twister
Light ○ + Light ○
Crossed Scissors
Light ○ + Light ○
Cannon Strike
↶ + ○
Spin Drive Smasher
↶, ↶ + ○
Gyro Drive Smasher
↶, ↶ + ○

Special Moves

Cannon Spike



The Canon Spike is Cammy's main antiair attack and works against most aerial attacks. The LK and MK version tend to work slightly better than the HK version. The strength of the Kick button pressed determines the vertical and horizontal distance and strength of the attack. LK

moves the shortest vertical and horizontal distance and inflicts the least amount of damage. The EX version doesn't move as far forward as the HK version, it inflicts more damage than any other version, and it rarely gets beaten out or traded as an antiair attack.

Cannon Strike



Cammy's Cannon Strike is an aerial attack that can be used from any height as long as she is jumping forward. It's best used to change the trajectory of her jump to bait

an opponent into missing an antiair attack. You can also use it to create a triangle jump, by executing the attack as soon as Cammy gets into the air with a **QCB**, **UF** notation. When executed properly, it can catch an opponent off guard because of the quick execution speed and the low trajectory of the triangle jump version of the attack. The lower the attack hits, the safer it becomes, but it's relatively safe in all forms. The EX version has slightly more priority, executes slightly faster, and inflicts more damage.

Quick Spin Knuckle



Cammy's Quick Spin Knuckle is a unique two-hit attack that can be used to evade projectile attacks and to cross up opponents as they get up from the ground. The strength of the Punch button used determines the distance of Cammy's initial hop before executing the Spin Knuckle. The LP version travels the shortest distance, while the HP version travels the longest distance. All versions go through projectile attacks, giving Cammy another way to take care of projectile-heavy characters. The EX version executes faster than the other versions.

Spiral Arrow



The Spiral Arrow may surprise some players at close range, because it hits low and must be blocked low. However, skilled players will be waiting for the attack and will block it almost every time if used as a stand-alone attack. It's not safe if blocked, so use it to end combos and potentially lead into the Spin Drive Smasher Super Combo. The strength of the Kick button used determines the attack's distance, with the LK version traveling the shortest distance. The HK version goes the farthest and hits twice. Cammy's Super Combo can be used immediately after the first hit of the HK version during a combo. The EX version hits twice like the HK Spiral Arrow, inflicts more damage, and goes through projectile attacks. This is one of Cammy's best tools against projectile-heavy characters, as she can generally punish a projectile from almost a full screen length away.

Hooligan Combination



Razor's Edge Slicer



Fatal Leg Twister

The Hooligan Combination is a jumping stance that leads into a series of attacks. The basic Hooligan Combination notation leads to the Razor's Edge Slicer, which hits low. Executing a Throw command during Cammy's jump leads to the Fatal Leg Twister if the opponent is standing, or the Crossed Scissors if the opponent is in the air. The strength of the Punch button used determines the trajectory of Cammy's jump and the distance she travels. The LP version travels the shortest distance and has the highest trajectory. The HP version moves at the lowest trajectory but covers the most horizontal distance. Use the LP or MP versions to avoid most projectile attacks, given their preferred trajectory. The HP version can avoid projectile attacks as well, but its lower arc makes the timing much more strict and much less effective. All three versions are relatively safe, but when used for anything other than evading projectiles, they're easily telegraphed. The EX version has the highest arc and executes faster than the other three.



Super Combo

Spin Drive Smasher



Cammy's Super Combo is average at best and should be used only to end a combo when the match is nearly over. Her EX special moves are much more valuable than her Super Combo. However, if you have Super Combo Gauge to burn near the end of a match, the Spin Drive Smasher hits low and moves opponents closer to the corner. It's best used after an HK Spiral Arrow, canceling the second hit into the Super Combo to guarantee it connects. It can catch a falling opponent, but Cammy doesn't have a lot of attacks that can put an opponent in this situation. It's easy to connect the Super Combo on a falling opponent in the corner, especially after trading hits during an aerial attack by the opponent.

Ultra Combo

Gyro Drive Smasher



The Gyro Drive Smasher hits low just like the Spin Drive Smasher and the Spiral Arrow. It inflicts a fairly large amount of damage but can be difficult to connect with against a skilled opponent. Use Cammy's Focus Attack while an opponent is getting up from the ground, and initiate her Ultra Combo after the stun. The Gyro Drive Smasher also goes through projectile attacks, so be ready to use it if an opponent shoots a projectile while your Ultra Combo is ready. It can also catch a falling opponent, similar to the Spin Driver Smasher, but the timing is very strict, so it's best to use this tactic in the corner, after an EX Focus Canceled Cannon Spike.

Combos



Jumping HK



HP



Cannon Spike

- HP, Crouching MK, Spiral Arrow
- Jumping HK, HP, Cannon Spike
- Jumping HK, Crouching MK, HK Spiral Arrow, Spin Drive Smasher
- Jumping HK, LK, LK, LK, HK Spiral Arrow, Spin Drive Smasher

Basic Strategies

- Crouching LK and Crouching MK are good poking attacks.
- Use MK as a great poke from a short distance.
- Use Jumping LK as Cammy's cross-up attack.
- Use the Cannon Spike or Crouching HP as antiair attacks. The Cannon Spike is generally the better option.

In-Depth Strategies

Cammy is a unique character who can be very difficult to win with. She has an easier time against projectile-heavy characters, because she has a multitude of ways to avoid projectile attacks. However, when pitted against a character who does not use projectile attacks or who knows Cammy's weaknesses, she fights an uphill battle.

The Quick Spin Knuckle has been in Cammy's arsenal for some time. While not one of her best attacks, it has more use now compared to previous games. The Quick Spin Knuckle evades projectile attacks, but it's too slow to use unless you're fairly close to the opponent, and Cammy has better antiprojectile attacks at that range. The Quick Spin Knuckle's main advantage is that it has Armor Breaking properties. Whenever you anticipate your opponent is about to use a Focus Attack or Hyper Armor attack, the Quick Spin Knuckle is the answer. It also works well to cross up your opponent once you've knocked them down.

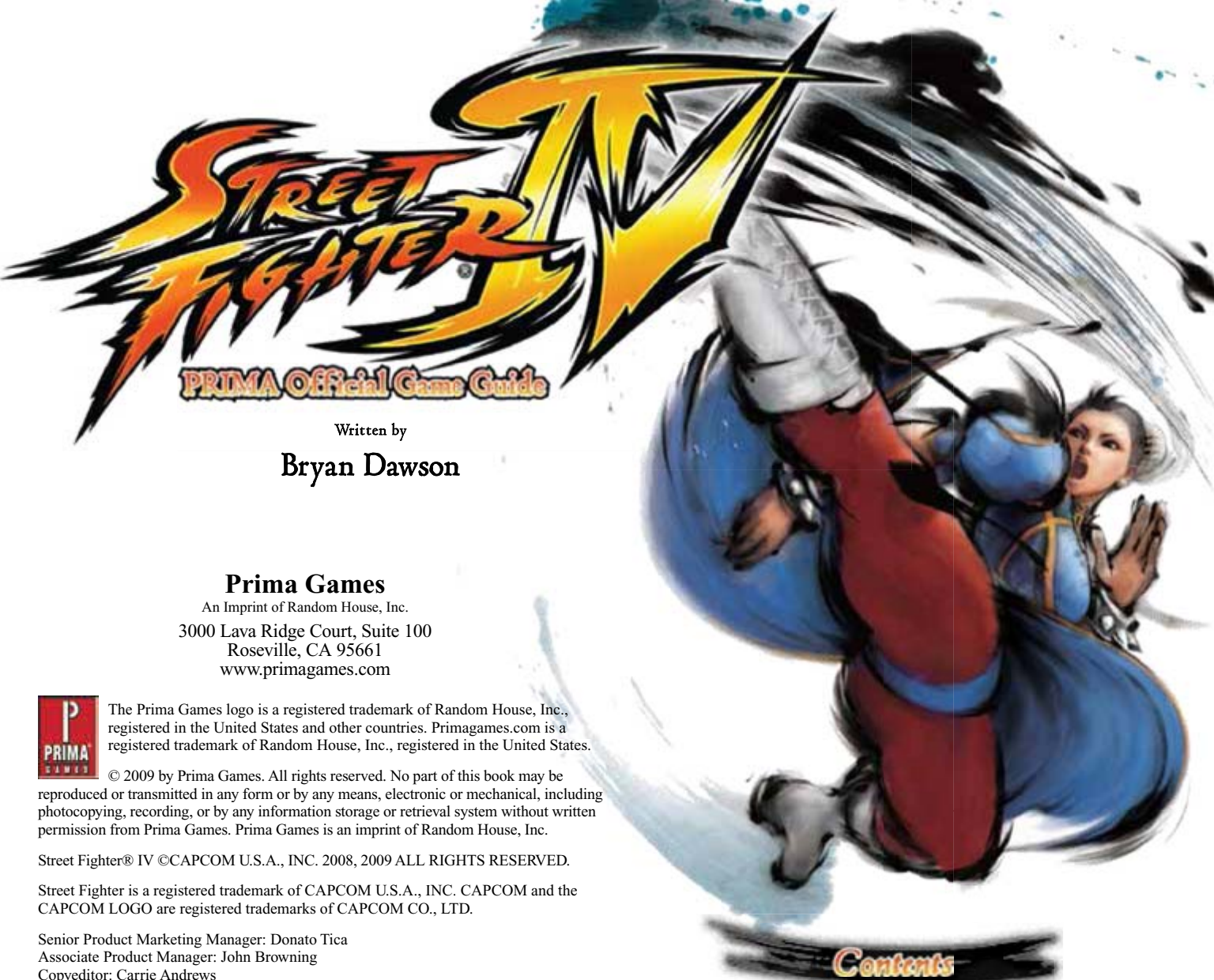
Many of Cammy's attacks knock an opponent down. This gives her an easy way to access her wake-up game after almost any combo or attack. She can cross up opponents with a Jumping HK, a Quick Spin Knuckle, or a well-timed Spiral Arrow. The EX Cannon Strike can also work well as an opponent is getting off the ground because of its increased priority over the normal attack.

Against a projectile-heavy character, use the Hooligan Combination from midscreen or closer. The LP and MP Hooligan Combination are your best tools against projectile characters, because you can evade most projectile attacks as soon as you see them if your reactions are sharp. Use either throw after evading an attack to knock your opponent down and transition into Cammy's wake-up game.

From a distance, the EX Spiral Arrow or Cammy's Ultra Combo are her best tools against a projectile character. They both execute quickly and have good range. The Spiral Arrow also works well when used from maximum range. At this distance, it is difficult for an opponent to punish the attack when blocked and can be used to inflict chip damage. If your opponent begins to jump, knock them out of the air with Cammy's Cannon Spike or Flying Neck Breaker air throw.

Hooligan Suplex
↶ or N + Light ↻ + Light ↻
Frankensteiner
↶ + Light ↻ + Light ↻
Flying Neck Breaker
Light ↻ + Light ↻
Cannon Spike
↶ + ↻
Spiral Arrow
↶ + ↻
Quick Spin Knuckle
↶ + ↻
Hooligan Combination
↶ + ↻
Razor's Edge Slicer
↶ + ↻
Fatal Leg Twister
Light ↻ + Light ↻
Crossed Scissors
Light ↻ + Light ↻
Cannon Strike
↶ + ↻
Spin Drive Smasher
↶, ↶ + ↻
Gyro Drive Smasher
↶, ↶ + ↻, ↻





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Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is a Senior Writer for the Championship Gaming Series and continues to write freelance for AOL. When he's not writing, Bryan can be found enjoying a game of Tekken, Virtua Fighter, or Final Fantasy XI.

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