

A Comparison of the Combo Systems in Capcom Vs. SNK2, Guilty Gear XX, and Dead or Alive 4

This essay will present how the combo and general mechanics of Capcom Vs. SNK2, Guilty Gear XX, and Dead or Alive 4 (DOA) make each game deep and engaging in a different way and greatly change the strategies that may be employed in each game. Even though there have been many fighting games throughout the life of video gaming, there have been many surviving series and the only reason that this continues is because each game employs unique and sometimes very subtle touches that allow players to have a different kind of gameplay experience in each game even though the stories are hardly ever any more than some kind of tournament fighting to defeat an ill-defined villain.

In Capcom Vs. SNK2 players can use characters from games made by both Capcom and SNK. Players choose up to 3 characters each and can assign a greater amount of life to their characters depending on how many they have chosen. For example if you choose only one character, that character will have as much life as 3 characters combined, if you choose 2 they will each have an equal amount of health, and so on up to 3 characters where you are allotted a small amount of extra health to add to one character. The strategy is furthered when you can choose which order to put your characters out in. You are further allowed to choose a "style" of fighting which mostly concerns which kind of "tech" moves your character can do and how your power bar is arranged. For example if you choose C-groove your character gets a 3 tiered special bar and may use a dodge attack while if you choose the K-groove your character's special bar will only increase if you use it's included tech move where you block at the very moment that an attack hits you and it

causes no damage. This game is very much like the older Street Fighter games in the way that the moves are performed. Most character's moves are either performed by a quarter circle maneuver on the joystick followed by an attack button press or holding in one direction and then moving the joystick in the opposite direction while pressing an attack button. The combo system comes into play heavily in the fight where you have a light, medium, and heavy type of either punch or kick. These moves are meticulously balanced so that, while using the heavy attacks will cause more damage, it will also push you away from your opponent so that you will rarely be able to get in more than one heavy attack at a time. This alters the flow of gameplay in a way that forces you to adapt to situations in appropriate ways in order to inflict the maximum amount of damage on your enemy, forcing you to learn to take advantage of a situation where you get in close to your enemy and are able to put in a few light hits before finishing with a special or heavy attack. Achieving higher combos is rewarded by greater increases to your special bar which when full will allow you to unleash more powerful attacks. While Capcom Vs. SNK2 encourages combos on the ground it makes aerial combos almost impossible by causing characters to be knocked to the ground when they attack each other in midair unlike in Guilty Gear where aerial combos are encouraged by character's abilities to double jump and attack multiple times in midair.

While Guilty Gear XX is very similar to Capcom Vs. SNK2 in its special move system (quarter circles and holding) it is very different in gameplay mechanics and general feel of the game because of the setup of the combo system. The combo system in Guilty Gear XX is built to encourage bigger combos by causing them to push the characters away less allowing for larger combos and more close quarters engagement. This gives Guilty Gear XX a much more fast paced and manic feel to it when compared to the more slow and deliberate pace of Capcom Vs. SNK2.

