

# Virtua Fighter 3tb FAQ/Move List

by GLC

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SEGA VIRTUA FIGHTER 3tb
GENERAL GUIDE / MOVELIST
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version 2.56 [last updated 16/10/2001]
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## CONTENTS

- ```
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- 0. Introduction
  - I. General Notation
  - II. The System
    - a) General Movement
    - b) Executing Moves
    - c) Throwing
    - d) The Round
    - e) Character Data
  - III. Character Movelists
    - a) Akira Yuki
    - b) Aoi Umenokouji
    - c) Jacky Bryant
    - d) Jeffry McWild
    - e) Kage-Maru
    - f) Lau Chan
    - g) Lion Rafale
    - h) Pai Chan
    - i) Sarah Bryant
    - j) Shun-Di
    - k) Taka-Arashi
    - l) Wolf Hawkfield

#### IV. Appendices

- a) Throw Escape Follow-ups
- b) Ticking
- c) Option Select
- d) Dodging Rising Attacks
- e) Formulae
- f) Shun's drinking
- g) Codes, Tricks & Easter Eggs
- h) Taunts

#### V. Credits & Kudos

### 0. INTRODUCTION

=====

This FAQ evolved from my Gamest Mook movelist translation. Although there are some good docs available on the internet, I decided to write my own, with the last version of Virtua Fighter 3 in mind (Team Battle, doh). So, everything here applies to TB version ARCADE, use in OB (or DC version) at your own risk.

I left Dural out as I think she's not a normal character. This FAQ will concentrate on characters you can use in vs. battles - if you're looking for Dural-related stuff, go somewhere else :P

As always, comments / suggestions are welcome. If you try to flame me, go for it... see if I care. Also, stupid e-mails ("how to unlock movies on DC?" or "this faq is so printer unfriendly! change its format!") will be met with total indifference.

### I. GENERAL NOTATION

=====

Read this section thoroughly! It's important that you understand everything; if you don't, the rest of the doc will probably fly over your head!

Movelist template looks like this:

| Move Name                  | Motions            | Damage               |
|----------------------------|--------------------|----------------------|
| Hit Level / Reversal Level | Ex-Co-Re[/Re2/Re3] | Advantage (G/hit/MC) |
| Throw Counterable? +Level  | Notes              |                      |

Move Name

-----

Self-explanatory; names mostly classical or created by players themselves.

Motions

-----

f,b,d,u joystick motions (forward, back, down, up); hold if capitalized  
db... diagonals (db,df,uf,ub); again, hold if capitalized  
P,K,G,E press punch, kick, guard or evade buttons, respectively  
+ buttons must be pressed together  
, move separator  
,, denotes a slight pause between motions  
n return joystick to neutral  
FS execute from standing position only

FC execute from crouching position only

## Damage

-----

Given in points, standardized to Wolf's giant swing throw being 100 points. Not the percentage of the lifebar. Attacks that do damage equal or greater than 30 points usually knock down.

~ : damage range; as a general rule, sweeps/crescents do more damage when executed from further away, while other moves do more when executed as close

as possible;

{}: stat changes vs. Taka-Arashi

## Hit Level

-----

H,M,L,G attack levels; low, mid, high and ground respectively

Ht,Lt high and low throw, respectively

## Reversal Level

-----

H\*P, H\*K high-level punch or kick

M\*P, M\*K mid-level punch or kick

L\*P, L\*K low-level punch or kick

elbow ]

sweep ] respective

crescent ] reversals

flipkick ]

## Ex-Co-Re

-----

Ex: execution;

Co: collision (aka coverage), when collision detection takes place;

Re: recovery;

/ : different stat figure, as explained in 'notes'

{}: stat changes vs. Taka-Arashi

Some stats (ex-co) are based on VF3 version D, as no figures have been published solely for TB. Therefore numbers for new moves are missing and some others CAN be inaccurate.

Note: as the throws are instantaneous, and the execution time listed is for their animation before actual hit collision; catch throws have two execution times listed, so-called "charge-up" and "before collision" ones :)

## Advantage

-----

In frames; the more, the better. Generally, moves that are of equal or less time in execution time are guaranteed to connect (you must take the hit level into account though). The format is:

\* move blocked / regular hit / major counter hit

## Throw Counter

-----

Note: I've assumed that all rising attacks are throw-counterable, which may not be true! Corrections are more than welcome. Also, Jeffrey's rising attacks may be incorrect, since AM2's movelist was unfinished and I had to figure them out basing on other characters' charts.

Ht,Lt            move can be countered with either high- or low-throw when  
                  blocked  
Bt,LBt          move can be countered with either high- or low-back throw  
                  when blocked

#### Notes

-----

(1)            can be used as throw combo starter  
=link (2)     throw/move combo (2nd element)  
==link (3)    throw/move combo (3rd element)  
crouch        forces opponent to crouch if hits  
ground        character recovers on the ground

needs x DP    the move requires Shun to have 'x' drinking points to execute  
+x DP        Shun gains x drinking points after connecting with this move  
-x DP        the move sobers Shun (-x drinking points)

Note: the above are only for approximate reference. Check appendix f) for details on Shun's drinking.

#### Other Notes

-----

> If a hopping/jumping move has "f+x" in its motion, it can usually be done with "df+x" and "uf+x". Same with "b+x" motion (... "db+x" & "ub+x")  
> ~s denote stat range

## II. THE SYSTEM

=====

Refer to earlier General Notation section for explanation on conventions. This section is also very important. Although I tried to make things as concise as possible, it's still much to learn. But believe me, it can't be made any shorter.

### a) General Movement

=====

to inch: F / B  
to dash: f,f / b,b or f+E / b+E  
to crouch dash (CD): df,DF / df,d,DF (you cannot crouch dash back)  
to run: f,F or F+E  
dodge into the screen: E / u+E / uf+E / ub+E  
dodge out of the screen: d+E / df+E / db+E  
regular hop: d,u / d,uf / d,ub  
regular jump: d,U / d,UF / d,UB

#### Stance:

In other words, characters' feet alignment. There are two types of stance:

closed stance:

open stance:

|          |          |          |          |
|----------|----------|----------|----------|
| Player 1 | Player 2 | Player 1 | Player 2 |
| -----    | -----    | -----    | -----    |
| left     | right    | left     | right    |
| right    | left     | right    | left     |

When a character gets knocked down, he/she retains the stance from before being knocked down.

#### Tidbits:

- \* character is considered a standing non-defender during dashes and dodges, and crouching non-defender during crouch dashes;
- \* E & d+E can be cancelled by CDs;
- \* normal dashes or running can be cancelled by anything;
- \* you cannot do several consecutive back dashes;
- \* to do a back-turned dash to opponent, press & hold G, enter b,b, release G;
- \* when a move requires the character to be standing, while crouching do f,f (or b,b) then input the move - everything as one motion. This results in so-called instant stand and you execute the move like you would normally.

#### b) Executing Moves

=====

Try to chain your moves into one flow, mixing them up with dashes, evades and, most importantly, throws! Easier said than done, especially for VF-newbies, but as you progress with your play, it will eventually become a habit. There are some documents available on the net, discussing so-called move flowcharts. I'm not a big fan of them but you can check them to see what the "chaining" is all about.

You cannot execute moves while holding guard, but you can buffer the motions. The move is then executed after releasing the G button. There are some rules and exceptions to buffering:

- \* you can only buffer one-hit moves, therefore you cannot buffer multi-hit sequences like PPK etc.;
- \* you can buffer moves with complex motions by leaving the last motion out, for instance: press G, b,f, release G, f+P+K for Akira's body check;

#### Damage:

It's usually applied in the moment of move's collision detection but:

- \* in case of some throws, damage isn't dealt until character's body hits the ground or wall (eg. Wolf's giant swing, Akira's pull-in push-out throw);

#### Hit levels:

There are 4 hit levels in the game, high, mid, low and ground (H/M/L/G). You cannot execute pounce-type moves if your opponent isn't on the ground. There are some exceptions to this - for example, opponent stumbling or executing a sacrifice move like Shun's db+K,G.

#### Character's behaviour:

- \* standing: H/M/L moves hit normally;
- \* crouching: H moves miss, M moves connect, L moves hit, subject to low throws;
- \* standing guard: blocks H/M moves, L moves hit, subject to high throws;
- \* crouching guard: H moves miss, M moves connect, blocks L moves, subject to low throws;
- \* lying on the ground: H/M/L moves miss, G moves hit;
- \* bouncing on the ground: any move may hit, it largely depends on move's properties, bouncing height plus other circumstances like angulation etc.;

If you are hit while backfacing the opponent:

- \* you can crouch under H moves normally;

- \* as a general rule if you're hit, you turn towards automatically;
- \* if he executes a sequence of moves not being a guaranteed combo, you automatically turn towards after being hit with the last guaranteed move;
- \* the above this is true for moves at H or L level... if you're hit with M move, you stumble forward;
- \* in case of sequences, like PK/PPP etc., it's possible that first hit pushes you forward, making the rest of normally guaranteed combo escapable;
- \* some moves just knock down or float;

Priority hits (borrowed from Jirawat Uttayaya's translation):

When two moves hit at the same time, which move wins?

1. Rising Attacks always has first priority
2. The attack with the greater damage wins
3. If same damage, then air attacks wins
4. If the difference between the opponents' life bar is 50 or over, then the player with the smaller life bar has priority.
5. The move with the quicker detection, then execution time hits.
6. If it's still a tie, then both players get knocked down.

Staggers:

If you hit your opponent with mid-level move and it doesn't knock them down, the character enters the stagger animation (be warned though, as not all the mid-hitting moves stagger!) You can struggle out of stagger by wiggling the stick and pressing buttons as fast as possible. Tidbits:

- you cannot be thrown during staggers;
- you cannot buffer any moves, all joystick/button inputs count towards shortening stagger time;
- all attacks hit normally, although stagger is a special case, the character is considered standing non-defender;

You can easily tell which moves stagger by looking into the movelist; usually, the chart provides range of frame advantage, eg. Akira's elbow (-2~-5) means up to -2 frames for Akira if you struggle, -5 if you don't.

Countering is either:

- \* hitting the opponent while he's executing a move, that is, in his execution phase (major counter - MC), move damage increases by 50% of damage of the move interrupted. You cannot throw as MC.
- \* hitting the opponent while he's still in his move's recovery phase (minor counter - mC), move's damage increases by 25% of damage of the move countered. You can throw as mC but the damage doesn't increase in that case.

General minor countering rules:

- if you have +8 frames of advantage, you have a free throw;
  - counter with fast moves such as punch combos, elbows etc.;
  - frame advantage statistic is your friend, check the movelist section... consult moves' execution stats to determine which are best used for counters.
- In some cases you cannot execute a throw for some reason (weird angle, opponent stumbles etc.) - learn to recognize and react accordingly.

Reversals:

Techniques that come into action when opponent is executing a move. As the result, you block the opponent's move with technique of your own, either directly damaging him or shoving his attack aside (in which case you have frame advantage). Tidbits:

- there are three levels of reversals;
- moves that hit with two limbs, may that be arms or legs, cannot be reversed;
- executing a reversals without your opponent executing an appropriate attack will result in whiffed reversals animation (just like in case of throws, although the recovery time is quicker);

### c) Throwing

=====

All characters have a regular throw done by inputting P+G and complex throws that require additional joystick motions. Normally throws are instantaneous, meaning they have no execution time (but you have to be in range for a throw). If you enter the throw motion while throwing isn't possible, you get a whiffed throw animation. Throwing is usually easier in closed stance.

You cannot throw when:

- opponent is floated (juggled);
  - opponent is executing a move;
  - opponent is hopping/jumping;
  - opponent is staggered (although after stagger animation ends, there's a small window when your throw is guaranteed);
  - opponent stumbles (including falling out of the ring and hitting the wall);
- \* High throw (Ht): requires opponent to be standing; all high throws' motions end with P+G.
  - \* Low throw (Lt): requires opponent to be crouching; all low throws' motions end with P+K+G.
  - \* Catch throw (Ct): a special throw with execution and recovery time. Cannot be escaped by normal means but can be crouched under, your opponent can miss it or you can hit him out of it with fast moves such as regular punches.
  - \* Side throw (St): requires opponent side-facing you; can be either high or low, cannot be escaped.
  - \* Back throw (Bt): requires opponent back-facing you; can be either high or low, cannot be escaped.
  - \* Wall throw (Wt): special cases when you execute a throw in wall's vicinity, check the move listings for description on how to do them. All wall throws are high throws. With exception of Aoi's, they can be escaped.
  - \* Ground throw (Gt): requires opponent to be on the ground and not moving. Aoi has a throw that does damage, while Wolf's and Jeffry's are pickups (nothing guaranteed). Ground throws cannot be escaped normally (only by making your opponent miss, much like catch throws).
  - \* Hit throw (Hit): a throw that can only be executed after connecting some of the moves, explained later. Hit throws are inescapable.

There are also throw sequences (multi-throws) - basically, one throw after another. You can escape each part provided you enter the escape motions right. Refer to next section.

Escaping throws:

- \* P+G, regular throw: input P+G.
- \* x+P+G, complex throw: input the last motion + P+G for example df+P+G, to escape Jeffry's df,df+P+G; b+P+G to escape Jacky's f,b+P+G.
- \* throws done by b,db,d,df,f+P+G or f,df,d,db,b+P+G: input first and last direction plus P+G, for example b,f+P+G to escape Wolf's b,db,d,df,f+P+G or f,b+P+G to escape Lion's f,df,d,db,b+P+G.

Throw escape must be entered within 10 frames after opponent's throw motion input. The situation after a throw escapes differs, you can have advantage (even as much as for guaranteed throw/side throw) or be in disadvantage. Look for details in Appendix A: throw escape followups.

In some cases you have a guaranteed throw, provided YOU'RE IN RANGE for one (this is very important!). Those include:

- \* having +9 frames after hitting your opponent or being hit by him;
- \* having +1 frame of advantage after hitting your opponent with MC;
- \* having +8 frames of advantage after blocking your opponent's attack;

As always refer to movelist section for details.

d) The Round

=====

Beginning of the round (before 'go!' is called):

- \* every character can crouch;
- \* Jacky can change stance by (d,d);
- \* Shun can sit (d,d), then lie down (d,d) or get up (u,u);
- \* you cannot buffer any moves in;

Means of winning the round:

- \* opponent's vitality bar reaches 0;
- \* opponent's character falls out of the stage's playing area (if both fall out at the same time, the first one that touches the ground loses);
- \* if time runs out, the character with more vitality wins;
- \* if there's a draw for any reason, both opponents are awarded a round - if they're tied at the end of the match, it becomes sudden death (fast round with only 10 vitality points each);

e) Character data

=====

The following table is borrowed from Jirawat Uttayaya's Gamest translation, with slight modifications. All distances are in metres.

|        | Weight<br>(kg) | High<br>Throw | Low<br>Throw | Back<br>Throw | Ground<br>Attack | Jump | Hop |
|--------|----------------|---------------|--------------|---------------|------------------|------|-----|
| Taka   | 230.0          | 1.50          | 1.5          | 1.4           | 2.5              | n/a  | 23  |
| Jeffry | 111.0          | 1.50          | 1.5          | 1.4           | 2.5              | 48   | 32  |
| Wolf   | 101.0          | 1.50          | 1.5          | 1.4           | 2.5              | 48   | 32  |
| Akira  | 79.0           | 1.40          | 1.5          | Ct            | 3.0              | 52   | 32  |
| Jacky  | 75.0           | 1.40          | 1.5          | 1.3           | 3.0              | 52   | 32  |
| Kage   | 66.0           | 1.40          | 1.5          | 1.3           | 5.0              | 80   | 32  |
| Lau    | 65.0           | 1.40          | 1.5          | 1.3           | 3.0              | 52   | 32  |
| Shun   | 63.0           | 1.40          | 1.5          | 1.3           | 3.0              | 52   | 32  |
| Lion   | 61.0           | 1.40          | 1.5          | 1.3           | 3.0              | 58   | 32  |
| Sarah  | 55.0           | 1.40          | 1.5          | 1.3           | 3.5              | 55   | 32  |
| Pai    | 48.0           | 1.40          | 1.5          | 1.3           | 3.0              | 58   | 32  |
| Aoi    | 47.0           | 1.40          | 1.5          | 1.3           | 3.0              | 52   | 32  |

Notes:

- \* throwing distance does not apply to catch throws;
- \* units which jumping and hopping are measured with are unknown;

General weight classes:

- \* Lightweight - Aoi, Pai, Sarah, Lion(1), Shun(1)
- \* Middleweight - Lau, Kage, Jacky, Akira
- \* Heavyweight - Wolf, Jeffry
- \* Super-heavyweight - Taka

(1) These characters behave differently in some circumstances.

III. CHARACTER MOVELISTS

=====

a) AKIRA YUKI

=====

Country: Japan



Sex: Male  
Birthday: 1968.09.23  
Blood Type: O  
Job: Kung-Fu Teacher  
Hobby: Kung-Fu  
Fighting Style: Hakkyoku-Ken

BASIC MOVES

-----

|                    |                |                |
|--------------------|----------------|----------------|
| punch              | P (B+P or F+P) | 12             |
| H / H*P            | 9-2-12         | +2 / +3 / +8   |
| -                  | -              | -              |
| dodging punch      | P+E            | 12             |
| H / H*P            | 9-2-12         | +3 / +1 / +7   |
| -                  | -              | -              |
| roundhouse I       | K              | 25             |
| H / H*K            | 14-2-23        | -2 / D / D     |
| -                  | -              | -              |
| roundhouse II      | F+K            | 25             |
| H / H*K            | 14-2-25        | -3 / D / D     |
| -                  | -              | -              |
| dodging kick       | K+E            | 25             |
| H / H*K            | 14-2-23        | -2 / D / D     |
| -                  | -              | -              |
| sidekick           | df+K           | 24             |
| M / M*K            | 14-2-27        | -6 / -3 / D    |
| -                  | -              | -              |
| sidekick (stagger) | df+K           | 24             |
| M / -              | 14-2-27        | - / +2~+12 / - |
| -                  | -              | -              |
| dodging sidekick   | df+K+E         | 24             |
| M / M*K            | 14-1-42        | -6 / D / D     |
| -                  | -              | -              |
| low punch I        | D+P            | 9              |
| L / L*P            | 10-1-14        | -2 / -1 / +2   |
| -                  | -              | -              |
| low punch II       | d+P            | 11             |
| L / L*P            | 16-1-14        | -2 / 0 / +4    |
| -                  | -              | -              |
| low kick           | D+K            | 10             |
| L / L*K            | 14-1-22        | -10 / -3 / +2  |
| Ht                 | -              | -              |

HOPPING MOVES

-----

|               |     |    |
|---------------|-----|----|
| hopping smash | u+P | 30 |
|---------------|-----|----|

|                  |         |             |
|------------------|---------|-------------|
| M / -            | 35-2-30 | -6 / D / D  |
| -                | -       |             |
| hopping punch    | d,u+P   | 30          |
| M / -            | 26-3-22 | 0 / D / D   |
| -                | -       |             |
| hopkick          | u+K     | 30          |
| M / -            | 10-4-23 | -6 / D / D  |
| -                | -       |             |
| landing sidekick | d,u+K   | 20          |
| M / -            | 10-2-25 | -8 / -4 / 0 |
| -                | -       |             |

JUMPING MOVES

-----

|                   |             |             |
|-------------------|-------------|-------------|
| jumping hammer    | d,U,f+P     | 30          |
| M / -             | 21-6-43     | -22 / D / D |
| Ht                | -           |             |
| take-off kick     | d,U+K       | 30          |
| M / -             | 6-4-61      | -34 / D / D |
| Ht                | -           |             |
| landing kick      | d,U,K desc. | 30          |
| M / -             | 11-5-11     | +10 / D / D |
| -                 | -           |             |
| in-air kick       | d,U,K asc.  | 30          |
| M / -             | 10-2-28     | -8 / D / D  |
| -                 | -           |             |
| jumping dropkick  | d,U,f+K     | 40          |
| M / -             | 12-4-54     | -36 / D / D |
| Ht                | -           |             |
| backward dropkick | d,U,b+K     | 40          |
| M / -             | 12-4-44     | -23 / D / D |
| Bt                |             |             |

TURN-TOWARDS MOVES

-----

|               |         |              |
|---------------|---------|--------------|
| TT punch      | P       | 12           |
| H / H*P       | 11-1-21 | -7 / -6 / -1 |
| -             | -       |              |
| TT roundhouse | K       | 30           |
| H / H*K       | 15-3-26 | -3 / D / D   |
| -             | -       |              |
| TT smash      | d+P     | 14           |
| M / -         | 17-4-20 | -7 / -4 / +2 |
| -             | -       |              |
| TT low kick   | d+K     | 10           |

|          |         |              |
|----------|---------|--------------|
| L / -    | 17-2-20 | -9 / -6 / +2 |
| Ht       | -       |              |
| TT sweep | D+K     | 30           |
| L / -    | 15-3-33 | -12 / D / D  |
| Lt       | -       |              |

SPECIAL MOVES

-----

|                               |                          |                |
|-------------------------------|--------------------------|----------------|
| punch-body blow               | P,P                      | 12             |
| M / H*P                       | 10-1-21                  | -12 / -7 / +2  |
| Ht                            | -                        |                |
| punch-kick                    | P,K                      | 20             |
| H / H*K                       | 12-2-25                  | -1 / +3 / 0    |
| -                             | -                        |                |
| elbow                         | FS,f+P                   | 19             |
| M / elbow                     | 11-1-28                  | -10 / -7 / -2  |
| Ht                            | -                        |                |
| elbow (stagger)               | FS,f+P                   | 19             |
| M / -                         | 11-1-28                  | - / -2~-5 / -  |
| -                             | -                        |                |
| dashing elbow (near)          | f,f+P                    | 20~40          |
| M / elbow                     | 10-2-24/26               | -4 / D / D     |
| -                             | re 26 if blocked or hits |                |
| dashing elbow (far)           | f,f+P                    | 20~40          |
| M / elbow                     | 10-2-24/26               | -7 / -3 / +1   |
| -                             | re 26 if blocked or hits |                |
| dashing elbow (stagger)       | f,f+P                    | 20~40          |
| M / -                         | 10-2-24/26               | - / +1~+7 / -  |
| -                             | re 26 if blocked or hits |                |
| super dashing elbow (near)    | f,f,f+P                  | 20~40          |
| M / elbow                     | 10-2-34/35               | -16 / D / D    |
| Ht                            | re 35 if blocked or hits |                |
| super dashing elbow (far)     | f,f,f+P                  | 20~40          |
| M / elbow                     | 10-2-34/35               | -15 / D / D    |
| Ht                            | re 35 if blocked or hits |                |
| super dashing elbow (stagger) | f,f,f+P                  | 20~40          |
| M / -                         | 10-2-34/35               | - / +4~+10 / D |
| -                             | re 35 if blocked or hits |                |
| single palm (near)            | FC,f+P                   | 25~65          |
| M / H*P                       | 11-2-26/28               | -9 / D / D     |
| Ht                            | re 28 if blocked         |                |
| single palm (far)             | FC,f+P                   | 25~65          |
| M / H*P                       | 11-2-26/28               | -7 / -1 / D    |
| -                             | re 28 if blocked         |                |
| single palm (stagger)         | FC,f+P                   | 0              |

|                      |                                            |                   |
|----------------------|--------------------------------------------|-------------------|
| M / -                | 11-2-26/28                                 | - / -2~+6 / -     |
| -                    | re 28 if blocked                           |                   |
| double palm (near)   | FC,b,f+P                                   | 30~70             |
| M / -                | 11-5-33                                    | -13 / D / D       |
| Ht                   | -                                          |                   |
| double palm (far)    | FC,b,f+P                                   | 30~70             |
| M / -                | 11-5-33                                    | -12 / D / D       |
| Ht                   | -                                          |                   |
| standing palm (near) | b,f+P                                      | 20~65             |
| H / H*P              | 12-1-24                                    | -1 / D / D        |
| -                    | -2 DP                                      |                   |
| standing palm (far)  | b,f+P                                      | 20~65             |
| H / H*P              | 12-1-24                                    | -6 / D / D        |
| -                    | -2 DP                                      |                   |
| uppercut / yoho      | df,df+P                                    | 35                |
| M / H*P              | 16-3-29                                    | -12 / D / D       |
| Ht                   | -                                          |                   |
| break stance         | f+P+G                                      | 5                 |
| H / H*P              | 12-1-18                                    | +17~+20 / -8 / -7 |
| -                    | unblockable                                |                   |
| break guard          | d+P+G                                      | 5                 |
| M / H*P              | 16-2-17                                    | +17~+20 / -8 / -7 |
| -                    | unblockable                                |                   |
| knee                 | K+G, release G                             | 30                |
| M / knee             | 15-2-30                                    | -10 / D / D       |
| Ht                   | -                                          |                   |
| single jumping kick  | f,f+K                                      | 20                |
| M / H*K              | 13-3-32                                    | -16 / D / D       |
| Ht                   | damage 30 if used after break guard/stance |                   |
| double jumping kick  | f,f+K,K                                    | 40                |
| M / H*K              | 11-3-41                                    | -18 / D / D       |
| Ht                   | -                                          |                   |
| low backfist         | df+P+K                                     | 25                |
| L / L*P              | 25-2-24                                    | -7 / +1 / D       |
| -                    | -                                          |                   |
| shoulder ram         | FC,f+P+K                                   | 30                |
| M / -                | 14-1-31                                    | -12 / D / D       |
| Ht                   | -                                          |                   |
| double fist strike   | b,f+P+K                                    | 55                |
| M / -                | 27-2-31                                    | -8 / D / D        |
| Ht                   | -                                          |                   |
| evading body check   | b,f+P+K+E                                  | 30                |
| M / H*P              | 18-2-37                                    | -13 / D / D       |
| Ht                   | -                                          |                   |
| body check (near)    | b,f,f+P+K                                  | 20~80             |

|                               |                                        |                 |
|-------------------------------|----------------------------------------|-----------------|
| M / -                         | 11-1-45                                | -21 / D / D     |
| Ht                            |                                        |                 |
| body check (far)              | b, f, f+P+K                            | 20~80           |
| M / -                         | 11-1-45                                | -27 / D / D     |
| Ht                            | -                                      |                 |
| dragon spear                  | df+K+G                                 | 19              |
| M / M*K                       | 15-2-32                                | -15 / -12 / -7  |
| Ht                            | -                                      |                 |
| dragon spear-elbow            | df+K+G, f+P                            | 20              |
| M / elbow                     | 20-1-32                                | -27 / -25 / -6  |
| Ht                            | -                                      |                 |
| dragon spear-elbow-body check | b, f, f+P+K                            | 30              |
| M / -                         | 11-1-45                                | -21 / D / D     |
| Ht                            | -                                      |                 |
| stun palm                     | P+K+G                                  | 18              |
| M / H*P                       | 19-2-30                                | -13 / -13 / -6  |
| Ht                            | -                                      |                 |
| = reverse body check          | b, df+P+K                              | 22              |
| H                             | 17-1-49                                | -6 / - / -      |
| -                             | = link (2), you may escape with df+P+G |                 |
| == double palm                | b+P                                    | 40              |
| M / -                         | 19-1-34                                | - / - / -       |
| -                             | == link (3)                            |                 |
| THROWS                        |                                        |                 |
| -----                         |                                        |                 |
| reaping throw & punches       | P+G                                    | 20+10+10        |
| Ht                            | 20-84-1                                | - / - / -       |
| -                             | high throw                             |                 |
| fake pull-in push-out         | f, b+P+G                               | 0               |
| Ht                            | ?                                      | - / +10~+13 / - |
| -                             | high throw                             |                 |
| inverted body check           | df+P+G                                 | 30+20           |
| Ht                            | 16-64-1                                | - / - / -       |
| -                             | high throw                             |                 |
| close-in ram                  | b, f+P+G                               | 15+25+20{15}    |
| Ht                            | 20-81-1                                | - / - / -       |
| -                             | high throw                             |                 |
| stumbling trip                | b, d+P+G                               | 10              |
| Ht                            | 20-50-1                                | - / +12~+44 / - |
| -                             | high throw                             |                 |
| reverse body check            | b, df+P+G                              | 40              |
| Ht                            | 20-7-48                                | - / -8~+10 / -  |
| -                             | high throw                             |                 |
| surprise exchange             | db+P+G                                 | 0               |

|                  |                                        |              |
|------------------|----------------------------------------|--------------|
| Ht               | 1-43-1                                 | - / -6~0 / - |
| -                | high throw                             |              |
| pull-in push-out | db,f+P+G                               | 60{55}       |
| Ht               | 20-89-1                                | - / - / -    |
| -                | high throw                             |              |
| elbow rush       | P+G                                    | 40           |
| Ht               | 15-51-1                                | - / - / -    |
| -                | high-side throw                        |              |
| big finish       | P+G                                    | 55           |
| Ht               | 11; 20-85-1/40                         | - / - / -    |
| -                | high-back-catch throw, re 40 if missed |              |
| wall body check  | df+P+G                                 | 80           |
| Ht               | 57-63-1                                | - / - / -    |
| -                | wall throw, Akira's back to wall       |              |

#### REVERSALS

-----

|                         |          |           |
|-------------------------|----------|-----------|
| right punch reversal    | b+P+K    | 30        |
| H                       | 14-16-47 | - / - / - |
| -                       | -        |           |
| left punch reversal     | b+P+K    | 30        |
| H                       | 11-20-29 | - / - / - |
| -                       | -        |           |
| high kick reversal      | b+P+K    | 30        |
| H                       | 19-15-27 | - / - / - |
| -                       | -        |           |
| mid punch reversal      | db+P+K   | 30        |
| M                       | 12-15-35 | - / - / - |
| -                       | -        |           |
| right mid kick reversal | db+P+K   | 30        |
| M                       | 16-15-28 | - / - / - |
| -                       | -        |           |
| left mid kick reversal  | db+P+K   | 30        |
| M                       | 19-18-26 | - / - / - |
| -                       | -        |           |
| kickflip reversal       | ub+P+K   | 30        |
| M                       | 8-8-36   | - / - / - |
| -                       | -        |           |
| low punch reversal      | d+P+K    | 30        |
| L                       | 15-17-35 | - / - / - |
| -                       | -        |           |
| low kick reversal       | d+P+K    | 30        |
| L                       | 16-15-31 | - / - / - |
| -                       | -        |           |

POUNCES

-----

|                                  |               |           |
|----------------------------------|---------------|-----------|
| ground punch                     | df+P          | 12        |
| G                                | 17-2-47       | - / - / - |
| -                                | -             |           |
| jumping stomach punch (forward)  | u+P           | 20        |
| G                                | 42-3-24/57    | - / - / - |
| -                                | re 57 if hits |           |
| jumping stomach punch (backward) | u+P           | 20        |
| G                                | 49-3-24/57    | - / - / - |
| -                                | re 57 if hits |           |

RISING ATTACKS: IN-PLACE

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 35-3-23/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | delay K,K,K...   | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 34-2-33/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, feet towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 34-2-21/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | delay K,K,K...   | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 29-2-27/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| L / -                   | 30-3-26/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 35-2-24/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

RISING ATTACKS: SIDE-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |



RISING ATTACKS: FRONT-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| L / -                   | 16-2-32/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 15-2-29/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-35/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

b) AOI UMENOKOUJI

=====

Country: Japan

Sex: Female

Birthday: 1979.03.14

Blood Type: A

Job: High School Student

Hobby: Ikebana

Fighting Style: Aiki Ju-Jutsu

#### BASIC MOVES

-----

|                    |         |                |
|--------------------|---------|----------------|
| punch              | (B)+P   | 10             |
| H / H*P            | 9-2-13  | 0 / +2 / +6    |
| -                  | -       |                |
| dodging punch      | P+E     | 10             |
| H / H*P            | 9-2-13  | 0 / +2 / +6    |
| -                  | -       |                |
| high kick I        | K       | 20             |
| H / H*K            | 12-3-32 | -15 / -12 / -8 |
| Ht                 | -       |                |
| high kick II       | F+K     | 20             |
| H / H*K            | 12-3-29 | -12 / -10 / -6 |
| Ht                 | -       |                |
| dodging kick       | K+E     | 20             |
| H / H*K            | 12-3-32 | -15 / -12 / -8 |
| Ht                 | -       |                |
| sidekick           | df+K    | 21             |
| M / M*K            | 14-2-27 | -7 / -6 / -2   |
| -                  | -       |                |
| sidekick (stagger) | df+K    | 21             |
| M / -              | 14-2-27 | - / +2~+12 / - |
| -                  | -       |                |
| dodging sidekick   | df+K+E  | 21             |
| M / M*K            | 14-2-25 | -8 / D / D     |
| Ht                 | -       |                |
| low punch I        | D+P     | 9              |

|                   |             |              |
|-------------------|-------------|--------------|
| L / L*P           | 10-1-16     | -4 / -3 / +2 |
| -                 | -           |              |
| low punch II      | d+P         | 11           |
| L / L*P           | 16-1-14     | -4 / 0 / +4  |
| -                 | -           |              |
| low kick          | d+K         | 12           |
| L / L*K           | 14-1-28     | -16 / -5 / 0 |
| Lt                |             |              |
| HOPPING MOVES     |             |              |
| -----             |             |              |
| hopping chop      | u+P         | 30           |
| M / -             | 34-3-24     | -2 / D / D   |
| -                 | -           |              |
| hopping punch     | d,u,P       | 30           |
| M / -             | 26-2-23     | 0 / D / D    |
| -                 | -           |              |
| hopkick           | u+K         | 18           |
| M / -             | 20-1-20     | -7 / 0 / +4  |
| -                 | -           |              |
| hopping kick      | d,u,K asc.  | 20           |
| M / -             | 10-2-13     | -2 / -2 / +6 |
| -                 | -           |              |
| landing sidekick  | d,u,K desc. | 20           |
| M / -             | 10-2-19     | -7 / 0 / +11 |
| -                 | -           |              |
| JUMPING MOVES     |             |              |
| -----             |             |              |
| jumping hammer    | d,U,f+P     | 30           |
| M / -             | 21-5-48     | -22 / D / D  |
| Ht                | -           |              |
| take-off kick     | d,U+K       | 30           |
| M / -             | 5-4-56      | -29 / D / D  |
| Ht                | -           |              |
| in-air kick       | d,U,K asc.  | 30           |
| M / -             | 11-2-25     | +1 / D / D   |
| -                 | -           |              |
| landing kick      | d,U,K desc. | 30           |
| M / -             | 10-6-11     | +8 / D / D   |
| -                 | -           |              |
| backward dropkick | d,U,b+K     | 40           |
| M / -             | 12-4-44     | -23 / D / D  |
| Bt                | -           |              |

## TURN-AROUND MOVES

-----

|                              |           |             |
|------------------------------|-----------|-------------|
| TA knifehand                 | b,b+P     | 14          |
| H / -                        | 16-2-16   | -3 / 0 / +4 |
| -                            | -         |             |
| TA knifehand-TT double punch | b,b+P,d+P | 14          |
| L / L*P                      | 12-1-1    | - / - / -   |
| -                            | 1st hit   |             |
| TA knifehand-TT double punch | b,b+P,d+P | 14          |
| L / -                        | 5-2-16    | -3 / 0 / +5 |
| -                            | 2nd hit   |             |

## TURN-TOWARDS MOVES

-----

|                        |         |               |
|------------------------|---------|---------------|
| TT punch               | P       | 12            |
| H / H*P                | 12-1-20 | -6 / -5 / -1  |
| -                      | -       |               |
| TT high kick           | K       | 20            |
| H / H*K                | 15-3-27 | -11 / D / D   |
| Ht                     | -       |               |
| TT high kick-heel drop | K,K     | 20            |
| H / -                  | 15-3-28 | -26 / D / D   |
| Ht                     | -       |               |
| TT ankle kick          | df+K    | 20            |
| L / L*K                | 15-2-29 | -12 / -4 / 0  |
| Ht                     | -       |               |
| TT low punch           | d+P     | 10            |
| L / L*P                | 11-2-28 | -10 / -5 / -2 |
| Ht                     | -       |               |
| TT low kick            | d+K     | 12            |
| L / L*K                | 21-2-25 | -11 / -7 / 0  |
| Ht                     | -       |               |

## SPECIAL MOVES

-----

|                  |         |               |
|------------------|---------|---------------|
| side chop        | P+K     | 8             |
| H / H*P          | 12-2-19 | -10 / -8 / -5 |
| Ht               | -1 DP   |               |
| double side chop | P+K,P   | 9             |
| H / H*P          | 11-2-21 | -10 / -9 / -6 |
| Ht               | -1 DP   |               |
| triple side chop | P+K,P,P | 9             |
| H / H*P          | 15-2-25 | -7 / -6 / 0   |
| -                | -1 DP   |               |
| double punch     | P,P     | 10            |

|                             |                  |                 |
|-----------------------------|------------------|-----------------|
| H / H*P                     | 8-2-15           | -4 / -2 / +2    |
| -                           | -                |                 |
| punch-heelkick              | P,K              | 29              |
| H / H*K                     | 14-2-31          | -6 / -3 / +1    |
| -                           | -                |                 |
| double punch-elbow          | P,P,P            | 12              |
| H / H*P                     | 12-2-29          | -16 / -15 / -10 |
| Ht                          | -                |                 |
| double punch-chop           | P,P,f+P          | 20              |
| M / elbow                   | 19-3-29          | -13 / -9 / -5   |
| Ht                          | -                |                 |
| double punch-chop (stagger) | P,P,f+P          | 0 or 20         |
| M / -                       | 19-3-29          | - / -4~+4 / -   |
| -                           | -                |                 |
| double punch-chop-elbow     | P,P,F+P,P        | 20              |
| M / elbow                   | 23-1-29          | -11 / D / D     |
| Ht                          | -                |                 |
| double punch-kick           | P,P,K            | 30              |
| H / H*K                     | 14-2-27          | -4 / D / D      |
| -                           | -                |                 |
| triple punch-knee           | P,P,P,K          | 35              |
| M / knee                    | 18-2-31          | -14 / D / D     |
| Ht                          | -                |                 |
| triple punch-knee (stagger) | P,P,P,K          | 35              |
| M / -                       | 18-2-31          | - / -10~-3 / -  |
| Ht                          | -                |                 |
| triple punch-sweep          | P,P,P,d+K        | 20              |
| L / sweep                   | 19-4-32/46       | -17 / D / D     |
| Lt                          | re 46 if blocked |                 |
| elbow                       | f+P              | 19              |
| M / elbow                   | 11-2-24          | -11 / -8 / -4   |
| Ht                          | -                |                 |
| elbow (stagger)             | f+P              | 0 or 19         |
| M / -                       | 11-2-24          | - / -2~+6 / -   |
| -                           | -                |                 |
| elbow-chop                  | f+P,P            | 14              |
| M / H*P                     | 20-1-25          | -11 / -7 / -2   |
| Ht                          | -                |                 |
| elbow-chop (stagger)        | f+P,P            | 14              |
| M / -                       | 20-1-25          | - / +3~+10 / -  |
| -                           | -                |                 |
| spinning elbow              | f,f+P            | 27              |
| M / elbow                   | 17-2-31          | -10 / D / D     |
| Ht                          | -                |                 |
| uppercut                    | FS,df+P          | 23              |

|                           |                          |                |
|---------------------------|--------------------------|----------------|
| M / H*P                   | 18-3-25                  | -7 / -3 / +1   |
| -                         | -                        |                |
| dashing elbow             | FC,df+P                  | 10~21          |
| M / elbow                 | 12-2-30                  | -13 / -4 / +2  |
| Ht                        | -                        |                |
| double stop               | d,d+P                    | 18             |
| L / -                     | 13-2-22                  | -9 / -5 / -1   |
| Ht                        | -                        |                |
| double stop (stagger)     | d,d+P                    | 18             |
| L / -                     | 13-2-22                  | - / +3~+13 / - |
| -                         | -                        |                |
| high kick-heel drop       | K,K                      | 24             |
| M / H*K                   | 19-3-23/42               | -20 / 0 / +7   |
| Ht                        | crouch, re 42 if blocked |                |
| knee                      | f+K                      | 20             |
| M / knee                  | 18-2-23                  | -12 / D / D    |
| Ht                        |                          |                |
| knee (stagger)            | f+K                      | 0              |
| M / -                     | 18-2-23                  | - / 0~+7 / -   |
| -                         | -                        |                |
| knee-jumping kick         | f+K,K                    | 20             |
| H / H*K                   | 13-2-31                  | -14 / D / D    |
| Ht                        | -                        |                |
| ankle kick                | db+K                     | 20             |
| L / L*K                   | 15-2-29                  | -10 / -1 / +2  |
| Ht                        | -                        |                |
| spinning strike           | f+P+K                    | 0 or 20        |
| H / elbow                 | 15-3-25                  | -11 / -9 / -3  |
| Ht                        | -                        |                |
| spinning strike (stagger) | f+P+K                    | 20             |
| H / -                     | 15-3-25                  | - / -2~+6 / -  |
| -                         | -                        |                |
| spinning strike-elbow     | F+P+K,P                  | 20             |
| M / elbow                 | 23-1-29                  | -11 / D / D    |
| Ht                        | -                        |                |
| helix                     | f, f+P+K                 | 20             |
| H / elbow                 | 14-1-22                  | -12 / D / D    |
| Ht                        | -                        |                |
| retreating chop           | b,b+P+K                  | 14             |
| H / H*P                   | 17-2-28                  | -14 / D / D    |
| Ht                        | -2 DP                    |                |
| phoenix palm              | df+P+K                   | 15             |
| M / H*P                   | 16-1-24                  | -8 / -6 / +9   |
| Ht                        | crouch                   |                |
| sweep                     | d+K+G                    | 20             |

L / sweep 19-4-30/46 -16 / D / D  
Lt re 46 if blocked

THROWS

-----

irimi nage P+G 40  
Ht 13-91-1 - / - / -  
- high throw

second control throw df+P+G 50  
Ht 10-135-1 - / - / -  
- high throw

sixth kyu obi throw b+P+G 50  
Ht 20-83-1 - / - / -  
- high throw

hair grab throw db+P+G 45  
Ht 12-94/92-1 - / - / -  
- high throw

aiki throw FC, f+P+G 50  
Ht 1-94-1 - / - / -  
- high throw

first dan throw I f, df, d, db, b+P+G 30  
Ht 10-64-77 - / - / -  
- high throw (1)

= second dan throw I b, d+P+G 20  
Ht 1-45-60 - / - / -  
- = link (2)

== third dan throw I d, u+P+G 25  
Ht 1-94-1 - / - / -  
- == link (3)

== third dan throw II u, d+P+G 26  
Ht 10-137-1 - / - / -  
- == link (3)

= second dan throw II b, u+P+G 35  
Ht 10-90-1 - / - / -  
- = link (2)

first dan throw II b, db, d, df, f+P+G 20  
Ht 20-46-70 - / - / -  
- high throw (1)

= second dan throw III b, d+P+G 20  
Ht 1-45-60 - / - / -  
- = link (2)

== third dan throw III d, u+P+G 25  
Ht 1-94-1 - / - / -  
- == link (3)

== third dan throw IV u, d+P+G 26

|                       |                                |           |
|-----------------------|--------------------------------|-----------|
| Ht                    | 10-137-1                       | - / - / - |
| -                     | == link (3)                    |           |
| = second dan throw IV | b,u+P+G                        | 35        |
| Ht                    | 10-90-1                        | - / - / - |
| -                     | = link (2)                     |           |
| rotary throw          | P+G                            | 40        |
| Ht                    | 20-99(97)-1                    | - / - / - |
| -                     | high-side throw                |           |
| fierce pat throw      | P+G                            | 30+20     |
| Ht                    | 20-120-1                       | - / - / - |
| -                     | high-back throw                |           |
| wall hair grab        | db+P+G                         | 50        |
| Ht                    | 42-58-1                        | - / - / - |
| -                     | wall throw, Aoi's back to wall |           |
| low takedown          | d+P+K+G                        | 30+15+15  |
| Lt                    | 20-165-1                       | - / - / - |
| -                     | low throw                      |           |
| ground throw I        | df+P+G                         | 25        |
| Gt                    | 1-138-1/80                     | - / - / - |
| -                     | ground throw, re 80 if missed  |           |
| ground throw II       | df+P+G                         | 25        |
| Gt                    | 1-125-1/80                     | - / - / - |
| -                     | ground throw, re 80 if missed  |           |
| ground throw III      | df+P+G                         | 10+25     |
| Gt                    | 1-167-1/80                     | - / - / - |
| -                     | ground throw, re 80 if missed  |           |

#### REVERSALS

-----

|                   |               |                |
|-------------------|---------------|----------------|
| TT punch reversal | f+P+K         | 30             |
| H                 | 10-133-18     | - / - / -      |
| -                 | -             |                |
| TT kick reversal  | f+P+K         | 30             |
| H                 | 1-179-1       | - / - / -      |
| -                 | -             |                |
| high punch inashi | b+P           | 0              |
| H                 | 10-15-1       | - / +7~+21 / - |
| -                 | -             |                |
| high kick inashi  | b+P           | 0              |
| H                 | 9-49-1        | - / +7~+21 / - |
| -                 | -             |                |
| punch reversal    | b+P+K         | 25             |
| H                 | 37-44-1       | - / - / -      |
| -                 | closed stance |                |
| punch reversal    | b+P+K         | 25             |



|                       |               |                |
|-----------------------|---------------|----------------|
| H                     | 4-151-1       | - / - / -      |
| -                     | open stance   |                |
| kick reversal         | b+P+K         | 20             |
| H                     | 1-174-1       | - / - / -      |
| -                     | closed stance |                |
| kick reversal         | b+P+K         | 20             |
| H                     | 20-115-1      | - / - / -      |
| -                     | open stance   |                |
| crescent reversal     | b+P+K         | 25             |
| H                     | 15-51-1       | - / - / -      |
| -                     | closed stance |                |
| crescent reversal     | b+P+K         | 0              |
| H                     | 15-51-1       | - / +8~+21 / - |
| -                     | open stance   |                |
| elbow inashi          | db+P          | 0              |
| M                     | 12-39-1       | - / +8~+21 / - |
| -                     | -             |                |
| mid kick inashi       | db+P          | 0              |
| M                     | 20-24-1       | - / +8~+20 / - |
| -                     | -             |                |
| mid punch reversal    | db+P+K        | 30             |
| M                     | 20-49-1       | - / - / -      |
| -                     | left-handed   |                |
| mid punch reversal    | db+P+K        | 30             |
| M                     | 20-49-1       | - / - / -      |
| -                     | right-handed  |                |
| mid kick reversal     | db+P+K        | 30             |
| M                     | 10-96-1       | - / - / -      |
| -                     | closed stance |                |
| mid kick reversal     | db+P+K        | 30             |
| M                     | 20-106-1      | - / - / -      |
| -                     | open stance   |                |
| knee reversal         | db+P+K        | 30             |
| M                     | 10-96-1       | - / - / -      |
| -                     | closed stance |                |
| knee reversal         | db+P+K        | 30             |
| M                     | 21-64-1       | - / - / -      |
| -                     | open stance   |                |
| kickflip reversal     | ub+P+K        | 25             |
| M                     | 16-152-1      | - / - / -      |
| -                     | -             |                |
| low punch reversal I  | D+P+K         | 20             |
| L                     | 20-50-1       | - / - / -      |
| -                     | -             |                |
| low punch reversal II | d+P+K         | 25             |

|                              |                  |           |
|------------------------------|------------------|-----------|
| L                            | 20-131-1         | - / - / - |
| -                            | -                |           |
| low kick reversal I          | D+P+K            | 20        |
| L                            | 20-50-1          | - / - / - |
| -                            | -                |           |
| low kick reversal II         | d+P+K            | 25        |
| L                            | 20-69-1          | - / - / - |
| -                            | -                |           |
| sweep reversal               | d+P+K            | 0         |
| L                            | 18-41-1          | - / - / - |
| -                            | -                |           |
| POUNCES                      |                  |           |
| -----                        |                  |           |
| ground chop                  | df+P             | 10        |
| G                            | 19-1-41          | - / - / - |
| -                            | -                |           |
| leaping knifehand (forward)  | u+P              | 30        |
| G                            | 30-2-37          | - / - / - |
| -                            | -                |           |
| leaping knifehand (backward) | u+P              | 30        |
| G                            | 30-2-36/75       | - / - / - |
| -                            | re 75 if missed  |           |
| leaping tile kick (forward)  | d,U+P            | 40        |
| G                            | 28-5-38/65       | - / - / - |
| -                            | re 65 if missed  |           |
| leaping tile kick (backward) | d,U+P            | 40        |
| G                            | 37-5-46/65       | - / - / - |
| -                            | re 65 if missed  |           |
| RISING ATTACKS: IN-PLACE     |                  |           |
| -----                        |                  |           |
| face up, feet towards        | K,K,K...         | 20        |
| M / -                        | 34-6-17/34       | - / - / - |
| Ht                           | re 37 if blocked |           |
| face up, feet towards        | delay K,K,K...   | 20        |
| M / -                        | 14-4-30/34       | - / - / - |
| Ht                           | re 34 if blocked |           |
| face up, feet towards        | D+K,K,K...       | 20        |
| L / -                        | 32-5-22/27       | - / - / - |
| Lt                           | re 27 if blocked |           |
| face up, feet towards        | delay D+K,K,K... | 20        |
| L / -                        | 16-5-26/35       | - / - / - |
| Lt                           | re 35 if blocked |           |
| face up, head towards        | K,K,K...         | 20        |

|                           |                  |           |
|---------------------------|------------------|-----------|
| M / -                     | 34-2-21/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face up, head towards     | delay K,K,K...   | 20        |
| M / -                     | 14-2-35/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face up, head towards     | D+K,K,K...       | 20        |
| L / -                     | 34-4-21/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face up, head towards     | delay D+K,K,K... | 20        |
| L / -                     | 17-3-30/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, feet towards   | K,K,K...         | 20        |
| M / -                     | 29-2-27/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face down, feet towards   | delay K,K,K...   | 20        |
| M / -                     | 14-2-33/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face down, feet towards   | D+K,K,K...       | 20        |
| L / -                     | 17-3-30/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, feet towards   | delay D+K,K,K... | 20        |
| L / -                     | 17-3-30/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | K,K,K...         | 20        |
| M / -                     | 28-4-34          | - / - / - |
| Ht                        | -                |           |
| face down, head towards   | delay K,K,K...   | 20        |
| M / -                     | 14-3-30/34       | - / - / - |
| Ht                        | re 34 if blocked |           |
| face down, head towards   | D+K,K,K...       | 20        |
| L / -                     | 33-6-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | delay D+K,K,K... | 20        |
| L / -                     | 17-2-28/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| RISING ATTACKS: SIDE-ROLL |                  |           |
| -----                     |                  |           |
| face up, feet towards     | K,K,K...         | 20        |
| M / -                     | 14-4-30/34       | - / - / - |
| Ht                        | re 34 if blocked |           |
| face up, feet towards     | D+K,K,K...       | 20        |
| L / -                     | 16-5-26/35       | - / - / - |
| Lt                        | re 35 if blocked |           |
| face up, head towards     | K,K,K...         | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: FRONT-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

c) JACKY BRYANT

=====

Country: USA  
 Sex: Male  
 Birthday: 1970.08.28  
 Blood Type: A  
 Job: Indy Car Racer  
 Hobby: Training  
 Fighting Style: Jeet Kune Do

BASIC MOVES

-----

|               |         |              |
|---------------|---------|--------------|
| punch         | (F)+P   | 12           |
| H / H*P       | 9-2-12  | +2 / +2 / +7 |
| -             | -       |              |
| dodging punch | P+E     | 14           |
| H / H*P       | 12-2-17 | -4 / -1 / +4 |
| -             | -       |              |
| roundhouse    | K       | 25           |

|                    |         |               |
|--------------------|---------|---------------|
| H / H*K            | 13-2-32 | -11 / D / D   |
| Ht                 | -       |               |
| dodging kick       | K+E     | 25            |
| H / H*K            | 13-2-32 | -11 / D / D   |
| Ht                 | -       |               |
| sidekick           | df+K    | 25            |
| M / M*K            | 14-2-30 | -9 / -5 / D   |
| Ht                 | -       |               |
| sidekick (stagger) | df+K    | 25            |
| M / -              | 14-2-30 | - / -1~+9 / - |
| -                  | -       |               |
| dodging sidekick   | df+K+E  | 25            |
| M / M*K            | 14-2-31 | -9 / D / D    |
| Ht                 | -       |               |
| low punch I        | D+P     | 9             |
| L / L*P            | 10-1-14 | -2 / -1 / +2  |
| -                  | -       |               |
| low punch II       | d+P     | 11            |
| L / L*P            | 16-1-14 | -2 / 0 / +4   |
| -                  | -       |               |
| low kick           | D+K     | 12            |
| L / L*K            | 14-1-26 | -12 / -7 / +2 |
| Lt                 | -       |               |
| HOPPING MOVES      |         |               |
| -----              |         |               |
| hopping elbow      | u+P     | 30            |
| M / H*P            | 34-3-28 | -6 / D / D    |
| -                  | -       |               |
| hopping smash      | d,u,P   | 30            |
| M / H*P            | 26-2-23 | 0 / D / D     |
| -                  | -       |               |
| hopkick            | u+K     | 30            |
| M / -              | 10-2-22 | -7 / D / D    |
| -                  | -       |               |
| landing sidekick   | d,u,K   | 20            |
| M / -              | 10-2-25 | -8 / -4 / 0   |
| Ht                 | -       |               |
| JUMPING MOVES      |         |               |
| -----              |         |               |
| jumping hammer     | d,U,f+P | 30            |
| M / -              | 21-6-43 | -22 / D / D   |
| Ht                 | -       |               |
| take-off kick      | d,U+K   | 30            |

|                   |             |             |
|-------------------|-------------|-------------|
| M / -             | 5-4-56      | -29 / D / D |
| -                 | -           |             |
| in-air kick       | d,U,K asc.  | 30          |
| M / -             | 10-2-28     | -5 / D / D  |
| -                 | -           |             |
| landing kick      | d,U,K desc. | 30          |
| M / -             | 10-5-11     | +10 / D / D |
| -                 | -           |             |
| jumping dropkick  | d,U,f+K     | 40          |
| M / -             | 12-4-54     | -36 / D / D |
| Ht                | -           |             |
| backward dropkick | d,U,b+K     | 40          |
| M / -             | 12-4-44     | -36 / D / D |
| Bt                | -           |             |

#### TURN-AROUND MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TA punch | b,b+P   | 14           |
| H / H*P  | 12-1-18 | -4 / -1 / +4 |
| -        | -       |              |
| TA kick  | b,b+K   | 30           |
| H / H*K  | 15-2-32 | -15 / D / D  |
| Bt       | -       |              |

#### TURN-TOWARDS MOVES

-----

|                          |                  |               |
|--------------------------|------------------|---------------|
| TT backfist              | P                | 20            |
| H / H*P                  | 9-1-26           | -8 / -4 / 0   |
| Ht                       | -                |               |
| TT backfist-crescent     | P,K (far)        | 25~50         |
| H / crescent             | 25-3-33/40       | -10 / D / D   |
| Ht                       | re 40 if blocked |               |
| TT backfist-sidekick     | P,K (near)       | 19            |
| M / M*K                  | 12-2-27          | -10 / -6 / -2 |
| Ht                       | -                |               |
| TT backfist-sweep (near) | P,d+K            | 20~35         |
| L / sweep                | 25-3-37/43       | -25 / D / D   |
| Lt                       | re 43 if blocked |               |
| TT backfist-sweep (far)  | P,d+K            | 20~35         |
| L / sweep                | 25-3-37/43       | -19 / D / D   |
| Lt                       | re 43 if blocked |               |
| TT high kick             | K                | 36            |
| H / H*K                  | 14-3-43/70       | -32 / D / D   |
| Ht                       | re 70 if blocked |               |
| TT low backfist          | d+P              | 14            |

|                                |                  |                |
|--------------------------------|------------------|----------------|
| L / L*P                        | 17-1-24          | -12 / -7 / 0   |
| Lt                             | -                |                |
| TT low backfist-sweep (near)   | d+P,K            | 20~35          |
| L / sweep                      | 29-3-37/43       | -26 / D / D    |
| Lt                             | re 43 if blocked |                |
| TT low backfist-sweep (far)    | d+P,K            | 20~35          |
| L / sweep                      | 29-3-37/43       | -20 / D / D    |
| Lt                             | re 43 if blocked |                |
| TT sweep                       | d+K              | 20             |
| L / L*K                        | 17-3-27          | -25 / D / D    |
| Lt                             | -                |                |
| SPECIAL MOVES                  |                  |                |
| -----                          |                  |                |
| punch-sidekick                 | P,K (near)       | 19             |
| M / M*K                        | 12-2-27          | -10 / -7 / -1  |
| Ht                             | -                |                |
| punch-sidekick (stagger)       | P,K (near)       | 19             |
| M / -                          | 12-2-27          | - / +2~+12 / - |
| -                              | -                |                |
| punch-crescent                 | P,K (far)        | 30             |
| H / crescent                   | 18-4-19/33       | -10 / D / D    |
| Ht                             | re 33 if blocked |                |
| punch-sweep (near)             | P,d+K            | 20~35          |
| L / sweep                      | 22-4-35/42       | -25 / D / D    |
| Lt                             | re 42 if blocked |                |
| punch-sweep (far)              | P,d+K            | 20~35          |
| L / sweep                      | 22-4-35/42       | -19 / D / D    |
| Lt                             | re 42 if blocked |                |
| double punch                   | P,P              | 12             |
| H / H*P                        | 8-2-19           | -5 / -5 / +3   |
| -                              | -                |                |
| double punch-elbow             | P,P,f+P          | 19             |
| M / elbow                      | 15-2-25          | -8 / -5 / 0    |
| Ht                             | -                |                |
| double punch-elbow (stagger)   | P,P,f+P          | 19             |
| M / -                          | 15-2-25          | - / +2~+8 / -  |
| -                              | -                |                |
| double punch-elbow-heelkick    | P,P,f+P,K        | 20             |
| H / H*K                        | 14-2-31          | -20 / D / D    |
| Ht                             | -                |                |
| double punch-backfist          | P,P,b+P          | 22             |
| H / H*P                        | 15-1-29          | -9 / -2 / -1   |
| Ht                             | -                |                |
| double punch-backfist-crescent | P,P,b+P,K        | 25~50          |



|                                |                  |                |
|--------------------------------|------------------|----------------|
| H / crescent                   | 25-3-33/39       | -10 / D / D    |
| Ht                             | re 39 if blocked |                |
| double punch-straight          | P,P,u+P          | 25             |
| H / H*P                        | 15-1-26          | -7 / D / D     |
| -                              | -                |                |
| double punch-kick              | P,P,K            | 30             |
| H / H*K                        | 14-2-29          | -6 / D / D     |
| -                              | -                |                |
| double punch-knee              | P,P,f+K          | 30             |
| M / knee                       | 15-2-30          | -11 / D / D    |
| Ht                             | -                |                |
| double punch-low kick          | P,P,d+K          | 12             |
| L / L*K                        | 14-1-26          | -12 / -7 / +2  |
| Lt                             | -                |                |
| triple punch                   | P,P,P            | 14             |
| H / H*P                        | 10-2-20          | -3 / 0 / +5    |
| -                              | -                |                |
| punch-kick                     | F+P,K            | 20             |
| H / H*K                        | 12-2-25          | -1 / +3 / D    |
| -                              | -                |                |
| double punch                   | F+P,P            | 12             |
| H / H*P                        | 10-1-16          | -5 / -5 / +2   |
| -                              | -                |                |
| double punch-elbow             | F+P,P,f+P        | 19             |
| M / elbow                      | 15-2-25          | -8 / -5 / +1   |
| Ht                             | -                |                |
| double punch-elbow (stagger)   | F+P,P,f+P        | 19             |
| M / -                          | 15-2-25          | - / +2~+8 / -  |
| -                              | -                |                |
| double punch-elbow-backfist    | F+P,P,f+P,P      | 15             |
| H / H*P                        | 14-1-28          | -12 / -10 / -6 |
| Ht                             | -                |                |
| double punch-elbow-backf-heelk | F+P,P,f+P,P,K    | 18             |
| H / H*K                        | 18-1-42          | -16 / -7 / 0   |
| Ht                             | -                |                |
| double punch-elbow-backf-lowk  | F+P,P,f+P,P,d+K  | 14             |
| L / L*K                        | 19-2-28          | -15 / -6 / 0   |
| Lt                             | -                |                |
| triple punch                   | F+P,P,P          | 14             |
| H / H*P                        | 11-2-16          | -3 / 0 / +5    |
| -                              | -                |                |
| elbow                          | f+P              | 19             |
| M / elbow                      | 11-2-22          | -7 / -5 / +2   |
| -                              | -                |                |
| elbow (stagger)                | f+P              | 19             |

|                           |                  |                |
|---------------------------|------------------|----------------|
| M / -                     | 11-2-22          | - / +5~+11 / - |
| -                         | -                |                |
| elbow-backfist            | f+P,P            | 15             |
| H / H*P                   | 14-1-28          | -12 / -10 / -6 |
| Ht                        | -                |                |
| elbow-backfist-heelkick   | f+P,P,K          | 18             |
| H / H*K                   | 18-1-42          | -16 / -7 / 0   |
| Ht                        | -                |                |
| elbow-backfist-low kick   | f+P,P,d+K        | 14             |
| L / L*K                   | 19-2-28          | -15 / -6 / 0   |
| Lt                        | -                |                |
| elbow-heelkick            | f+P,K            | 20             |
| H / H*K                   | 14-2-31          | -14 / D / D    |
| Ht                        | -                |                |
| hook punch                | df+P             | 10             |
| H / H*P                   | 12-2-21          | -10 / -8 / -4  |
| Ht                        | -1 DP            |                |
| double hook               | df+P,P           | 14             |
| H / H*P                   | 14-2-18          | -5 / -1 / +3   |
| -                         | -1 DP            |                |
| double hook-knuckle       | df+P,P,P         | 24             |
| H / H*P                   | 15-2-25          | -7 / D / D     |
| -                         | -                |                |
| backfist                  | b+P              | 22             |
| H / H*P                   | 15-1-21          | -6 / +2 / +7   |
| -                         | -                |                |
| double backfist           | b+P,P            | 25             |
| H / H*P                   | 15-1-30          | -8 / D / D     |
| Ht                        | -                |                |
| backfist-crescent         | b+P,K            | 25~50          |
| H / crescent              | 25-3-33/39       | -16 / D / D    |
| Ht                        | re 39 if blocked |                |
| backfist-sweep (near)     | b+P,d+K          | 20~35          |
| L / sweep                 | 25-3-37/49       | -32 / D / D    |
| Lt                        | re 49 if blocked |                |
| backfist-sweep (far)      | b+P,d+K          | 20~35          |
| L / sweep                 | 25-3-37/49       | -26 / D / D    |
| Lt                        | re 49 if blocked |                |
| backfist-low backfist     | b+P,db+P         | 15             |
| L / L*P                   | 16-1-25          | -11 / -7 / +2  |
| Lt                        | -                |                |
| low backfist              | db+P             | 20             |
| L / L*P                   | 15-2-30          | -13 / -7 / -1  |
| Lt                        | -                |                |
| low backfist-sweep (near) | db+P,K           | 20~35          |

|                               |                  |                |
|-------------------------------|------------------|----------------|
| L / sweep                     | 28-4-37          | -26 / D / D    |
| Lt                            | -                |                |
| low backfist-sweep (far)      | db+P,K           | 20~35          |
| L / sweep                     | 28-4-37          | -20 / D / D    |
| Lt                            | -                |                |
| beatknuckle                   | P+K              | 20             |
| M / H*P                       | 14-3-34          | -28 / D / D    |
| Ht                            | -                |                |
| beatknuckle-backfist          | P+K,P            | 12             |
| H / H*P                       | 20-1-20          | -6 / -5 / 0    |
| -                             | -                |                |
| beatknuckle-backfist-crescent | P+K,P,K          | 30~50          |
| H / crescent                  | 25-3-33/39       | -16 / D / D    |
| Ht                            | re 39 if blocked |                |
| beatknuckle-backfist-sweep    | P+K,P,d+K        | 20~35          |
| L / sweep                     | 25-3-37/43       | -26 / D / D    |
| Lt                            | re 43 if blocked |                |
| beatknuckle-heelkick          | P+K,K            | 20             |
| H / H*K                       | 16-2-36          | -19 / D / D    |
| Ht                            | -                |                |
| kick-backfist                 | K,P              | 15             |
| H / H*P                       | 20-1-26          | -10 / -6 / -4  |
| Ht                            | -                |                |
| kick-backfist-crescent        | K,P,K            | 30~50          |
| H / crescent                  | 25-3-33/39       | -16 / D / D    |
| Ht                            | re 39 if blocked |                |
| kick-backfist-sweep (near)    | K,P,d+K          | 20~35          |
| L / sweep                     | 25-3-37/49       | -32 / D / D    |
| Lt                            | re 49 if blocked |                |
| kick-backfist-sweep (far)     | K,P,d+K          | 20~35          |
| L / sweep                     | 25-3-37/49       | -26 / D / D    |
| Lt                            | re 49 if blocked |                |
| kick-heelkick                 | K,K              | 20             |
| M / M*K                       | 19-2-43          | -26 / D / D    |
| Ht                            | -                |                |
| kick-heelkick (stagger)       | K,K              | 20             |
| M / -                         | 19-2-43          | - / -14~-4 / - |
| -                             | -                |                |
| kick-low kick                 | K,d+K            | 12             |
| L / L*K                       | 15-2-26          | -11 / -9 / -5  |
| Lt                            | -                |                |
| knee                          | f+K              | 30             |
| M / knee                      | 15-2-30          | -11 / D / D    |
| Ht                            | -                |                |
| punt kick                     | f,f+K            | 30             |

|                       |                             |                 |
|-----------------------|-----------------------------|-----------------|
| M / H*K               | 13-3-31                     | -9 / D / D      |
| Ht                    | -                           |                 |
| toekick               | d+K                         | 24              |
| M / H*K               | 18-2-25                     | -4 / -1 / D     |
| Ht                    | -                           |                 |
| double low kick       | D+K,K                       | 15              |
| L / L*K               | 19-2-26                     | -13 / -7 / +2   |
| Lt                    | -                           |                 |
| sidekick-heelkick     | df+K,K                      | 25              |
| M / M*K               | 20-2-39                     | -18 / D / D     |
| Ht                    | -                           |                 |
| axe kick              | b+K                         | 20              |
| M / H*K               | 17-2-26                     | -8 / -4 / -1    |
| Ht                    | -                           |                 |
| kickflip              | ub+K                        | 60              |
| M / kickflip          | 12-4-51/53/92               | -32 / D / D     |
| Ht                    | re 53 if missed, 92 if hits |                 |
| crescent              | K+G                         | 30~50           |
| H / crescent          | 25-6-25/34                  | -11 / D / D     |
| Ht                    | re 34 if blocked            |                 |
| crescent-sweep (near) | K+G,d+K+G                   | 20~40           |
| L / sweep             | 19-3-41/48                  | -31 / D / D     |
| Lt                    | re 48 if blocked            |                 |
| crescent-sweep (far)  | K+G,d+K+G                   | 20~40           |
| L / sweep             | 19-3-41/48                  | -25 / D / D     |
| Lt                    | re 48 if blocked            |                 |
| shin slicer           | d+K+G                       | 25              |
| L / L*K               | 18-1-33                     | -12 / -7 / D    |
| Lt                    | -                           |                 |
| 1 lightning kick      | d+P+K                       | 8               |
| M / H*K               | 9-2-28                      | -19 / -17 / -14 |
| Ht                    | -                           |                 |
| 2 lightning kicks     | d+P+K,K                     | 8               |
| M / H*K               | 15-2-24                     | -15 / -13 / -10 |
| Ht                    | -                           |                 |
| 3 lightning kicks     | d+P+K,K,K                   | 8               |
| M / H*K               | 13-2-24                     | -15 / -13 / -10 |
| Ht                    | -                           |                 |
| 4 lightning kicks     | d+P+K,K,K,K                 | 10              |
| H / H*K               | 17-2-26                     | -15 / -13 / -9  |
| Ht                    | -                           |                 |
| 5 lightning kicks     | d+P+K,K,K,K,K               | 30              |
| H / H*K               | 20-2-31/103                 | -9 / D / D      |
| Ht                    | re 103 if hits              |                 |
| shot knee             | db+P+K                      | 8               |

|                               |                              |                 |
|-------------------------------|------------------------------|-----------------|
| M / knee                      | 12-1-18                      | -10 / -8 / -5   |
| Ht                            | -                            |                 |
| lightning kick variant 2      | db+P+K,K                     | 8               |
| M / H*K                       | 6-2-31                       | -22 / -20 / -16 |
| Ht                            | -                            |                 |
| lightning kick variant 3      | db+P+K,K,K                   | 8               |
| M / H*K                       | 14-2-24                      | -15 / -13 / -10 |
| Ht                            | -                            |                 |
| lightning kick variant 4      | db+P+K,K,K,K                 | 10              |
| H / H*K                       | 16-1-42                      | -32 / -28 / -24 |
| Ht                            | -                            |                 |
| lightning kick variant 4-high | db+P+K,K,K,K,K               | 30              |
| H / H*K                       | 20-1-29/104                  | -17 / D / D     |
| Ht                            | re 104 if hits               |                 |
| lightning kick variant 4-low  | db+P+K,K,K,K,d+K             | 30              |
| L / L*K                       | 201-29/104                   | -17 / D / D     |
| Ht                            | re 104 if hits               |                 |
| heel seed                     | b+K+G                        | 30              |
| M / H*K                       | 20-3-22/34                   | -12 / D / D     |
| Ht                            | re 34 if blocked             |                 |
| low crescent                  | b,f+K+G                      | 36              |
| M / crescent                  | 17-3-41/48/125               | -25 / D / D     |
| Ht                            | re 48 if missed, 125 if hits |                 |

#### MOVEMENT

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|               |        |           |
|---------------|--------|-----------|
| switch stance | d,d    | -         |
| -             | 1-9-11 | - / - / - |
| -             | -      |           |
| backflip      | d,ub   | -         |
| -             | 1-49-1 | - / - / - |
| -             | -      |           |

#### THROWS

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|                 |                    |           |
|-----------------|--------------------|-----------|
| brainbuster     | P+G                | 50{55}    |
| Ht              | 20-135-1           | - / - / - |
| -               | high throw, ground |           |
| clothesline     | f,f+P+G            | 40        |
| Ht              | 20-70-1            | - / - / - |
| -               | high throw         |           |
| trip & hammer   | f,b+P+G            | 50+10     |
| Ht              | 20-46{45}-1        | - / - / - |
| -               | high throw         |           |
| arm lock & knee | df,df+P+G          | 40+10     |

|                  |                                     |                  |
|------------------|-------------------------------------|------------------|
| Ht               | 10-117{122}-1                       | - / - / -        |
| -                | high throw                          |                  |
| knee bash        | P+G                                 | 5{15}+5+15{5}+15 |
| Ht               | 10-103-1                            | - / - / -        |
| -                | high-side throw                     |                  |
| bulldog          | P+G                                 | 50               |
| Ht               | 20-140-1                            | - / - / -        |
| -                | high-back throw                     |                  |
| wall clothesline | f,f+P+G                             | 65               |
| Ht               | 55-50-1                             | - / - / -        |
| -                | wall throw, opponent's back to wall |                  |

POUNCES

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|                 |                                   |           |
|-----------------|-----------------------------------|-----------|
| soccer kick     | df+K                              | 13        |
| G               | 18-3-43                           | - / - / - |
| -               | -                                 |           |
| knee slam       | u+P                               | 30        |
| G               | 33-5-45/61                        | - / - / - |
| -               | forward direction, re 61 if hits  |           |
| knee slam       | u+P                               | 30        |
| G               | 42-7-40/61                        | - / - / - |
| -               | backward direction, re 61 if hits |           |
| heavy knee slam | d,U+P                             | 40        |
| G               | 36-2-45/58                        | - / - / - |
| -               | forward direction, re 58 if hits  |           |
| heavy knee slam | d,U+P                             | 40        |
| G               | 42-7-40/58                        | - / - / - |
| -               | backward direction, re 58 if hits |           |

RISING ATTACKS: IN-PLACE

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 34-6-17/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | delay K,K,K...   | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |
| face up, feet towards | delay D+K,K,K... | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |
| face up, head towards | K,K,K...         | 20        |

|                           |                  |           |
|---------------------------|------------------|-----------|
| M / -                     | 34-4-21/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face up, head towards     | delay K,K,K...   | 20        |
| M / -                     | 14-2-35/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face up, head towards     | D+K,K,K...       | 20        |
| L / -                     | 34-3-30/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face up, head towards     | delay D+K,K,K... | 20        |
| L / -                     | 17-3-30/37       | - / - / - |
| Lt                        | re 37 if blocked |           |
| face down, feet towards   | K,K,K...         | 20        |
| M / -                     | 29-2-27/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face down, feet towards   | delay K,K,K...   | 20        |
| M / -                     | 14-2-33/37       | - / - / - |
| Ht                        | re 37 if blocked |           |
| face down, feet towards   | D+K,K,K...       | 20        |
| L / -                     | 29-5-25/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, feet towards   | delay D+K,K,K... | 20        |
| L / -                     | 17-3-30/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | K,K,K...         | 20        |
| M / -                     | 28-4-34          | - / - / - |
| Ht                        | -                |           |
| face down, head towards   | delay K,K,K...   | 20        |
| M / -                     | 14-3-30/34       | - / - / - |
| Ht                        | re 34 if blocked |           |
| face down, head towards   | D+K,K,K...       | 20        |
| L / -                     | 33-6-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | delay D+K,K,K... | 20        |
| L / -                     | 17-2-28/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| RISING ATTACKS: SIDE-ROLL |                  |           |
| -----                     |                  |           |
| face up, feet towards     | K,K,K...         | 20        |
| M / -                     | 14-4-30/34       | - / - / - |
| Ht                        | re 34 if blocked |           |
| face up, feet towards     | D+K,K,K...       | 20        |
| L / -                     | 16-5-26/35       | - / - / - |
| Lt                        | re 35 if blocked |           |
| face up, head towards     | K,K,K...         | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 34-2-21/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |

RISING ATTACKS: FRONT-ROLL

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|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                       |            |           |
|-----------------------|------------|-----------|
| face up, feet towards | K,K,K...   | 20        |
| M / -                 | 14-4-30/34 | - / - / - |



|                         |                  |           |
|-------------------------|------------------|-----------|
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

d) JEFFRY MCWILD

=====

Country: Australia

Sex: Male

Birthday: 1957.02.20

Blood Type: A

Job: Fisherman

Hobby: Reggae Music

Fighting Style: Pancratiun

#### BASIC MOVES

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|              |            |              |
|--------------|------------|--------------|
| punch        | (B or F)+P | 14           |
| H / H*P      | 12-2-13    | +1 / +3 / +8 |
| -            | -          |              |
| roundhouse   | K          | 30           |
| H / H*K      | 16-2-23    | 0 / D / D    |
| -            | -          |              |
| dodging kick | K+E        | 30           |
| H / H*K      | 16-2-23    | 0 / D / D    |
| -            | -          |              |
| sidekick     | df+K       | 28           |
| M / M*K      | 16-2-37    | -14 / D / D  |

|                   |             |               |
|-------------------|-------------|---------------|
| Ht                | -           |               |
| dodging sidekick  | df+K+E      | 28            |
| M / M*K           | 16-2-37     | -14 / D / D   |
| Ht                | -           |               |
| low punch I       | D+P         | 9             |
| L / L*P           | 10-1-14     | -2 / -1 / +2  |
| -                 | -           |               |
| low punch II      | d+P         | 11            |
| L / L*P           | 16-1-14     | -2 / 0 / +4   |
| -                 | -           |               |
| low kick          | D+K         | 17            |
| L / L*K           | 16-2-27     | -14 / -3 / +2 |
| Lt                | -           |               |
| HOPPING MOVES     |             |               |
| -----             |             |               |
| hopping hammer    | u+P         | 30            |
| M / -             | 34-4-27     | -6 / D / D    |
| -                 | -           |               |
| hopping punch     | d,u,P       | 30            |
| M / -             | 26-2-23     | 0 / D / D     |
| -                 | -           |               |
| hopping heel drop | u+K         | 30            |
| M / -             | 19-4-40     | -9 / D / D    |
| Ht                | -           |               |
| hopkick           | d,u,K asc.  | 22            |
| M / -             | 10-2-25     | -6 / -3 / +3  |
| -                 | -           |               |
| hopping kick      | d,u,K desc. | 30            |
| M / -             | 39-4-28     | -7 / D / D    |
| -                 | -           |               |
| JUMPING MOVES     |             |               |
| -----             |             |               |
| in-air hammer     | d,U+P       | 40            |
| M / -             | 40-3-24     | -2 / D / D    |
| -                 | -           |               |
| jumping hammer    | d,U,f+P     | 30            |
| M / -             | 21-6-43     | -22 / D / D   |
| Ht                | -           |               |
| take-off kick     | d,U+K       | 36            |
| M / -             | 4-5-61      | -30 / D / D   |
| Ht                | -           |               |
| in-air kick       | d,U,K asc.  | 30            |
| M / -             | 10-2-28     | -7 / D / D    |

|                       |                  |                |
|-----------------------|------------------|----------------|
| -                     | -                |                |
| landing kick          | d,U,K desc.      | 30             |
| M / -                 | 11-5-11          | +9 / D / D     |
| -                     | -                |                |
| jumping dropkick      | d,U,f+K          | 50             |
| M / -                 | 12-4-45          | - / D / D      |
| -                     | -                |                |
| backward dropkick     | d,U,b+K          | 48             |
| M / -                 | 12-3-45          | -23 / D / D    |
| Bt                    | -                |                |
| TURN-TOWARDS MOVES    |                  |                |
| -----                 |                  |                |
| TT punch              | P                | 12             |
| H / H*P               | 11-1-21          | -7 / -6 / -1   |
| -                     | -                |                |
| TT kick               | K                | 36             |
| H / H*K               | 15-3-26          | -2 / D / D     |
| -                     | -                |                |
| TT hammer             | d+P              | 30             |
| M / -                 | 15-5-24          | -11 / D / D    |
| Ht                    | -                |                |
| TT heel slide         | d+K              | 30             |
| M / M*K               | 18-5-43/53       | -30 / D / D    |
| Ht                    | re 53 if blocked |                |
| TT punch from crouch  | D+P              | 12             |
| H / H*P               | 14-2-25          | -12 / -11 / -6 |
| Ht                    | -                |                |
| SPECIAL MOVES         |                  |                |
| -----                 |                  |                |
| punch-kick            | P,K              | 20             |
| H / H*K               | 12-2-25          | -1 / +3 / +1   |
| -                     | -                |                |
| double punch          | P,P              | 14             |
| H / H*P               | 9-1-19           | -5 / -2 / +3   |
| -                     | -                |                |
| double punch-uppercut | P,P,P            | 19             |
| M / H*P               | 18-2-27          | -10 / -7 / -2  |
| Ht                    | -                |                |
| double punch-hook     | P,P,b+P          | 35             |
| H / H*P               | 21-3-35          | -13 / D / D    |
| Ht                    | -2 DP            |                |
| hell stab             | P+E              | 20             |
| H / H*P               | 14-1-22          | -4 / D / D     |

|                               |             |                |
|-------------------------------|-------------|----------------|
| -                             | -           |                |
| double hell stab              | P+E,P+E     | 10             |
| H / H*P                       | 8-1-22      | -10 / D / D    |
| Ht                            | -           |                |
| machine gun hell stab         | P+E,P+E,P+E | 15             |
| H / H*P                       | 24-2-30     | -15 / D / D    |
| Ht                            | -           |                |
| elbow                         | f+P         | 19             |
| M / elbow                     | 12-2-26     | -9 / -6 / -1   |
| Ht                            | -           |                |
| elbow (stagger)               | f+P         | 19             |
| M / -                         | 12-2-26     | - / 0~+7 / -   |
| -                             | -           |                |
| elbow-hammer                  | f+P,b+P     | 30             |
| M / -                         | 28-4-29     | -10 / D / D    |
| Ht                            | -           |                |
| dashing elbow                 | f,f+P       | 19             |
| M / elbow                     | 16-2-21     | -4 / -1 / +4   |
| -                             | -           |                |
| dashing elbow (stagger)       | f,f+P       | 0 or 19        |
| M / -                         | 16-2-21     | - / +5~+12 / - |
| -                             | -           |                |
| dashing elbow-uppercut        | f,f+P,P     | 19             |
| M / H*P                       | 12-2-27     | -10 / -7 / -2  |
| Ht                            | -           |                |
| tornado hammer                | f,b+P       | 25             |
| H / H*P                       | 19-3-37     | -15 / +1 / +4  |
| Ht                            | -2 DP       |                |
| drop elbow                    | b+P         | 20             |
| M / elbow                     | 15-4-35     | -14 / D / D    |
| Ht                            | -           |                |
| kenka hook                    | b,f+P       | 35             |
| H / H*P                       | 21-3-35     | -13 / D / D    |
| Ht                            | -2 DP       |                |
| double fisted hammer          | b,df+P      | 20             |
| M / -                         | 18-3-45     | -29 / D / D    |
| Ht                            | -           |                |
| double fister hammer-uppercut | b,df+P,P    | 30             |
| M / -                         | 17-3-33     | -11 / D / D    |
| Ht                            | -           |                |
| uppercut (near)               | FS,df+P     | 20             |
| M / H*P                       | 14-2-25     | -8 / -4 / +1   |
| Ht                            | -           |                |
| uppercut (far)                | FS,df+P     | 19             |
| M / H*P                       | 18-2-27     | -10 / -7 / -2  |

|                       |                  |                 |
|-----------------------|------------------|-----------------|
| Ht                    | -                |                 |
| double uppercut       | FS,df+P,P        | 15              |
| M / H*P               | 17-3-31          | -17 / -15 / -10 |
| Ht                    | -                |                 |
| triple uppercut       | FS,df+P,P,P      | 20              |
| M / H*P               | 17-2-36          | -15 / D / D     |
| Ht                    | -                |                 |
| uppercut from crouch  | DF+P             | 22              |
| M / H*P               | 14-2-23          | -4 / -1 / +5    |
| -                     | -                |                 |
| kenka uppercut        | df,df+P          | 30              |
| M / H*P               | 17-2-32          | -12 / D / D     |
| Ht                    | -                |                 |
| kick-toekick          | K,K              | 15              |
| M / H*K               | 23-1-33          | -17 / -15 / -10 |
| Ht                    | -                |                 |
| kick-toekick-hammer   | K,K,P            | 20              |
| M / -                 | 24-4-33          | -18 / D / D     |
| Ht                    | -                |                 |
| knee                  | f+K              | 28              |
| M / knee              | 15-2-30          | -12 / D / D     |
| Ht                    | -                |                 |
| big boot              | f,f+K            | 40              |
| M / M*K               | 26-3-26          | -4 / D / D      |
| -                     | -                |                 |
| shot knee             | b+K              | 22              |
| M / knee              | 12-1-30          | -10 / D / D     |
| Ht                    | -                |                 |
| shot knee-hook        | b+K,P            | 15              |
| H / H*P               | 20-2-33          | -18 / D / D     |
| Ht                    | -                |                 |
| axe kick              | b,f+K            | 36              |
| M / H*K               | 21-2-30/44       | -20 / D / D     |
| Ht                    | re 44 if blocked |                 |
| toekick               | d+K              | 24              |
| M / H*K               | 18-2-25          | -4 / 0 / +4     |
| -                     | -                |                 |
| = crucifix piledriver | d,df,f+P+G       | 100{110}        |
| Hit                   | 20-229{252}-1    | - / - / -       |
| -                     | hit throw        |                 |
| toekick-hammer        | d+K,P            | 19              |
| M / -                 | 24-4-33          | -18 / D / D     |
| Ht                    | -                |                 |
| dodging hell stab     | f+P+K            | 35              |
| M / H*P               | 21-1-30          | -12 / D / D     |

|                  |           |                 |
|------------------|-----------|-----------------|
| Ht               | -         |                 |
| headbutt         | b,f+P+K   | 35              |
| M / -            | 27-3-24   | -7 / D / D      |
| -                | -         |                 |
| baseball pitch   | b,f,f+P+K | 45              |
| M / H*P          | 45-?-?    | -12 / D / D     |
| Ht               | -         |                 |
| stomach crush    | b,df+P+K  | 20              |
| M / -            | 19-2-40   | -23 / -11 / -14 |
| Ht               | -         |                 |
| = spine buster   | d+P+G     | 40              |
| Hit              | 10-73-1   | - / - / -       |
| -                | hit throw |                 |
| = lift up throw  | b+P+G     | 50              |
| Hit              | ?-?-?     | - / - / -       |
| -                | hit throw |                 |
| hell dunk hammer | d+P+K     | 21              |
| M / H*P          | 14-2-23   | -9 / 0 / +9     |
| Ht               | crouch    |                 |
| low heel slide   | d+K+G     | 21              |
| L / L*K          | 16-1-29   | -14 / -7 / 0    |
| Lt               | -         |                 |
| ankle kick       | df+K+G    | 20              |
| L / L*K          | 16-1-29   | -11 / -7 / -2   |
| Ht               | -         |                 |

#### RUNNING MOVES

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|                   |                |             |
|-------------------|----------------|-------------|
| running splash    | f,F or F+E,P+K | 20~40       |
| H or M / -        | 18-11-80       | -38 / D / D |
| Ht                | -              |             |
| running butt slam | f,F or F+E,K+G | 30          |
| M / -             | 26-7-25        | - / D / D   |
| -                 | ground         |             |

#### THROWS

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|                 |                    |           |
|-----------------|--------------------|-----------|
| fireman's carry | P+G                | 60        |
| Ht              | 20-157{169}-1      | - / - / - |
| -               | high throw, ground |           |
| power slam      | f+P+G              | 50        |
| Ht              | 20-193-1           | - / - / - |
| -               | high throw         |           |
| military press  | b+P+G              | 60{65}    |
| Ht              | 10{20}-257{247}-1  | - / - / - |

|                     |                  |             |
|---------------------|------------------|-------------|
| -                   | high throw       |             |
| pick up & slam      | d+P+G            | 50          |
| Ht                  | 10-120{134}-1    | - / - / -   |
| -                   | high throw       |             |
| crucifix piledriver | df,df+P+G        | 80{85}      |
| Ht                  | 20-229{252}-1    | - / - / -   |
| -                   | high throw       |             |
| box throw           | db+P+G           | 0           |
| Ht                  | 10-55-1          | - / - / -   |
| -                   | high throw       |             |
| machine gun hammer  | db,f+P+G         | 10+10+20+20 |
| Ht                  | 10-130-1         | - / - / -   |
| -                   | high throw       |             |
| frontal backbreaker | b,f,f+P+G        | 70{75}      |
| Ht                  | 20-140{151}-1    | - / - / -   |
| -                   | high throw       |             |
| tackle & grind      | b,df+P+G         | 25+30       |
| Ht                  | 21-107-1         | - / - / -   |
| -                   | high throw       |             |
| headbutt            | b,f+P+G          | 20          |
| Ht                  | 20-7-61          | - / +2 / -  |
| -                   | high throw (1)   |             |
| = 2nd headbutt      | f+P+G            | 16          |
| Ht                  | 20-14-65         | - / +2 / -  |
| -                   | = link (2)       |             |
| == 3rd headbutt     | f+P+G            | 32          |
| Ht                  | 20-50-1          | - / - / -   |
| -                   | == link (3)      |             |
| == knee smash       | b+P+G            | 20+20       |
| Ht                  | 10-93-1          | - / - / -   |
| -                   | == link (3)      |             |
| = knee smash        | b+P+G            | 20+20       |
| Ht                  | 10-91-1          | - / - / -   |
| -                   | = link (2)       |             |
| coconut crush       | P+G              | 20+30       |
| Ht                  | 15-116-1         | - / - / -   |
| -                   | high-side throw  |             |
| arm extension       | (b,f or f,b)+P+G | 60          |
| Ht                  | 10-144-1         | - / - / -   |
| -                   | high-side throw  |             |
| backbreaker         | P+G              | 75{80}      |
| Ht                  | 20-180{195}-1    | - / - / -   |
| -                   | high-back throw  |             |
| choke and swing     | b+P+G            | 80          |
| Ht                  | 10-257-1         | - / - / -   |

|                               |                                     |               |
|-------------------------------|-------------------------------------|---------------|
| -                             | high-back throw                     |               |
| fireman's carry off the wall  | P+G                                 | 65            |
| Ht                            | 159-41-1                            | - / - / -     |
| -                             | wall throw, opponent's back to wall |               |
| fireman's carry into the wall | P+G                                 | 70            |
| Ht                            | 138-92-1                            | - / - / -     |
| -                             | wall throw, Jeffry's back to wall   |               |
| wall grind & knee             | db+P+G                              | 20+20+5+5+5+5 |
| Ht                            | 38-162-1                            | - / - / -     |
| -                             | wall throw, opponent's back to wall |               |
| triple shoulder ram           | b,df+P+G                            | 15+15+30      |
| Ht                            | 23-143-1                            | - / - / -     |
| -                             | wall throw, opponent's back to wall |               |
| iron claw                     | d+P+K+G                             | 50{45}        |
| Lt                            | 20-179{177}-1                       | - / - / -     |
| -                             | low throw                           |               |
| power bomb                    | df+P+K+G                            | 70            |
| Lt                            | 20-139-1                            | - / - / -     |
| -                             | low throw                           |               |
| machine gun knee              | d,f+P+K+G                           | 20+10+20+30   |
| Lt                            | 20-111-1                            | - / - / -     |
| -                             | low throw                           |               |
| headlock hammer               | P+K+G                               | 70            |
| Lt                            | 10-105-1                            | - / - / -     |
| -                             | low-side throw                      |               |
| low backbreaker               | P+K+G                               | 80{85}        |
| Lt                            | 20-180{195}-1                       | - / - / -     |
| -                             | low-back throw                      |               |
| devil's claw (over the head)  | d+P+G                               | 0             |
| Gt                            | 1-120-1/80                          | - / - / -     |
| -                             | ground throw, re 80 if missed       |               |
| devil's claw (over the legs)  | d+P+G                               | 0             |
| Gt                            | 1-109-1/80                          | - / - / -     |
| -                             | ground throw, re 80 if missed       |               |
| POUNCES                       |                                     |               |
| -----                         |                                     |               |
| stomp                         | df+K                                | 15            |
| G                             | 26-2-42                             | - / - / -     |
| -                             | -                                   |               |
| stomach splash                | u+P                                 | 30            |
| G                             | 25-6-79/60                          | - / - / -     |
| -                             | re 60 if hits                       |               |
| jumping butt splash           | d,U+P                               | 40            |
| G                             | 31-4-65/76                          | - / - / -     |



- ground if missed, re 76 if hits

RISING ATTACKS: IN-PLACE

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 34-6-17/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | delay K,K,K...   | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, feet towards   | delay D+K,K,K... | 20        |
| L / -                   | 16-5-26/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 34-2-21/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | delay K,K,K...   | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-4-21/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 29-2-27/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/34       | - / - / - |
| Lt                      | re 34 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 30-3-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 36-3-22/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-30/37       | - / - / - |

|                         |                  |           |
|-------------------------|------------------|-----------|
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 34-2-31/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-2-28/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

RISING ATTACKS: SIDE-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 17-3-28/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

RISING ATTACKS: FRONT-ROLL

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 16-5-26/27       | - / - / - |
| Lt                    | re 27 if blocked |           |
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 14-2-35/34       | - / - / - |
| Ht                    | re 34 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/37       | - / - / - |
| Lt                      | re 37 if blocked |           |

#### RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-2-26/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/35       | - / - / - |
| Ht                      | re 35 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/37       | - / - / - |
| Ht                      | re 37 if blocked |           |

e) KAGE-MARU

=====

Country: Japan

Sex: Male

Birthday: 1970.06.06

Blood Type: B  
 Job: Ninja  
 Hobby: Mahjong  
 Fighting Style: Ju-Jutsu

|                    |            |                |
|--------------------|------------|----------------|
| punch              | (B or F)+P | 10             |
| H / H*P            | 8-2-12     | 0 / +2 / +5    |
| -                  | -          |                |
| dodging punch      | P+E        | 14             |
| H / H*P            | 12-2-17    | -4 / -1 / +3   |
| -                  | -          |                |
| roundhouse I       | K          | 25             |
| H / H*K            | 12-2-25    | -2 / D / D     |
| -                  | -          |                |
| roundhouse II      | F+K        | 25             |
| H / H*K            | 14-2-23    | -2 / D / D     |
| -                  | -          |                |
| dodging kick       | K+E        | 25             |
| H / H*K            | 14-2-23    | -2 / D / D     |
| -                  | -          |                |
| sidekick           | df+K       | 22             |
| M / M*K            | 14-2-25    | -6 / -3 / +1   |
| -                  | -          |                |
| sidekick (stagger) | df+K       | 22             |
| M / -              | 14-2-25    | - / +4~+14 / - |
| -                  | -          |                |
| dodging sidekick   | df+K+E     | 22             |
| M / M*K            | 14-2-26    | -6 / D / D     |
| -                  | -          |                |
| low punch I        | D+P        | 9              |
| L / L*P            | 10-1-14    | -2 / -1 / +2   |
| -                  | -          |                |
| low punch II       | d+P        | 11             |
| L / L*P            | 16-1-14    | -2 / 0 / +4    |
| -                  | -          |                |
| low kick           | d+K        | 14             |
| L / L*K            | 16-1-24    | -13 / -4 / +2  |
| Lt                 | -          |                |
| HOPPING MOVES      |            |                |
| -----              |            |                |
| hopping chop       | u+P        | 30             |
| M / H*P            | 33-4-23    | -6 / D / D     |
| -                  | -          |                |
| hopping punch      | d, u, P    | 24             |
| M / L*P            | 14-3-34    | -7 / -4 / +1   |

|                   |              |               |
|-------------------|--------------|---------------|
| -                 | -            |               |
| van-halen kick    | u+K          | 20            |
| M / -             | 10-2-34      | -11 / D / D   |
| Ht                | -            |               |
| hopkick           | d,u,K asc.   | 20            |
| M / -             | 10-2-13      | -6 / +8 / +12 |
| Ht                | -            |               |
| landing sweep     | d,u,K desc.  | 20            |
| L / L*K           | 19-4-40      | -20 / D / D   |
| Lt                | -            |               |
| JUMPING MOVES     |              |               |
| -----             |              |               |
| jumping hammer    | d,U,f+P      | 30            |
| M / -             | 14-2-44      | -21 / D / D   |
| Ht                | -            |               |
| take-off kick     | d,U+K        | 30            |
| M / -             | 5-4-61       | -62 / D / D   |
| Ht                | -            |               |
| in-air kick       | d,U,K asc.   | 30            |
| M / -             | 10-2-28      | - / D / D     |
| -                 | -            |               |
| landing kick      | d,U,K desc.  | 30            |
| M / -             | 11-5-11      | +9 / D / D    |
| -                 | -            |               |
| 2.5 roll & slam   | d,UF+K (far) | 30            |
| M / -             | 30-38-46     | -21 / D / D   |
| Ht                | -            |               |
| jumping dropkick  | d,U,f+K      | 40            |
| M / -             | 21-4-39      | -18 / D / D   |
| Ht                | -            |               |
| backward dropkick | d,U,b+K      | 40            |
| M / -             | 12-4-44      | -23 / D / D   |
| Bt                | -            |               |
| TURN-AROUND MOVES |              |               |
| -----             |              |               |
| TA punch          | b,b+P        | 17            |
| H / -             | 13-2-16      | -1 / +2 / +5  |
| -                 | -            |               |
| TA kick           | b,b+K        | 24            |
| H / -             | 15-2-24      | -3 / D / D    |
| -                 | -            |               |
| TA slide kick     | b,b+K+G      | 12            |
| L / -             | 21-2-24      | -11 / D / D   |

Lbt

-

TURN-TOWARDS MOVES

-----

|                     |                             |               |
|---------------------|-----------------------------|---------------|
| TT punch            | P                           | 12            |
| H / H*P             | 10-2-19                     | -6 / -5 / -1  |
| -                   | -                           |               |
| TT kick             | K                           | 30            |
| H / H*K             | 15-3-26                     | -2 / D / D    |
| -                   | -                           |               |
| TT low punch        | d+P                         | 15            |
| L / L*P             | 14-1-24                     | -13 / -6 / -2 |
| Lt                  | -                           |               |
| TT reverse kickflip | ub+K                        | 40            |
| M / -               | 26-5-26                     | -5 / D / D    |
| -                   | -                           |               |
| sky knee            | u+K                         | 30            |
| H / -               | 31-5-31/42                  | -24 / D / D   |
| Bt                  | re 42 if blocked            |               |
| reverse kickflip    | uf+K                        | 25            |
| M / -               | 32-4-37/35                  | -32 / D / D   |
| Bt                  | re 35 if blocked            |               |
| TT low kick         | D+K                         | 30            |
| L / L*K             | 16-2-37                     | -14 / D / D   |
| Lt                  | -                           |               |
| TT frankensteiner   | u+P+G                       | 50            |
| Ht                  | 21-91-1/65                  | - / - / -     |
| -                   | high throw, re 65 if missed |               |

SPECIAL MOVES

-----

|                            |                   |             |
|----------------------------|-------------------|-------------|
| punch-kick                 | P,K               | 20          |
| H / H*K                    | 12-2-25           | -1 / +3 / 0 |
| -                          | -                 |             |
| double punch               | P,P               | 10          |
| H / H*P                    | 8-2-17            | -6 / -6 / 0 |
| -                          | -                 |             |
| triple punch               | P,P,P             | 12          |
| H / H*P                    | 9-2-18            | -5 / -1 / 0 |
| -                          | -                 |             |
| triple punch-heelkick      | P,P,P,K           | 30          |
| M / M*K                    | 16-2-35           | -12 / D / D |
| Ht                         | -                 |             |
| triple punch-backflip kick | P,P,P,b+K or ub+K | 20          |
| M / kickflip               | 10-3-39           | -22 / D / D |

|                             |                              |                |
|-----------------------------|------------------------------|----------------|
| Ht                          | -                            |                |
| double punch-kick           | P,P,K                        | 30             |
| H / H*K                     | 14-2-29                      | -6 / D / D     |
| -                           | -                            |                |
| double punch-helix          | P,P,b+P                      | 17             |
| H / H*P                     | 13-2-21                      | -6 / 0 / +4    |
| -                           | -                            |                |
| double punch-helix-heelkick | P,P,b+P,K                    | 30             |
| M / M*K                     | 16-2-35                      | -12 / D / D    |
| Ht                          | -                            |                |
| elbow                       | f+P                          | 19             |
| M / elbow                   | 11-2-22                      | -5 / -2 / +2   |
| -                           | -                            |                |
| elbow (stagger)             | f+P                          | 19             |
| M / -                       | 11-2-22                      | - / +4~+11 / - |
| -                           | -                            |                |
| dragon punch                | f,d,df+P                     | 40             |
| M / H*P                     | 15-5-41                      | -21 / D / D    |
| Ht                          | -                            |                |
| helix                       | b+P                          | 17             |
| H / H*P                     | 13-2-21                      | -6 / -3 / +1   |
| -                           | -                            |                |
| helix-heelkick              | b+P,K                        | 25             |
| M / M*K                     | 16-2-27                      | -10 / -2 / D   |
| Ht                          | -                            |                |
| helix-heelkick (stagger)    | b+P,K                        | 25             |
| M / -                       | 16-2-27                      | - / +2~+12 / - |
| -                           | -                            |                |
| swipe                       | db+P                         | 14             |
| H / H*P                     | 12-2-17                      | -4 / -1 / +3   |
| -                           | continue with punch sequence |                |
| swipe-kick                  | db+P,K                       | 20             |
| H / H*K                     | 12-2-25                      | -3 / +2 / 0    |
| -                           | -                            |                |
| downward chop               | D,df+P                       | 20             |
| M / H*P                     | 14-1-32                      | -14 / D / D    |
| Ht                          | -                            |                |
| shinsodan after a roll      | b,db,d,df,f+P                | 15             |
| L / -                       | 1-9-35                       | - / - / -      |
| Ht                          | -                            |                |
| rising knee                 | FC,f+K                       | 38             |
| M / -                       | 14-2-39                      | -16 / D / D    |
| Ht                          | -                            |                |
| backheel sweep (near)       | f,f+K                        | 20~30          |
| L / sweep                   | 27-4-36                      | -21 / D / D    |

|                            |                   |                |
|----------------------------|-------------------|----------------|
| Ht                         | -                 |                |
| backheel sweep (far)       | f, f+K            | 20~30          |
| L / sweep                  | 27-4-36           | -12 / D / D    |
| ht                         | -                 |                |
| backward roll-sweep (near) | f, df, d, db, b+K | 20~35          |
| L / sweep                  | 27-5-31/35        | -17 / D / D    |
| Lt                         | re 35 if blocked  |                |
| backward roll-sweep (far)  | f, df, d, db, b+K | 20~35          |
| L / sweep                  | 27-5-31/35        | -9 / D / D     |
| Lt                         | re 35 if blocked  |                |
| forward roll-sweep (near)  | b, db, d, df, f+K | 20~35          |
| L / sweep                  | 25-5-41/36        | -19 / D / D    |
| Lt                         | re 36 if blocked  |                |
| forward roll-sweep (far)   | b, db, d, df, f+K | 20~35          |
| L / sweep                  | 25-5-41/36        | -13 / D / D    |
| Lt                         | re 36 if blocked  |                |
| dodging tackle             | db+K              | 19             |
| L / -                      | 19-6-48           | -32 / D / D    |
| Ht                         | -                 |                |
| backflip kick              | ub+K              | 40             |
| M / kickflip               | 20-2-35           | -16 / D / D    |
| Ht                         | -                 |                |
| downward side chop         | P+K               | 16             |
| M / H*P                    | 23-3-20           | -6 / -4 / 0    |
| -                          | -1 DP             |                |
| shuto chop                 | f+P+K             | 16             |
| M / H*P                    | 16-3-27           | -13 / -11 / -4 |
| Ht                         | -2 DP             |                |
| shuto chop combo           | f+P+K, P+K        | 14             |
| H / H*P                    | 13-2-25           | -12 / D / D    |
| Ht                         | -                 |                |
| whirling chop              | d+P+K             | 20             |
| M / H*P                    | 16-2-25           | -8 / -4 / 0    |
| Ht                         | -                 |                |
| spinning chop              | df+P+K            | 24             |
| M / H*P                    | 16-3-30           | -10 / D / D    |
| Ht                         | -                 |                |
| back thrust                | b+K+G             | 30             |
| H / H*K                    | 22-3-22           | 0 / D / D      |
| -                          | -                 |                |
| corkscrew kick             | f, f+K+G          | 40             |
| M / -                      | 25-8-43           | -22 / D / D    |
| Ht                         | -                 |                |
| catapult kick              | f, f+P+K+G        | 40             |
| L / -                      | 20-20-77          | -66 / D / D    |



|                          |                  |             |
|--------------------------|------------------|-------------|
| Ht                       | -                |             |
| heelkick                 | d+K+G            | 35          |
| M / H*K                  | 14-2-31          | -10 / D / D |
| Ht                       | -                |             |
| inverted kickflip        | df+K+G           | 40          |
| M / -                    | 23-4-42          | -21 / D / D |
| Bt                       | -                |             |
| reverse kickflip (<3.0m) | uf+K+G           | 35          |
| M / crescent             | 30-4-23          | -2 / D / D  |
| -                        |                  |             |
| reverse kickflip (>3.0m) | uf+K+G           | 35          |
| M / crescent             | 30-4-23/40       | -17 / D / D |
| Ht                       | re 40 if blocked |             |
| kickflip                 | ub+K+G           | 50          |
| M / kickflip             | 12-4-59          | -39 / D / D |
| Ht                       | -                |             |

#### RUNNING MOVES

-----

|               |                |             |
|---------------|----------------|-------------|
| running slide | f, F or F+E, K | 20~30       |
| L / -         | 18-6-36        | -17 / D / D |
| Ht            | -              |             |

#### MOVEMENT

-----

|                |                   |           |
|----------------|-------------------|-----------|
| forward roll   | b, db, d, df, f   | -         |
| -              | 1-27-19           | - / - / - |
| -              | -                 |           |
| = another roll | b, db, d, df, f+P | -         |
| -              | 1-30-1            | - / - / - |
| -              | = link            |           |
| backward roll  | f, df, d, db, b   | -         |
| -              | 1-27-22           | - / - / - |
| -              | -                 |           |
| = another roll | f, df, d, db, b+P | -         |
| -              | 1-30-1            | - / - / - |
| -              | = link            |           |
| cartwheel      | b+E               | -         |
| -              | 1-45-1            | - / - / - |
| -              | -                 |           |
| backflip       | d, ub             | -         |
| -              | 1-43-1            | - / - / - |
| -              | -                 |           |

#### THROWS

-----

|                           |                                      |             |
|---------------------------|--------------------------------------|-------------|
| shoulder throw            | P+G                                  | 50{45}      |
| Ht                        | 20-50{70}-10{1}                      | - / - / -   |
| -                         | high throw                           |             |
| surprise exchange (front) | f+P+G                                | 0           |
| Ht                        | 20-51-1                              | - / +11 / - |
| -                         | high throw                           |             |
| turnover toka throw       | df+P+G                               | 50{40}      |
| Ht                        | 20-60{75}-1                          | - / - / -   |
| -                         | high throw                           |             |
| ten-foot toss             | b+P+G                                | 40{55}      |
| Ht                        | 20-8-60                              | - / - / -   |
| -                         | high throw                           |             |
| = knee smash              | d+P+G                                | 70          |
| Ht                        | ?                                    | - / - / -   |
| -                         | = link, possible on Taka-Arashi only |             |
| = izuna drop              | u+P+G                                | 60{70}      |
| Ht                        | 107{45}-71{80}-1                     | - / - / -   |
| -                         | = link                               |             |
| reaping throw             | b, f+P+G                             | 50          |
| Ht                        | 20-79-1                              | - / - / -   |
| -                         | high throw                           |             |
| flipping shoulder throw   | b, d+P+G                             | 60{65}      |
| Ht                        | 10-114-1                             | - / - / -   |
| -                         | high throw                           |             |
| flying takedown           | uf+P+G                               | 20+10+10+10 |
| Ht                        | 18; 1-146-1/71                       | - / - / -   |
| -                         | high catch throw, re 71 if missed    |             |
| leg hold takedown         | P+G                                  | 40          |
| Ht                        | 15-80-1                              | - / - / -   |
| -                         | high-side throw                      |             |
| surprise exchange (side)  | f+P+G                                | 0           |
| Ht                        | 20-76-1                              | - / +11 / - |
| -                         | high-side throw                      |             |
| shoulder drop             | P+G                                  | 50{45}      |
| Ht                        | 20-127{125}-1                        | - / - / -   |
| -                         | high-back throw                      |             |
| surprise exchange (back)  | f+P+G                                | 0           |
| Ht                        | 20-76-1                              | - / +11 / - |
| -                         | high-back throw                      |             |
| low shoulder drop         | P+K+G                                | 60          |
| Lt                        | 20-119-1                             | - / - / -   |
| -                         | low-back throw                       |             |

REVERSALS

-----  
punch reversal                   b+P+K                   30  
H                               1-75-1                   - / - / -  
-                               -

POUNCES

-----  
heel swat                       df+K                    13  
G                               28-2-43                - / - / -  
-

knee smash                    U+P (far)               30  
G                               48-4-69/73            - / - / -  
-                               re 73 if missed

foot stomp                    U+P (mid range)        40  
G                               49-2-26/80            - / - / -  
-                               re 80 if hit

head slam                     U+P (near)             30  
G                               41-9-60/58            - / - / -  
-                               ground if missed, re 58 if missed

RISING ATTACKS: IN-PLACE

-----  
face down, feet towards       K,K,K...                20  
M / -                           29-8-44/37            - / - / -  
Ht                              re 37 if blocked

face down, feet towards       delay K,K,K...          20  
M / -                           14-2-33/37            - / - / -  
Ht                              re 37 if blocked

face down, feet towards       D+K,K,K...             20  
L / -                           29-5-25/27            - / - / -  
Lt                              re 27 if blocked

face down, feet towards       delay D+K,K,K...        20  
L / -                           17-3-30/27            - / - / -  
Lt                              re 27 if blocked

face down, head towards       K,K,K...                20  
M / -                           30-4-27/34            - / - / -  
Ht                              re 34 if blocked

face down, head towards       delay K,K,K...          20  
M / -                           14-3-30/34            - / - / -  
Ht                              re 34 if blocked

face down, head towards       D+K,K,K...             20  
L / -                           30-3-31/27            - / - / -  
Lt                              re 27 if blocked

face down, head towards       delay D+K,K,K...        20  
L / -                           17-2-28/27            - / - / -  
Lt                              re 27 if blocked

|                                        |                                                    |                 |
|----------------------------------------|----------------------------------------------------|-----------------|
| face up, feet towards<br>M / -<br>Ht   | K,K,K...<br>34-6-17/34<br>re 34 if blocked         | 20<br>- / - / - |
| face up, feet towards<br>M / -<br>Ht   | delay K,K,K...<br>14-4-30/34<br>re 34 if blocked   | 20<br>- / - / - |
| face up, feet towards<br>L / -<br>Lt   | D+K,K,K...<br>32-5-22/27<br>re 27 if blocked       | 20<br>- / - / - |
| face up, feet towards<br>L / -<br>Lt   | delay D+K,K,K...<br>16-5-26/35<br>re 35 if blocked | 20<br>- / - / - |
| face up, head towards<br>M / -<br>Ht   | K,K,K...<br>34-4-21/37<br>re 37 if blocked         | 20<br>- / - / - |
| face up, head towards<br>M / -<br>Ht   | delay K,K,K...<br>14-2-35/37<br>re 37 if blocked   | 20<br>- / - / - |
| face up, head towards<br>L / -<br>Lt   | D+K,K,K...<br>17-7-17/27<br>re 27 if blocked       | 20<br>- / - / - |
| face up, head towards<br>L / -<br>Lt   | delay D+K,K,K...<br>17-3-30/37<br>re 37 if blocked | 20<br>- / - / - |
| RISING ATTACKS: SIDE-ROLL<br>-----     |                                                    |                 |
| face up, feet towards<br>M / -<br>Ht   | K,K,K...<br>14-4-30/34<br>re 34 if blocked         | 20<br>- / - / - |
| face up, feet towards<br>L / -<br>Lt   | D+K,K,K...<br>16-5-26/35<br>re 35 if blocked       | 20<br>- / - / - |
| face up, head towards<br>M / -<br>Ht   | K,K,K...<br>14-2-35/37<br>re 37 if blocked         | 20<br>- / - / - |
| face up, head towards<br>L / -<br>Lt   | D+K,K,K...<br>17-7-17/27<br>re 27 if blocked       | 20<br>- / - / - |
| face down, feet towards<br>M / -<br>Ht | K,K,K...<br>14-2-33/37<br>re 37 if blocked         | 20<br>- / - / - |
| face down, head towards<br>M / -<br>Ht | K,K,K...<br>14-3-30/34<br>re 34 if blocked         | 20<br>- / - / - |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: FRONT-ROLL

-----

|                       |                 |           |
|-----------------------|-----------------|-----------|
| face up, feet towards | K,K,K...        | 20        |
| M / -                 | 14-4-30/34      | - / - / - |
| Ht                    | re34 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 14-2-35/37       | - / - / - |
| Ht                    | re 37 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | D+K,K,K...       | 20        |
| L / -                 | 17-7-17/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 19-2-35/37       | - / - / - |
| Ht                    | re 37 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | D+K,K,K...       | 20        |
| L / -                 | 20-3-33/37       | - / - / - |
| Lt                    | re 37 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

f) LAU CHAN

=====

Country: China

Sex: Male

Birthday: 1940.10.02

Blood Type: B

Job: Cook

Hobby: Chinese Poem

Fighting Style: Koen-Ken

BASIC MOVES

-----

|         |        |              |
|---------|--------|--------------|
| punch   | F+P    | 12           |
| H / H*P | 9-2-12 | +1 / +2 / +7 |
| -       | -      |              |

|          |        |              |
|----------|--------|--------------|
| punch II | B+P    | 12           |
| H / H*P  | 9-2-12 | +2 / +2 / +7 |
| -        | -      |              |

|               |        |              |
|---------------|--------|--------------|
| dodging punch | P+E    | 12           |
| H / H*P       | 9-2-12 | +1 / +2 / +7 |
| -             | -      |              |

|           |         |            |
|-----------|---------|------------|
| high kick | FS,K    | 25         |
| H / H*K   | 14-2-23 | -2 / D / D |
| -         | -       |            |

|              |         |            |
|--------------|---------|------------|
| dodging kick | K+E     | 25         |
| H / H*K      | 14-2-23 | -2 / D / D |
| -            | -       |            |

|          |         |              |
|----------|---------|--------------|
| sidekick | df+K    | 21           |
| M / M*K  | 14-2-24 | -8 / -6 / -1 |
| Ht       | -       |              |

|                    |         |                |
|--------------------|---------|----------------|
| sidekick (stagger) | df+K    | 21             |
| M / -              | 14-2-24 | - / +4~+12 / - |
| -                  | -       |                |

|                  |         |            |
|------------------|---------|------------|
| dodging sidekick | df+K+E  | 21         |
| M / M*K          | 14-2-27 | -7 / D / D |
| -                | -       |            |

|             |         |              |
|-------------|---------|--------------|
| low punch I | D+P     | 9            |
| L / L*P     | 10-1-14 | -2 / -1 / +2 |
| -           | -       |              |

|                   |                  |               |
|-------------------|------------------|---------------|
| low punch II      | d+P              | 11            |
| L / L*P           | 16-1-14          | -2 / 0 / +4   |
| -                 | -                |               |
| low kick          | d+K              | 15            |
| L / L*K           | 14-1-27          | -11 / -9 / -5 |
| Ht                | -                |               |
| HOPPING MOVES     |                  |               |
| -----             |                  |               |
| hopping knife     | u+P              | 15            |
| M / -             | 21-3-22          | -11 / D / D   |
| Ht                | -                |               |
| hopping punch     | d,u+P            | 30            |
| M / -             | 26-2-23          | 0 / D / D     |
| -                 | -                |               |
| hopkick           | d,u+K            | 20            |
| M / -             | 16-2-17          | 0 / +11 / +15 |
| -                 | -                |               |
| landing sidekick  | d,u,K            | 30            |
| M / -             | 15-3-26          | -9 / D / D    |
| Ht                | -                |               |
| hopping sweep     | d,u,d+K          | 20            |
| M / M*K           | 15-4-22/29       | -16 / D / D   |
| Lt                | re 29 if blocked |               |
| JUMPING MOVES     |                  |               |
| -----             |                  |               |
| jumping hammer    | d,U,f+P          | 30            |
| M / -             | 21-6-43          | -22 / D / D   |
| Ht                | -                |               |
| take-off kick     | d,U+K            | 30            |
| M / -             | 5-4-56           | -29 / D / D   |
| Ht                | -                |               |
| in-air kick       | d,U,K asc.       | 30            |
| M / -             | 10--2-28         | -5 / D / D    |
| -                 | -                |               |
| landing kick      | d,U,K desc.      | 30            |
| M / -             | 11-5-11          | +10 / D / D   |
| -                 | -                |               |
| jumping dropkick  | d,U,f+K          | 40            |
| M / -             | 12-4-54          | -36 / D / D   |
| Ht                | -                |               |
| backward dropkick | d,U,b+K          | 40            |
| M / -             | 12-4-44          | -23 / D / D   |
| Bt                | -                |               |

TURN-AROUND MOVES

-----

|                         |                  |              |
|-------------------------|------------------|--------------|
| TA upknife              | b,b+P            | 30           |
| M / -                   | 21-5-29          | -15 / D / D  |
| Bt                      | -                |              |
| TA upknife-TT crescent  | b,b+P,K+G        | 40           |
| H / crescent            | 33-4-28/33       | -16 / D / D  |
| Ht                      | re 33 if blocked |              |
| TA upknife-TT downknife | b,b+P,d+P        | 18           |
| M / H*P                 | 27-1-19          | -1 / +1 / +6 |
| -                       | -                |              |
| TA upknife-TT sweep     | b,b+P,D+K        | 30           |
| L / L*K                 | 18-2-31          | -23 / D / D  |
| Lt                      | -                |              |
| TA crescent             | b,b+K+G          | 30           |
| H / -                   | 16-5-21/36       | -18 / D / D  |
| Bt                      | re 36 if blocked |              |

TURN-TOWARDS MOVES

-----

|              |         |              |
|--------------|---------|--------------|
| TT punch     | P       | 12           |
| H / H*P      | 11-1-11 | +3 / +4 / +9 |
| -            | -       |              |
| TT kick      | K       | 30           |
| H / H*K      | 10-2-33 | -10 / D / D  |
| -            | -       |              |
| TT downknife | d+P     | 20           |
| M / H*P      | 14-2-19 | -2 / +2 / +6 |
| -            | -       |              |
| TT sweep     | d+K     | 22           |
| L / L*K      | 16-4-24 | -24 / D / D  |
| Lt           | -       |              |
| TT cartwheel | ub+K    | 40           |
| M / -        | 26-5-26 | -5 / D / D   |
| -            | -       |              |

SPECIAL MOVES

-----

|                |         |              |
|----------------|---------|--------------|
| punch-heelkick | P,K     | 29           |
| H / H*K        | 14-2-27 | -8 / -6 / -2 |
| Ht             | -       |              |
| double punch   | P,P     | 12           |
| H / H*P        | 8-2-16  | -4 / -3 / +3 |
| -              | -       |              |



|                                 |                  |               |
|---------------------------------|------------------|---------------|
| double punch-kick               | P,P,K            | 30            |
| H / H*K                         | 15-3-25          | -10 / D / D   |
| Ht                              | -                |               |
| triple punch                    | P,P,P            | 12            |
| H / H*P                         | 10-2-19          | -8 / -8 / 0   |
| Ht                              | -                |               |
| triple punch-crescent           | P,P,P,K          | 50            |
| H / crescent                    | 17-5-35/51       | -28 / D / D   |
| Ht                              | re 51 if blocked |               |
| triple punch-backflip           | P,P,P,ub+K       | 20            |
| M / kickflip                    | 10-3-41          | -24 / D / D   |
| Ht                              | -                |               |
| triple punch-sweep              | P,P,P,d+K        | 40            |
| L / sweep                       | 17-5-35/47       | -24 / D / D   |
| Lt                              | re 47 if blocked |               |
| punch-TA upknife                | P,b+P            | 24            |
| M / -                           | 15-3-27          | -7 / -3 / D   |
| -                               | -                |               |
| punch-TA upknife-TT double palm | P,b+P,f+P        | 28            |
| M / -                           | 28-2-33          | -10 / D / D   |
| Ht                              | -                |               |
| punch-crescent (near)           | P,K+G            | 20~45         |
| H / crescent                    | 17-5-25/42       | -12 / D / D   |
| Ht                              | re 42 if blocked |               |
| punch-crescent (far)            | P,K+G            | 20~45         |
| H / crescent                    | 17-5-25/42       | -14 / D / D   |
| Ht                              | re 42 if blocked |               |
| punch-sweep                     | P,d+K+G          | 20~35         |
| L / sweep                       | 19-4-24/33       | -12 / D / D   |
| Lt                              | re 33 if blocked |               |
| elbow                           | f+P              | 19            |
| M / elbow                       | 11-2-25          | -7 / -4 / +1  |
| -                               | -                |               |
| elbow (stagger)                 | f+P              | 19            |
| M / -                           | 11-2-25          | - / +2~+9 / - |
| -                               | -                |               |
| elbow-single palm               | f+P,b,f+P        | 20            |
| H / H*P                         | 21-2-20          | -3 / +1 / +5  |
| -                               | -1 DP            |               |
| downknife (near)                | df+P             | 17            |
| M / H*P                         | 13-1-22          | -6 / -3 / +2  |
| -                               | -                |               |
| downknife (far)                 | df+P             | 15            |
| M / H*P                         | 17-1-22          | -7 / -5 / -1  |
| -                               | -                |               |

|                                 |                              |                |
|---------------------------------|------------------------------|----------------|
| downknife-punch                 | df+P,P                       | 10             |
| H / H*P                         | 9-1-23                       | -11 / -9 / -5  |
| Ht                              | -                            |                |
| downknife-double punch          | df+P,P,P                     | 14             |
| H / H*P                         | 10-2-21                      | -10 / -10 / -2 |
| Ht                              | -                            |                |
| downknife-punch-kick            | df+P,P,K                     | 20             |
| H / H*K                         | 14-2-27                      | -7 / -4 / 0    |
| -                               | -                            |                |
| downknife-double punch-crescent | df+P,P,P,K                   | 50             |
| H / crescent                    | 17-5-35/43                   | -28 / D / D    |
| Ht                              | re 43 if blocked             |                |
| downknife-double punch-backflip | df+P,P,P,ub+K                | 26             |
| M / kickflip                    | 10-3-41                      | -25 / D / D    |
| Ht                              | -                            |                |
| downknife-double punch-sweep    | df+P,P,P,D+K                 | 40             |
| L / sweep                       | 17-5-35/47                   | -24 / D / D    |
| Lt                              | re 47 if blocked             |                |
| upknife (near)                  | DF+P                         | 22             |
| M / H*P                         | 13-3-23                      | -4 / -5 / +3   |
| -                               | -                            |                |
| upknife (far)                   | DF+P                         | 20             |
| M / H*P                         | 13-3-23                      | -3 / -4 / +5   |
| -                               |                              |                |
| upknife-punch                   | DF+P,P                       | 12             |
| H / H*P                         | 13-1-14                      | -3 / -3 / +6   |
| -                               | continue with punch sequence |                |
| upknife-super knife             | DF+P,df+P+K                  | 22             |
| M / H*P                         | 23-4-28                      | -13 / D / D    |
| Ht                              | -                            |                |
| lunging knife                   | df,df+P                      | 22             |
| M / H*P                         | 22-2-23                      | -3 / +3 / +4   |
| -                               | -                            |                |
| lunging knife-punch             | df,df+P,P                    | 12             |
| H / H*P                         | 9-1-13                       | +1 / +2 / +7   |
| -                               | continue with punch sequence |                |
| single palm                     | b,f+P                        | 24             |
| H / H*P                         | 12-2-27                      | -5 / D / D     |
| -                               | -2 DP                        |                |
| double palm                     | b,f,f+P                      | 35             |
| M / -                           | 15-2-42                      | -19 / D / D    |
| Ht                              | -                            |                |
| kick-upknife                    | K,P                          | 22             |
| M / H*P                         | 13-2-24                      | - / - / -      |
| -                               | -                            |                |

|                                             |                                                 |                       |
|---------------------------------------------|-------------------------------------------------|-----------------------|
| kick-crescent<br>H / crescent<br>Ht         | K,K<br>22-3-37<br>-                             | 20~30<br>-20 / D / D  |
| kick-delayed crescent<br>H / crescent<br>Ht | K,,K<br>16-4-31<br>-                            | 30<br>- / D / D       |
| heelkick (near)<br>M / H*K<br>-             | FC,n+K<br>14-2-29<br>-                          | 40<br>-6 / D / D      |
| heelkick (far)<br>M / H*K<br>-              | FC,n+K<br>14-2-31<br>-                          | 40<br>-7 / D / D      |
| lunging kick<br>H / H*K<br>-                | f,f+K<br>14-2-25<br>-                           | 25<br>-4 / D / D      |
| lunging sweep<br>L / L*K<br>Lt              | f,d+K<br>20-2-33<br>-                           | 30<br>-24 / D / D     |
| low kick-heelkick<br>H / H*K<br>Ht          | d+K,K<br>16-2-30<br>-                           | 19<br>-13 / D / D     |
| double low kick<br>L / L*K<br>Lt            | D+K,K<br>19-2-28<br>-                           | 15<br>-13 / -7 / +2   |
| triple low kick<br>L / L*K<br>Lt            | D+K,K,d+K<br>18-3-30<br>-                       | 10<br>-19 / -17 / -13 |
| triple low kick-sweep<br>L / sweep<br>Lt    | D+K,K,d+K,K+G<br>18-5-38/46<br>re 46 if blocked | 12<br>-33 / D / D     |
| sidekick-punch<br>H / H*P<br>Ht             | df+K,f+P<br>19-2-24<br>-                        | 16<br>-9 / -10 / -2   |
| sidekick-punch-single palm<br>H / H*P<br>-  | df+K,f+P,b,f+P<br>16-2-19<br>-1 DP              | 15<br>-4 / D / D      |
| cartwheel kick<br>M / -<br>Ht               | uf+K<br>20-4-21<br>-                            | 30<br>-13 / D / D     |
| backflip kick<br>M / kickflip<br>Ht         | ub+K<br>20-2-35<br>-                            | 40<br>-16 / D / D     |
| super knife<br>M / H*P<br>Ht                | df+P+K<br>21-4-33<br>-                          | 34<br>-12 / D / D     |

|                    |                    |             |
|--------------------|--------------------|-------------|
| crescent (near)    | K+G                | 20~45       |
| H / crescent       | 26-3-23/32         | -11 / D / D |
| Ht                 | re 32 if blocked   |             |
| <br>               |                    |             |
| crescent (far)     | K+G                | 20~45       |
| H / crescent       | 26-3-23/32         | -9 / D / D  |
| Ht                 | re 32 if blocked   |             |
| <br>               |                    |             |
| sweep (near)       | d+K+G              | 20~35       |
| L / sweep          | 24-5-32/45         | -19 / D / D |
| Lt                 | re 45 if blocked   |             |
| <br>               |                    |             |
| sweep (far)        | d+K+G              | 20~35       |
| L / sweep          | 24-5-32/45         | -13 / D / D |
| Lt                 | re 45 if blocked   |             |
| <br>               |                    |             |
| dropkick           | u+K+G              | 40          |
| M / -              | 22-3-26            | -4 / D / D  |
| -                  | -                  |             |
| <br>               |                    |             |
| super crescent     | b,db,d,df,f+K+G    | 50          |
| H / crescent       | 16-5-37/45         | -22 / D / D |
| Ht                 | re 45 if blocked   |             |
| <br>               |                    |             |
| hopping roundhouse | uf+K+G             | 32          |
| M / H*K            | 25-3-26            | -4 / D / D  |
| -                  | -                  |             |
| <br>               |                    |             |
| MOVEMENT           |                    |             |
| -----              |                    |             |
| <br>               |                    |             |
| backflip           | d,ub               | -           |
| -                  | 1-49-1             | - / - / -   |
| -                  | -                  |             |
| <br>               |                    |             |
| THROWS             |                    |             |
| -----              |                    |             |
| <br>               |                    |             |
| waterwheel drop    | P+G                | 40{45}      |
| Ht                 | 20-90{115}-1       | - / - / -   |
| -                  | high throw         |             |
| <br>               |                    |             |
| overhead cannon    | f+P+G              | 50{45}      |
| Ht                 | 14-111{147}-1      | - / - / -   |
| -                  | high throw         |             |
| <br>               |                    |             |
| shoulder whip      | df,df+P+G          | 65          |
| Ht                 | 20-110-1           | - / - / -   |
| -                  | high throw         |             |
| <br>               |                    |             |
| back drop          | b+P+G              | 50{45}      |
| Ht                 | 20-79{58}-1        | - / - / -   |
| -                  | high throw, ground |             |
| <br>               |                    |             |
| face grab          | b,f+P+G            | 60{50}      |
| Ht                 | 20-145{112}-1      | - / - / -   |
| -                  | high throw         |             |

|                      |                                |                |
|----------------------|--------------------------------|----------------|
| stumbling trip       | b,d+P+G                        | 10             |
| Ht                   | 20-40-1                        | - / +9~+34 / - |
| -                    | high throw                     |                |
| ddt                  | P+G                            | 40             |
| Ht                   | 15-97-1                        | - / - / -      |
| -                    | high-side throw                |                |
| reaping throw        | P+G                            | 50{60}         |
| Ht                   | 20-80-1                        | - / - / -      |
| -                    | high-back throw                |                |
| wall overhead cannon | f+P+G                          | 55{60}         |
| Ht                   | 78{14}-42{143}-1               | - / - / -      |
| -                    | wall throw, Lau's back to wall |                |
| back drop wall slam  | b+P+G                          | 60             |
| Ht                   | 78-92-1                        | - / - / -      |
| -                    | wall throw, Lau's back to wall |                |

#### POUNCES

-----

|                                |               |           |
|--------------------------------|---------------|-----------|
| stomp                          | df+K          | 13        |
| G                              | 19-2-20/60    | - / - / - |
| -                              | re 69 if hits |           |
| single flying stomp (forward)  | u+P           | 30        |
| G                              | 32-7-24       | - / - / - |
| -                              | -             |           |
| single flying stomp (backward) | u+P           | 30        |
| G                              | 40-6-30/60    | - / - / - |
| -                              | re 60 if hits |           |
| double flying stomp (forward)  | d,U+P         | 25+15     |
| G                              | 33-6-31       | - / - / - |
| -                              | -             |           |
| double flying stomp (backward) | d,U+P         | 25+15     |
| G                              | 40-6-30/58    | - / - / - |
| -                              | re 58 if hits |           |

#### RISING ATTACKS: IN-PLACE

-----

|                       |                  |    |
|-----------------------|------------------|----|
| face up, feet towards | K,K,K...         | 20 |
| M / -                 | 34-6-17/34       |    |
| Ht                    | re 34 if blocked |    |
| face up, feet towards | delay K,K,K...   | 20 |
| M / -                 | 14-4-30/34       |    |
| Ht                    | re 34 if blocked |    |
| face up, feet towards | D+K,K,K...       | 20 |
| L / -                 | 32-5-22/27       |    |
| Lt                    | re 27 if blocked |    |

|                                        |                                                    |    |
|----------------------------------------|----------------------------------------------------|----|
| face up, feet towards<br>L / -<br>Lt   | delay D+K,K,K<br>16-5-26/35<br>re 35 if blocked    | 20 |
| face up, head towards<br>M / -<br>Ht   | K,K,K...<br>34-2-21/37<br>re 37 if blocked         | 20 |
| face up, head towards<br>M / -<br>Ht   | delay K,K,K...<br>14-2-35/37<br>re 37 if blocked   | 20 |
| face up, head towards<br>L / -<br>Lt   | D+K,K,K...<br>34-4-21/27<br>re 27 if blocked       | 20 |
| face up, head towards<br>L / -<br>Lt   | delay D+K,K,K<br>17-3-30/37<br>re 37 if blocked    | 20 |
| face down, feet towards<br>M / -<br>Ht | K,K,K...<br>29-2-27/37<br>re 37 if blocked         | 20 |
| face down, feet towards<br>M / -<br>Ht | delay K,K,K...<br>14-2-33/37<br>re 37 if blocked   | 20 |
| face down, feet towards<br>L / -<br>Lt | D+K,K,K...<br>29-4-25/27<br>re 27 if blocked       | 20 |
| face down, feet towards<br>L / -<br>Lt | delay D+K,K,K...<br>17-3-30/27<br>re 27 if blocked | 20 |
| face down, head towards<br>M / -<br>Ht | K,K,K...<br>34-4-21/37<br>re 37 if blocked         | 20 |
| face down, head towards<br>M / -<br>Ht | delay K,K,K...<br>14-3-30/34<br>re 34 if blocked   | 20 |
| face down, head towards<br>L / -<br>Lt | D+K,K,K...<br>30-3-31/27<br>re 27 if blocked       | 20 |
| face down, head towards<br>L / -<br>Lt | delay D+K,K,K<br>17-2-28/27<br>re 27 if blocked    | 20 |

RISING ATTACKS: SIDE-ROLL

-----

|                                      |                                            |    |
|--------------------------------------|--------------------------------------------|----|
| face up, feet towards<br>M / -<br>Ht | K,K,K...<br>14-4-30/34<br>re 34 if blocked | 20 |
|--------------------------------------|--------------------------------------------|----|

|                            |                  |    |
|----------------------------|------------------|----|
| face up, feet towards      | D+K,K,K...       | 20 |
| L / -                      | 16-5-26/35       |    |
| Lt                         | re 35 if blocked |    |
| face up, head towards      | K,K,K...         | 20 |
| M / -                      | 17-2-29/34       |    |
| Ht                         | re 34 if blocked |    |
| face up, head towards      | D+K,K,K...       | 20 |
| L / -                      | 17-3-30/37       |    |
| Lt                         | re 37 if blocked |    |
| face down, feet towards    | K,K,K...         | 20 |
| M / -                      | 14-2-33/37       |    |
| Ht                         | re 37 if blocked |    |
| face down, feet towards    | D+K,K,K...       | 20 |
| L / -                      | 17-3-30/27       |    |
| Lt                         | re 27 if blocked |    |
| face down, head towards    | K,K,K...         | 20 |
| M / -                      | 14-3-30/34       |    |
| Ht                         | re 34 if blocked |    |
| face down, head towards    | D+K,K,K...       | 20 |
| L / -                      | 17-2-28/27       |    |
| Lt                         | re 27 if blocked |    |
| RISING ATTACKS: FRONT-ROLL |                  |    |
| -----                      |                  |    |
| face up, feet towards      | K,K,K...         | 20 |
| M / -                      | 14-4-30/34       |    |
| Ht                         | re 34 if blocked |    |
| face up, feet towards      | D+K,K,K...       | 20 |
| L / -                      | 16-5-26/35       |    |
| Lt                         | re 35 if blocked |    |
| face up, head towards      | K,K,K...         | 20 |
| M / -                      | 14-2-35/37       |    |
| Ht                         | re 37 if blocked |    |
| face up, head towards      | D+K,K,K...       | 20 |
| L / -                      | 17-3-30/37       |    |
| Lt                         | re 37 if blocked |    |
| face down, feet towards    | K,K,K...         | 20 |
| M / -                      | 14-2-33/37       |    |
| Ht                         | re 37 if blocked |    |
| face down, feet towards    | D+K,K,K...       | 20 |
| L / -                      | 17-3-30/27       |    |
| Lt                         | re 27 if blocked |    |
| face down, head towards    | K,K,K...         | 20 |
| M / -                      | 14-3-30/34       |    |
| Ht                         | re 34 if blocked |    |

|                         |                  |    |
|-------------------------|------------------|----|
| face down, head towards | D+K,K,K...       | 20 |
| L / -                   | 17-2-28/27       |    |
| Lt                      | re 27 if blocked |    |

RISING ATTACKS: BACK-ROLL

-----

|                       |                  |    |
|-----------------------|------------------|----|
| face up, feet towards | K,K,K...         | 20 |
| M / -                 | 14-4-30/34       |    |
| Ht                    | re 34 if blocked |    |

|                       |                  |    |
|-----------------------|------------------|----|
| face up, feet towards | D+K,K,K...       | 20 |
| L / -                 | 16-5-26/35       |    |
| Lt                    | re 35 if blocked |    |

|                       |                  |    |
|-----------------------|------------------|----|
| face up, head towards | K,K,K...         | 20 |
| M / -                 | 19-2-35/37       |    |
| Ht                    | re 37 if blocked |    |

|                       |                  |    |
|-----------------------|------------------|----|
| face up, head towards | D+K,K,K...       | 20 |
| L / -                 | 17-3-30/37       |    |
| Lt                    | re 37 if blocked |    |

|                         |                  |    |
|-------------------------|------------------|----|
| face down, feet towards | K,K,K...         | 20 |
| M / -                   | 14-2-33/37       |    |
| Ht                      | re 37 if blocked |    |

|                         |                  |    |
|-------------------------|------------------|----|
| face down, feet towards | D+K,K,K...       | 20 |
| L / -                   | 17-3-30/27       |    |
| Lt                      | re 27 if blocked |    |

|                         |                  |    |
|-------------------------|------------------|----|
| face down, head towards | K,K,K...         | 20 |
| M / -                   | 14-3-30/34       |    |
| Ht                      | re 34 if blocked |    |

|                         |                  |    |
|-------------------------|------------------|----|
| face down, head towards | D+K,K,K...       | 20 |
| L / -                   | 17-2-28/27       |    |
| Lt                      | re 27 if blocked |    |

g) LION RAFALE

=====

Country: France  
Sex: Male  
Birthday: 1979.12.24  
Blood Type: AB  
Job: High School Student  
Hobby: Collecting Knives  
Fighting Style: Tourou-Ken

BASIC MOVES

-----

|         |         |              |
|---------|---------|--------------|
| punch   | (F)+P   | 10           |
| H / H*P | 10-1-15 | -3 / -1 / +3 |
| -       | -       |              |



|                        |         |                |
|------------------------|---------|----------------|
| dodging punch          | P+E     | 10             |
| H / H*P                | 10-1-15 | -3 / -1 / +3   |
| -                      | -       |                |
| high kick              | K       | 25             |
| H / H*K                | 13-2-27 | -6 / D / D     |
| -                      | -       |                |
| dodging kick           | K+E     | 25             |
| H / H*K                | 13-2-27 | -5 / D / D     |
| -                      | -       |                |
| sidekick               | df+K    | 24             |
| M / M*K                | 15-2-28 | -7 / -4 / 0    |
| -                      | -       |                |
| sidekick (stagger)     | df+K    | 24             |
| M / -                  | 15-2-28 | - / +1~+11 / - |
| -                      | -       |                |
| dodging sidekick       | df+K+E  | 24             |
| M / M*K                | 16-2-28 | -6 / D / D     |
| ?                      | -       |                |
| low punch              | D+P     | 8              |
| L / L*P                | 10-1-15 | -5 / -3 / +2   |
| Ht                     | -       |                |
| low punch              | d+P     | 11             |
| L / L*P                | 16-1-14 | -2 / 0 / +4    |
| -                      | -       |                |
| low kick               | d+K     | 12             |
| L / L*K                | 18-2-27 | -14 / -13 / -9 |
| Lt                     | -       |                |
| HOPPING MOVES          |         |                |
| -----                  |         |                |
| hopping strike         | d,u+P   | 30             |
| M / H*P                | 27-1-28 | -4 / D / D     |
| -                      | -       |                |
| hopping backward swipe | ub+P    | 30             |
| M / -                  | 44-3-33 | -11 / D / D    |
| Ht                     | -       |                |
| hopping forward swipe  | uf+P    | 30             |
| M / H*P                | 29-3-27 | -5 / D / D     |
| -                      | -       |                |
| landing sweep          | d,u,K   | 20             |
| L / L*K                | 12-3-29 | -15 / D / D    |
| Lt                     | -       |                |
| hopkick                | d,u+K   | 22             |
| M / -                  | 10-2-24 | -6 / D / D     |
| -                      | -       |                |

|                  |      |            |
|------------------|------|------------|
| backward hopkick | ub+K | 30         |
| M / -            | ?    | -6 / D / D |
| -                | -    |            |

JUMPING MOVES

-----

|                |         |             |
|----------------|---------|-------------|
| jumping hammer | d,U,f+P | 30          |
| M / -          | 21-6-43 | -22 / D / D |
| Ht             | -       |             |

|               |        |             |
|---------------|--------|-------------|
| take-off kick | d,U+K  | 30          |
| M / -         | 6-5-60 | -47 / D / D |
| Ht            | -      |             |

|             |            |            |
|-------------|------------|------------|
| in-air kick | d,U,K asc. | 30         |
| M / -       | 10-2-28    | -5 / D / D |
| -           | -          |            |

|              |             |            |
|--------------|-------------|------------|
| landing kick | d,U,K desc. | 30         |
| M / -        | 11-5-11     | +8 / D / D |
| -            | -           |            |

|                  |         |             |
|------------------|---------|-------------|
| jumping dropkick | d,U,f+K | 40          |
| M / -            | 12-4-54 | -37 / D / D |
| Ht               | -       |             |

|                   |         |             |
|-------------------|---------|-------------|
| backward dropkick | d,U,b+K | 40          |
| M / -             | 12-4-44 | -23 / D / D |
| Bt                | -       |             |

TURN-AROUND MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TA punch | b,b+P   | 14           |
| H / -    | 14-2-19 | -6 / -1 / +1 |
| -        | -       |              |

|         |         |            |
|---------|---------|------------|
| TA kick | b,b+K   | 25         |
| H / -   | 11-2-28 | -7 / D / D |
| -       | -       |            |

|            |                  |             |
|------------|------------------|-------------|
| TA hopkick | b,b+K+G          | 24          |
| H / -      | 13-2-25/31       | -14 / D / D |
| Bt         | re 31 if blocked |             |

TURN-TOWARDS MOVES

-----

|                 |         |           |
|-----------------|---------|-----------|
| TT double punch | P       | 12        |
| H / H*P         | 12-1-1  | - / - / - |
| -               | 1st hit |           |

|                 |         |              |
|-----------------|---------|--------------|
| TT double punch | P       | 12           |
| H / H*P         | 11-1-20 | -6 / -5 / -1 |
| Ht              | 2nd hit |              |

|                             |                  |                |
|-----------------------------|------------------|----------------|
| TT advancing poke           | P+K              | 14             |
| H / H*P                     | 15-4-16          | -11 / -2 / +2  |
| Ht                          | -                |                |
| TT kick                     | K                | 30             |
| H / H*K                     | 10-2-33          | -10 / D / D    |
| Ht                          | -                |                |
| TT low swipe                | d+P              | 14             |
| L / L*P                     | 13-1-29          | -15 / -7 / 0   |
| Ht                          | -                |                |
| TT sweep                    | D+K              | 20             |
| L / L*K                     | 14-2-25/36       | -23 / D / D    |
| Ht                          | re 36 if blocked |                |
| SPECIAL MOVES               |                  |                |
| -----                       |                  |                |
| punch-heelkick              | P,K              | 20             |
| H / H*K                     | 11-2-35          | -8 / -4 / 0    |
| Ht                          | -                |                |
| double punch                | P,P              | 10             |
| H / H*P                     | 9-2-18           | -7 / -5 / -1   |
| -                           | -                |                |
| double punch-swipe          | P,P,P            | 12             |
| H / H*P                     | 9-3-39           | -27 / D / D    |
| Ht                          | -                |                |
| double punch-low swipe      | P,P,d+P          | 20             |
| L / L*P                     | 21-2-44          | -27 / D / D    |
| Lt                          | -                |                |
| double punch-spinning swipe | P,P,f+P+E        | 30             |
| H / H*P                     | 28-7-24          | -3 / D / D     |
| -                           | -                |                |
| elbow                       | f+P              | 14             |
| M / elbow                   | 11-2-22          | -9 / -6 / -2   |
| Ht                          | -                |                |
| elbow (stagger)             | f+P              | 14             |
| M / -                       | 11-2-22          | - / +5~-12 / - |
| -                           | -                |                |
| elbow-lunging poke          | f+P,P            | 18             |
| M / H*P                     | 27-2-26          | -9 / D / D     |
| Ht                          | -                |                |
| dashing uppercut            | FC,f+P           | 24             |
| M / H*P                     | 13-2-26          | -10 / -2 / +2  |
| Ht                          | -                |                |
| lunging poke                | f,f+P            | 35             |
| M / H*P                     | 27-2-26          | -5 / D / D     |
| -                           | -                |                |

|                             |                  |                 |
|-----------------------------|------------------|-----------------|
| uppercut                    | df+P             | 10              |
| M / H*P                     | 12-2-19          | -8 / -6 / -2    |
| Ht                          | -                |                 |
| uppercut-swipe              | df+P,P           | 20              |
| M / H*P                     | 13-2-28          | -11 / D / D     |
| Ht                          | -                |                 |
| creeping peck               | DF+P             | 7               |
| L / L*P                     | 13-2-24          | -15 / -14 / -11 |
| Lt                          | -                |                 |
| double creeping peck        | DF+P,P           | 10              |
| L / L*P                     | 13-1-26          | -14 / -7 / +2   |
| Lt                          | -                |                 |
| helix                       | b+P              | 16              |
| M / H*P                     | 17-2-27          | -11 / -9 / -5   |
| Ht                          | -                |                 |
| helix-reverse helix         | b+P,P            | 19              |
| M / H*P                     | 18-2-27          | -10 / -7 / -3   |
| Ht                          | -                |                 |
| helix-reverse helix-hopkick | b+P,P,K          | 25              |
| M / M*K                     | 28-3-29/31       | -11 / D / D     |
| Ht                          | re 31 if blocked |                 |
| lunging low poke            | b,df+P           | 21              |
| L / L*P                     | 27-2-28          | -15 / -7 / -3   |
| Ht                          | -                |                 |
| dodging peck                | db+P             | 12              |
| L / L*P                     | 17-2-28          | -15 / -14 / -9  |
| Lt                          | -                |                 |
| double dodging peck         | db+P,P           | 8               |
| L / L*P                     | 6-2-25           | -15 / -7 / -5   |
| Lt                          | -                |                 |
| double kick                 | K,K              | 20              |
| H / H*K                     | 16-2-33          | -16 / D / D     |
| Ht                          | -                |                 |
| knee                        | f+K              | 25              |
| M / knee                    | 15-2-29          | -10 / D / D     |
| Ht                          | -                |                 |
| lunging knee                | f,f+K            | 15              |
| M / H*K                     | 18-3-32          | -14 / -12 / -8  |
| Ht                          | -                |                 |
| lunging knee-jumping kick   | f,f+K,K          | 20              |
| M / H*K                     | 11-2-42          | -25 / D / D     |
| Ht                          | -                |                 |
| double low kick             | d+K,K            | 20              |
| L / L*K                     | 17-3-33          | -17 / D / D     |
| Ht                          | -                |                 |

|                     |                  |               |
|---------------------|------------------|---------------|
| handstand kicks     | db+K             | 15            |
| L / L*K             | 16-2-2           | - / - / -     |
| -                   | 1st hit          |               |
| handstand kicks     | db+K             | 10            |
| L / L*K             | 2-4-43           | -34 / D / D   |
| Lt                  | 2nd hit          |               |
| hopping kick        | u+K              | 25            |
| M / M*K             | 18-4-19/29       | -13 / D / D   |
| Ht                  | re 29 if blocked |               |
| double hopping kick | u+K,K            | 30            |
| H / H*K             | 23-4-24/41       | -2 / D / D    |
| -                   | re 41 if blocked |               |
| flop over kick      | uf+K             | 20            |
| M / -               | 30-6-62/49       | -34 / D / D   |
| Ht                  | re 49 if blocked |               |
| spinning swipe      | f+P+E            | 30            |
| H / H*P             | 28-7-24          | -2 / D / D    |
| -                   | -                |               |
| dodging swipe       | d+P+E            | 20            |
| L / L*P             | 17-3-24          | -15 / D / D   |
| Ht                  | -                |               |
| eye poke            | f+P+K            | 24            |
| H / -               | 19-3-21          | 0 / +3 / +7   |
| -                   | -                |               |
| dodging double poke | b+P+K            | 30            |
| H / -               | 24-4-28          | -7 / D / D    |
| -                   | -                |               |
| sweeping hand       | d+P+K            | 15            |
| L / L*P             | 19-2-21          | -10 / -6 / +2 |
| Lt                  | -                |               |
| wind-up swipe       | df+P+K           | 20            |
| L / L*P             | 21-2-44          | -27 / D / D   |
| Lt                  | -                |               |
| overhead poke       | u+P+K            | 20            |
| M / H*P             | 12-4-33/34       | -18 / D / D   |
| Ht                  | re 34 if blocked |               |
| lunging sweep       | df+K+G           | 24            |
| L / L*K             | 26-5-33/39       | -20 / D / D   |
| Lt                  | re 39 if blocked |               |
| lunging spin kick   | f,f+K+G          | 24            |
| M / H*K             | 25-4-29/28       | -10 / D / D   |
| Ht                  | re 28 if blocked |               |
| low kick-spin kick  | d+K,K+G          | 30            |
| H / H*K             | 20-6-27/29       | -12 / D / D   |
| Ht                  | re 29 if blocked |               |

|         |                  |             |
|---------|------------------|-------------|
| sweep   | d+K+G            | 24          |
| L / L*K | 20-4-38/39       | -18 / D / D |
| Lt      | re 39 if blocked |             |

MOVEMENT

-----

|                  |        |           |
|------------------|--------|-----------|
| forward sidestep | uf+E   | -         |
| -                | 1-6-18 | - / - / - |
| -                | -      |           |

|                   |        |           |
|-------------------|--------|-----------|
| backward sidestep | ub+E   | -         |
| -                 | 1-6-24 | - / - / - |
| -                 | -      |           |

|          |        |           |
|----------|--------|-----------|
| backflip | d,ub   | -         |
| -        | 1-49-1 | - / - / - |
| -        | -      |           |

THROWS

-----

|            |            |           |
|------------|------------|-----------|
| trip throw | P+G        | 15+25+10  |
| Ht         | 10-82-1    | - / - / - |
| -          | high throw |           |

|                |             |           |
|----------------|-------------|-----------|
| kickflip throw | FC,f+P+G    | 50        |
| Ht             | 14-67{80}-1 | - / - / - |
| -              | high throw  |           |

|              |             |           |
|--------------|-------------|-----------|
| grab & fling | f,f+P+G     | 20+30     |
| Ht           | 20-61{55}-1 | - / - / - |
| -            | high throw  |           |

|                   |                 |             |
|-------------------|-----------------|-------------|
| frontal face grab | f,df,d,db,b+P+G | 15+15+30+10 |
| Ht                | 14-80-1         | - / - / -   |
| -                 | high throw      |             |

|                   |            |             |
|-------------------|------------|-------------|
| surprise exchange | df+P+G     | 0           |
| Ht                | 10-39-1    | - / +12 / - |
| -                 | high throw |             |

|               |            |           |
|---------------|------------|-----------|
| reaping throw | b+P+G      | 20+30     |
| Ht            | 20-38-1    | - / - / - |
| -             | high throw |           |

|                 |            |           |
|-----------------|------------|-----------|
| sky strike kick | b,f+P+G    | 25+25     |
| Ht              | 10-80-1    | - / - / - |
| -               | high throw |           |

|                     |            |           |
|---------------------|------------|-----------|
| falling neck choker | uf+P+G     | 45        |
| Ht                  | 16-124-1   | - / - / - |
| -                   | high throw |           |

|                   |                 |           |
|-------------------|-----------------|-----------|
| piggy knee strike | P+G             | 40        |
| Ht                | 20-70-1         | - / - / - |
| -                 | high-side throw |           |

|                      |                                     |           |
|----------------------|-------------------------------------|-----------|
| piggyback throw      | P+G                                 | 20+20+10  |
| Ht                   | 14-37-1                             | - / - / - |
| -                    | high-back throw                     |           |
|                      |                                     |           |
| wall sky strike kick | b,f+P+G                             | 50+20     |
| Ht                   | 38-52-1                             | - / - / - |
| -                    | wall throw, Lion's back to wall     |           |
|                      |                                     |           |
| pull down choker     | uf+P+G                              | 25+35     |
| Ht                   | 21-94-1                             | - / - / - |
| -                    | wall throw, opponent's back to wall |           |

POUNCES

-----

|                            |                 |           |
|----------------------------|-----------------|-----------|
| ground chop                | df+P            | 12        |
| G                          | 17-2-52         | - / - / - |
| -                          | -               |           |
|                            |                 |           |
| flop over kick             | uf+K            | 20        |
| G                          | 30-6-62         | - / - / - |
| -                          | -               |           |
|                            |                 |           |
| elbow slam (forward)       | u+P             | 30        |
| G                          | 27-4-56/65      | - / - / - |
| -                          | re 65 if missed |           |
|                            |                 |           |
| elbow slam (backward)      | u+P             | 30        |
| G                          | 47-2-47/65      | - / - / - |
| -                          | re 65 if missed |           |
|                            |                 |           |
| cartwheel smash (forward)  | d,U+P           | 40        |
| G                          | 32-3-50/57      | - / - / - |
| -                          | re 57 if missed |           |
|                            |                 |           |
| cartwheel smash (backward) | d,U+P           | 40        |
| G                          | 33-1-47/57      | - / - / - |
| -                          | re 57 if missed |           |

RISING ATTACKS: IN-PLACE

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 34-6-17/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
|                       |                  |           |
| face up, feet towards | delay K,K,K...   | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
|                       |                  |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |
|                       |                  |           |
| face up, feet towards | delay D+K,K,K... | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |

|                           |                           |           |
|---------------------------|---------------------------|-----------|
| face up, head towards     | K,K,K...                  | 20        |
| M / -                     | 14-2-35/37                | - / - / - |
| Ht                        | re 37 if blocked          |           |
| face up, head towards     | delay K,K,K...            | 20        |
| M / -                     | 14-2-35/37                | - / - / - |
| Ht                        | re 37 if blocked          |           |
| face up, head towards     | D+K,K,K...                | 20        |
| L / -                     | 34-4-21/27                | - / - / - |
| Lt                        | re 27 if blocked          |           |
| face up, head towards     | delay D+K,K,K...          | 20        |
| L / -                     | 17-3-30/37                | - / - / - |
| Lt                        | re 37 if blocked          |           |
| face down, feet towards   | K,K,K...                  | 20        |
| M / -                     | 23-4-5                    | - / - / - |
| Ht                        | 1st hit                   |           |
| face down, feet towards   | K,K,K...                  | 20        |
| M / -                     | 2-4-33/34                 | - / - / - |
| Ht                        | 2nd hit, re 34 if blocked |           |
| face down, feet towards   | delay K,K,K...            | 20        |
| M / -                     | 14-2-33/37                | - / - / - |
| Ht                        | re 37 if blocked          |           |
| face down, feet towards   | D+K,K,K...                | 20        |
| L / -                     | 29-4-25/27                | - / - / - |
| Lt                        | re 27 if blocked          |           |
| face down, feet towards   | delay D+K,K,K...          | 20        |
| L / -                     | 17-3-30/27                | - / - / - |
| Lt                        | re 27 if blocked          |           |
| face down, head towards   | K,K,K...                  | 20        |
| M / -                     | 30-4-27/34                | - / - / - |
| Ht                        | re 34 if blocked          |           |
| face down, head towards   | delay K,K,K...            | 20        |
| M / -                     | 14-3-30/34                | - / - / - |
| Ht                        | re 34 if blocked          |           |
| face down, head towards   | D+K,K,K...                | 20        |
| L / -                     | 33-6-22/27                | - / - / - |
| Lt                        | re 27 if blocked          |           |
| face down, head towards   | delay D+K,K,K...          | 20        |
| L / -                     | 17-2-28/27                | - / - / - |
| Lt                        | re 27 if blocked          |           |
| RISING ATTACKS: SIDE-ROLL |                           |           |
| -----                     |                           |           |
| face up, feet towards     | K,K,K...                  | 20        |
| M / -                     | 14-4-30/34                | - / - / - |
| Ht                        | re 34if blocked           |           |



|                            |                  |           |
|----------------------------|------------------|-----------|
| face up, feet towards      | D+K,K,K...       | 20        |
| L / -                      | 16-5-26/35       | - / - / - |
| Lt                         | re 35 if blocked |           |
| face up, head towards      | K,K,K...         | 20        |
| M / -                      | 17-3-28/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face up, head towards      | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/37       | - / - / - |
| Lt                         | re 37 if blocked |           |
| face down, feet towards    | K,K,K...         | 20        |
| M / -                      | 14-2-33/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face down, feet towards    | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/27       | - / - / - |
| Lt                         | re 27 if blocked |           |
| face down, head towards    | K,K,K...         | 20        |
| M / -                      | 14-3-30/34       | - / - / - |
| Ht                         | re 34 if blocked |           |
| face down, head towards    | D+K,K,K...       | 20        |
| L / -                      | 17-2-28/27       | - / - / - |
| Lt                         | re 27 if blocked |           |
| RISING ATTACKS: FRONT-ROLL |                  |           |
| -----                      |                  |           |
| face up, feet towards      | D+K,K,K...       | 20        |
| L / -                      | 16-5-26/35       | - / - / - |
| Lt                         | re 35 if blocked |           |
| face up, head towards      | K,K,K...         | 20        |
| M / -                      | 14-2-35/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face up, head towards      | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/37       | - / - / - |
| Lt                         | re 37 if blocked |           |
| face down, feet towards    | K,K,K...         | 20        |
| M / -                      | 14-2-33/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face down, feet towards    | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/27       | - / - / - |
| Lt                         | re 27 if blocked |           |
| face down, head towards    | K,K,K...         | 20        |
| M / -                      | 14-3-30/34       | - / - / - |
| Ht                         | re 34 if blocked |           |
| face down, head towards    | D+K,K,K...       | 20        |
| L / -                      | 17-2-28/27       | - / - / - |
| Lt                         | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

h) PAI CHAN

=====

Country: Hong-Kong

Sex: Female

Birthday: 1975.05.17

Blood Type: 0

Job: Action Star

Hobby: Dancing

Fighting Style: Ensei-Ken

BASIC MOVES

-----

|          |        |             |
|----------|--------|-------------|
| punch I  | (F)+P  | 10          |
| H / H*P  | 8-2-13 | -1 / 0 / +4 |
| -        | -      |             |
| punch II | B+P    | 10          |
| H / H*P  | 8-2-13 | -2 / 0 / +4 |
| -        | -      |             |

|                    |             |                |
|--------------------|-------------|----------------|
| dodging punch      | P+E         | 10             |
| H / H*P            | 8-2-13      | -2 / 0 / +4    |
| -                  | -           |                |
| high kick          | K           | 20             |
| H / H*K            | 12-3-28     | -12 / D / D    |
| Ht                 | -           |                |
| dodging kick       | K+E         | 20             |
| H / H*K            | 14-2-23     | -15 / D / D    |
| Ht                 | -           |                |
| sidekick           | df+K        | 21             |
| M / M*K            | 14-2-24     | -5 / -3 / +1   |
| -                  | -           |                |
| sidekick (stagger) | df+K        | 21             |
| M / -              | 14-2-24     | - / +5~+15 / - |
| -                  | -           |                |
| dodging sidekick   | df+K+E      | 21             |
| M / M*K            | 14-2-25     | -5 / D / D     |
| -                  | -           |                |
| low punch I        | D+P         | 9              |
| L / L*P            | 10-1-14     | -2 / -1 / +2   |
| -                  | -           |                |
| low punch II       | d+P         | 11             |
| L / L*P            | 16-1-14     | -2 / 0 / +4    |
| -                  | -           |                |
| low kick           | d+K         | 10             |
| L / L*K            | 12-1-24     | -12 / -10 / -6 |
| Ht                 | -           |                |
| HOPPING MOVES      |             |                |
| -----              |             |                |
| hopping chop       | u+P         | 30             |
| M / -              | 34-4-19     | +2 / D / D     |
| -                  | -           |                |
| hopping punch      | d,u,P       | 30             |
| M / -              | 26-2-23     | 0 / D / D      |
| -                  | -           |                |
| hopkick I          | u+K         | 18             |
| M / -              | 20-1-17     | +1 / +3 / +7   |
| -                  | -           |                |
| hopkick II         | d,u,K asc.  | 20             |
| M / -              | 10-2-19     | -6 / +9 / +12  |
| -                  | -           |                |
| landing sidekick   | d,u,K desc. | 20             |
| M / -              | 10-2-13     | -2 / +2 / +6   |
| -                  | -           |                |

JUMPING MOVES

-----

|                |         |             |
|----------------|---------|-------------|
| jumping hammer | d,U,f+P | 30          |
| M / -          | 21-6-43 | -22 / D / D |
| Ht             | -       |             |

|               |        |             |
|---------------|--------|-------------|
| take-off kick | d,U+K  | 30          |
| M / -         | 5-4-56 | -36 / D / D |
| Ht            | -      |             |

|             |            |             |
|-------------|------------|-------------|
| in-air kick | d,U,K asc. | 30          |
| M / -       | 11-2-25    | -14 / D / D |
| Ht          | -          |             |

|              |             |             |
|--------------|-------------|-------------|
| landing kick | d,U,K desc. | 30          |
| M / -        | 10-6-11     | +10 / D / D |
| -            | -           |             |

|               |          |             |
|---------------|----------|-------------|
| jumping stomp | d,U,f+K  | 40          |
| M / -         | 22-12-40 | -25 / D / D |
| Ht            | -        |             |

|                   |         |             |
|-------------------|---------|-------------|
| backward dropkick | d,U,b+K | 40          |
| M / -             | 12-4-44 | -23 / D / D |
| Bt                |         |             |

TURN-TOWARDS MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TT punch | P       | 12           |
| H / H*P  | 11-1-21 | -7 / -6 / -2 |
| -        | -       |              |

|         |         |            |
|---------|---------|------------|
| TT kick | K       | 30         |
| H / H*K | 14-3-26 | -3 / D / D |
| -       | -       |            |

|              |         |                |
|--------------|---------|----------------|
| TT low punch | d+P     | 12             |
| L / L*P      | 20-2-19 | -12 / -10 / -7 |
| Ht           | -       |                |

|          |         |             |
|----------|---------|-------------|
| TT sweep | d+K     | 22          |
| L / L*K  | 16-4-24 | -24 / D / D |
| Lt       | -       |             |

|                          |         |            |
|--------------------------|---------|------------|
| TT reverse backflip kick | ub+K    | 40         |
| M / -                    | 26-5-26 | -4 / D / D |

SPECIAL MOVES

-----

|                |         |              |
|----------------|---------|--------------|
| punch-heelkick | P,K     | 20           |
| H / H*K        | 14-2-31 | -6 / -4 / +1 |
| -              | -       |              |

|              |     |    |
|--------------|-----|----|
| double punch | P,P | 10 |
|--------------|-----|----|

|                            |                  |                |
|----------------------------|------------------|----------------|
| H / H*P                    | 7-2-14           | -3 / -1 / +3   |
| -                          | -                |                |
| double punch-kick          | P,P,K            | 30             |
| H / H*K                    | 14-2-27          | -4 / D / D     |
| -                          | -                |                |
| double punch-crescent      | P,P,K+G          | 20~40          |
| H / crescent               | 17-5-25/33       | -16 / D / D    |
| Ht                         | re 33 if blocked |                |
| double punch-sweep         | P,P,D+K+G        | 35             |
| L / sweep                  | 19-4-24/33       | -12 / D / D    |
| Lt                         | re 33 if blocked |                |
| triple punch               | P,P,P            | 12             |
| H / H*P                    | 10-2-19          | -8 / -7 / -1   |
| Ht                         | -                |                |
| triple punch-crescent      | P,P,P,K          | 45             |
| H / crescent               | 17-5-35/43       | -20 / D / D    |
| Ht                         | re 43 if blocked |                |
| triple punch-crescent      | P,P,P,d+K        | 35             |
| L / sweep                  | 17-4-38/45       | -22 / D / D    |
| Lt                         | re 45 if blocked |                |
| triple punch-backflip kick | P,P,P,ub+K       | 20             |
| M / kickflip               | 10-3-38          | -21 / D / D    |
| Ht                         | -                |                |
| triple punch-kick          | P,P,P,F+K        | 30             |
| H / H*K                    | 16-2-34          | -11 / D / D    |
| Ht                         | -                |                |
| chop                       | f+P              | 14             |
| M / H*P                    | 12-2-21          | -7 / -4 / 0    |
| -                          | -                |                |
| puncture fist              | f,f+P            | 20             |
| M / -                      | 14-3-30          | -14 / -10 / -6 |
| Ht                         | -                |                |
| puncture fist-jumping kick | f,f+P,K          | 20             |
| H / H*K                    | 12-2-45          | -28 / D / D    |
| Ht                         | -                |                |
| double palm                | FC,f+P           | 20             |
| M / -                      | 12-2-27          | -12 / -2 / -2  |
| Ht                         | -                |                |
| lunging underhand chop     | b+P              | 20             |
| M / H*P                    | 18-1-26          | -8 / -4 / 0    |
| Ht                         | -                |                |
| low blue fist              | df+P             | 12             |
| L / L*P                    | 19-2-26          | -13 / -10 / -8 |
| Ht                         | -                |                |
| low blue fist-punch        | df+P,P           | 8              |

|                                |                                 |               |
|--------------------------------|---------------------------------|---------------|
| H / H*P                        | 11-2-18                         | -9 / -7 / -4  |
| Ht                             | continue with punch sequence    |               |
| low blue fist-punch-kick       | df+P,P,K                        | 30            |
| H / H*K                        | 16-2-27                         | -4 / D / D    |
| -                              | -                               |               |
| low blue fist-punch-uppercut   | df+P,P,f+P                      | 25            |
| M / H*P                        | 12-5-24                         | -11 / D / D   |
| Ht                             | -                               |               |
| retreating chop                | db+P                            | 12            |
| H / H*P                        | 22-1-26                         | -12 / D / D   |
| Ht                             | -2 DP                           |               |
| high kick-heel drop            | K,K                             | 20            |
| M / H*K                        | 15-3-28/42                      | -26 / D / D   |
| Ht                             | crouch                          |               |
| heelkick (near)                | D,n+K                           | 40            |
| M / H*K                        | 14-2-31                         | -8 / D / D    |
| Ht                             | -                               |               |
| heelkick (far)                 | D,n+K                           | 35            |
| M / H*K                        | 14-2-33                         | -9 / D / D    |
| Ht                             | -                               |               |
| crane kick                     | f,f+K                           | 30            |
| H / H*K                        | 16-2-34                         | -11 / D / D   |
| Ht                             | -                               |               |
| low kick-heelkick              | d+K,K                           | 19            |
| H / H*K                        | 16-2-30                         | -13 / D / D   |
| Ht                             | -                               |               |
| low kick-sweep                 | D+K,K                           | 12            |
| L / sweep                      | 25-4-32                         | -33 / D / D   |
| Lt                             | -                               |               |
| backflip kick                  | ub+K                            | 40            |
| M / kickflip                   | 20-2-35                         | -16 / D / D   |
| Ht                             | -                               |               |
| backflip kick-reverse backflip | ub+K,f+K                        | 30            |
| M / -                          | 32-4/19-37/35                   | -31 / D / D   |
| Ht                             | collision 19 & re 35 if blocked |               |
| single swallow kick            | uf+K                            | 19            |
| M / -                          | 12-3-22                         | -18 / -3 / +1 |
| Ht                             | -                               |               |
| double swallow kick (1st hit)  | uf+K,K                          | 16            |
| M / -                          | 4-3-1                           | - / D / D     |
| Ht                             | -                               |               |
| double swallow kick (2nd hit)  | uf+K,K                          | 10            |
| M / -                          | 2-2-41                          | -27 / D / D   |
| Ht                             | -                               |               |
| crescent (near)                | K+G                             | 25~45         |

|                                |                           |              |
|--------------------------------|---------------------------|--------------|
| H / crescent                   | 22-6-25/36                | -15 / D / D  |
| Ht                             | re 36 if blocked          |              |
| crescent (far)                 | K+G                       | 25~45        |
| H / crescent                   | 22-6-25/36                | -13 / D / D  |
| ht                             | re 36 if blocked          |              |
| cartwheel kick                 | f+K+G                     | 15           |
| M / -                          | 20-3-1                    | -21 / - / -  |
| Ht                             | 1st hit                   |              |
| cartwheel kick                 | f+K+G                     | 18           |
| M / -                          | 5-4-19/36                 | -3 / -2 / +2 |
| -                              | 2nd hit, re 36 if blocked |              |
| reverse crescent               | b+K+G                     | 25~45        |
| H / crescent                   | 16-4-31/39                | -19 / D / D  |
| Ht                             | re 39 if blocked          |              |
| sweep (near)                   | d+K+G                     | 20~35        |
| L / sweep                      | 24-5-32/44                | -19 / D / D  |
| Lt                             | re 44 if blocked          |              |
| sweep (far)                    | d+K+G                     | 20~35        |
| L / sweep                      | 24-5-32/44                | -13 / D / D  |
| Lt                             | re 44 if blocked          |              |
| quick sweep                    | db+K+G                    | 25           |
| L / sweep                      | 19-5-37/45                | -24 / D / D  |
| Lt                             | re 45 if blocked          |              |
| reverse backflip               | uf+K+G                    | 30           |
| M / -                          | 32-4-37                   | -32 / D / D  |
| Ht                             | -                         |              |
| reverse backflip-backflip kick | uf+K+G, f+K               | 40           |
| M / kickflip                   | 20-2-35                   | -16 / D / D  |
| Ht                             | -                         |              |

#### RUNNING MOVES

-----

|                    |                |            |
|--------------------|----------------|------------|
| flying kick (near) | f, F or F+E, K | 20~70      |
| H / -              | 33-7-24        | -9 / D / D |
| ht                 | -              |            |
| flying kick (far)  | f, F or F+E, K | 20~70      |
| H / -              | 33-7-24        | -6 / D / D |
| -                  | -              |            |

#### MOVEMENT

-----

|          |        |           |
|----------|--------|-----------|
| backflip | d, ub  | -         |
| - / -    | 1-49-1 | - / - / - |
| -        | -      |           |

## THROWS

-----

|                         |                                |                 |
|-------------------------|--------------------------------|-----------------|
| pull down throw         | P+G                            | 50              |
| Ht                      | 20-99-1                        | - / - / -       |
| -                       | high throw                     |                 |
| overhead cannon         | f+P+G                          | 50{45}          |
| Ht                      | 14-140{147}-1                  | - / - / -       |
| -                       | high throw                     |                 |
| flip over throw         | FC,f+P+G                       | 60              |
| Ht                      | 10-64-1                        | - / - / -       |
| -                       | high throw                     |                 |
| reaping throw & punch   | f,f+P+G                        | 40+10           |
| Ht                      | 20-97-1                        | - / - / -       |
| -                       | high throw                     |                 |
| ddt                     | f,b+P+G                        | 55              |
| Ht                      | 20-73-1                        | - / - / -       |
| -                       | high throw                     |                 |
| cartwheel               | df+P+G                         | 0               |
| Ht                      | 10-50{59}-1                    | - / +10{-5} / - |
| -                       | high throw                     |                 |
| roll over throw         | b,f+P+G                        | 60              |
| Ht                      | 20-99-1                        | - / - / -       |
| -                       | high throw                     |                 |
| stumbling trip          | b,d+P+G                        | 30              |
| Ht                      | 20-49-1                        | - / +11~+36 / - |
| -                       | high throw                     |                 |
| trap & back punch       | P+G                            | 40              |
| Ht                      | 19-39-1                        | - / - / -       |
| -                       | high-side throw                |                 |
| reverse stumbling trip  | P+G                            | 10              |
| Ht                      | 10-93-13                       | - / - / -       |
| -                       | high-back throw                |                 |
| = reverse backflip kick | K+G                            | 30              |
| Ht                      | 32-4-25                        | - / D / D       |
| -                       | = link                         |                 |
| wall overhead cannon    | f+P+G                          | 60{55}          |
| Ht                      | 14-136{143}-1                  | - / - / -       |
| -                       | wall throw, Pai's back to wall |                 |
| wall ddt                | f,b+P+G                        | 70              |
| Ht                      | 38-87-1                        | - / - / -       |
| -                       | wall throw, Pai's back to wall |                 |
| croucher cartwheel      | f+P+K+G                        | 0               |
| Lt                      | 20-22-1                        | - / +14 / -     |
| -                       | low throw                      |                 |



REVERSALS

-----

|                     |                         |           |
|---------------------|-------------------------|-----------|
| high punch reversal | b+P+K                   | 25        |
| H                   | 1-67-4                  | - / - / - |
| -                   | -                       |           |
| high kick reversal  | b+P+K                   | 25        |
| H                   | 20-45-1                 | - / - / - |
| -                   | -                       |           |
| reversal counter    | P+G                     | 20        |
| -                   | 1-123-1                 | - / - / - |
| -                   | vs. Pai's kick reversal |           |
| punch inashi        | f+P+K                   | 0         |
| H                   | 1-9-3                   | - / - / - |
| -                   | -                       |           |
| knee reversal       | db+P+K                  | 30        |
| M                   | 1-54-1                  | - / - / - |
| -                   | -                       |           |
| mid punch reversal  | db+P+K                  | 25        |
| M                   | 12-44-1                 | - / - / - |
| -                   | -                       |           |
| mid kick reversal   | db+P+K                  | 25        |
| M                   | 7-65-1                  | - / - / - |
| -                   | -                       |           |

POUNCES

-----

|                             |               |           |
|-----------------------------|---------------|-----------|
| ground punch                | df+P          | 10        |
| G                           | 18-2-41       | - / - / - |
| -                           | -             |           |
| knee smash (forward)        | u+P           | 30        |
| G                           | 30-9-40/70    | - / - / - |
| -                           | re 70 if hits |           |
| knee smash (backward)       | u+P           | 30        |
| G                           | 37-10-32/70   | - / - / - |
| -                           | re 70 if hits |           |
| heavy knee smash (forward)  | d,U+P         | 40        |
| G                           | 33-6-47/70    | - / - / - |
| -                           | re 70 if hits |           |
| heavy knee smash (backward) | d,U+P         | 40        |
| G                           | 37-10-32/70   | - / - / - |
| -                           | re 70 if hits |           |

RISING ATTACKS: IN-PLACE

-----

|                       |          |    |
|-----------------------|----------|----|
| face up, feet towards | K,K,K... | 20 |
|-----------------------|----------|----|

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 34-6-17/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | delay K,K,K...   | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, feet towards   | delay D+K,K,K... | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 34-2-21/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | delay K,K,K...   | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-4-21/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 27-7-27/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 29-4-25/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 35-2-24/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 30-3-31/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |

L / - 17-2-28/27 - / - / -  
Lt re 27 if blocked

RISING ATTACKS: SIDE-ROLL

-----  
face up, feet towards K,K,K... 20  
M / - 14-4-30/34 - / - / -  
Ht re 34 if blocked

face up, feet towards D+K,K,K... 20  
L / - 16-5-26/35 - / - / -  
Lt re 35 if blocked

face up, head towards K,K,K... 20  
M / - 17-3-28/37 - / - / -  
Ht re 37 if blocked

face up, head towards D+K,K,K... 20  
L / - 17-3-30/37 - / - / -  
Lt re 37 if blocked

face down, feet towards K,K,K... 20  
M / - 14-2-33/37 - / - / -  
Ht re 37 if blocked

face down, feet towards D+K,K,K... 20  
L / - 17-3-30/27 - / - / -  
Lt re 27 if blocked

face down, head towards K,K,K... 20  
M / - 14-3-30/34 - / - / -  
Ht re 34 if blocked

face down, head towards D+K,K,K... 20  
L / - 17-2-28/27 - / - / -  
Lt re 27 if blocked

RISING ATTACKS: FRONT-ROLL

-----  
face up, feet towards K,K,K... 20  
M / - 14-4-30/34 - / - / -  
Ht re 34 if blocked

face up, feet towards D+K,K,K... 20  
L / - 16-5-26/35 - / - / -  
Lt re 35 if blocked

face up, head towards K,K,K... 20  
M / - 14-2-35/37 - / - / -  
Ht re 37 if blocked

face up, head towards D+K,K,K... 20  
L / - 17-3-30/37 - / - / -  
Lt re 37 if blocked

face down, feet towards K,K,K... 20

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

i) SARAH BRYANT

=====

Country: USA

Sex: Female

Birthday: 1973.07.04

Blood Type: AB

Job: College Student

Hobby: Sky Diving

Fighting Style: Jeet Kune Do

BASIC MOVES

-----

|                    |         |                 |
|--------------------|---------|-----------------|
| punch I            | P       | 10              |
| H / H*P            | 8-2-12  | 0 / +1 / +5     |
| -                  | -       |                 |
| punch II (near)    | F+P     | 10              |
| H / H*P            | 8-2-12  | 0 / +1 / +5     |
| -                  | -       |                 |
| punch II (far)     | F+P     | 10              |
| H / H*P            | 8-2-12  | -1 / +1 / +5    |
| -                  | -       |                 |
| dodging punch      | P+E     | 14              |
| H / H*P            | 21-2-20 | -7 / -4 / 0     |
| -                  | -       |                 |
| roundhouse         | K       | 25              |
| H / H*K            | 12-2-25 | -4 / D / D      |
| -                  | -       |                 |
| dodging roundhouse | K+E     | 25              |
| H / H*K            | 12-2-25 | -4 / D / D      |
| -                  | -       |                 |
| sidekick           | df+K    | 10              |
| M / M*K            | 12-2-30 | -16 / -17 / -13 |
| Ht                 | -       |                 |
| sidekick (stagger) | df+K    | 10              |
| M / M*K            | 12-2-30 | - / -1~+9 / -   |
| -                  | -       |                 |
| dodging sidekick   | df+K+E  | 19              |
| M / M*K            | 12-2-40 | -18 / D / D     |
| Ht                 | -       |                 |
| low punch I        | D+P     | 9               |
| L / L*P            | 10-1-14 | -2 / -1 / +2    |
| -                  | -       |                 |
| low punch II       | d+P     | 11              |
| L / L*P            | 16-1-14 | -2 / +2 / +4    |
| -                  | -       |                 |
| low kick           | D+K     | 12              |
| L / L*K            | 14-1-26 | -12 / -7 / +2   |
| Lt                 | -       |                 |
| low dodging kick   | D+K+E   | 10              |
| L / L*K            | 13-1-21 | -11 / -5 / -2   |
| Lt                 | -       |                 |

HOPPING MOVES

-----

|                   |         |               |
|-------------------|---------|---------------|
| hopping straight  | u+P     | 30            |
| M / -             | 3-2-23  | 0 / D / D     |
| -                 | -       | -             |
| hopping elbow     | d,u+P   | 30            |
| M / H*P           | 34-3-28 | -6 / D / D    |
| -                 | -       | -             |
| hopping hook kick | d,u+K   | 20            |
| M / H*K           | 10-2-19 | -6 / +9 / +12 |
| -                 | -       | -             |
| hopping heelkick  | d,u,K   | 20            |
| M / -             | 10-2-13 | -2 / +2 / +6  |
| -                 | -       | -             |

JUMPING MOVES

-----

|                   |             |             |
|-------------------|-------------|-------------|
| jumping hammer    | d,U,f+P     | 30          |
| M / -             | 21-6-43     | -51 / D / D |
| Ht                | -           | -           |
| take-off kick     | d,U+K       | 30          |
| M / -             | 5-4-56      | -32 / D / D |
| Ht                | -           | -           |
| in-air kick       | d,U,K asc.  | 30          |
| M / -             | 10-2-28     | -5 / D / D  |
| -                 | -           | -           |
| landing kick      | d,U,K desc. | 30          |
| M / -             | 11-5-11     | +10 / D / D |
| -                 | -           | -           |
| jumping dropkick  | d,U,f+K     | 40          |
| M / -             | 12-4-44     | -27 / D / D |
| -                 | -           | -           |
| backward dropkick | d,U,b+K     | 40          |
| M / -             | 12-4-44     | -23 / D / D |
| Bt                | -           | -           |

TURN-AROUND MOVES

-----

|              |         |              |
|--------------|---------|--------------|
| TA punch     | b,b+P   | 14           |
| H / -        | 10-1-16 | -2 / +1 / +5 |
| -            | -       | -            |
| TA hopkick   | b,b+K   | 25           |
| H / -        | 19-2-26 | -5 / -1 / D  |
| -            | -       | -            |
| TA spin kick | D,b+K   | 20           |

|                            |                  |               |
|----------------------------|------------------|---------------|
| H / H*K                    | 12-1-27/29       | -12 / -5 / -1 |
| Ht                         | re 29 if blocked |               |
| TA spin kick-TT roundhouse | D,b+K,K          | 20            |
| H / H*K                    | 18-2-21/29       | -12 / +1 / +5 |
| Ht                         | re 29 if blocked |               |

TURN-TOWARDS MOVES

-----

|               |         |               |
|---------------|---------|---------------|
| TT punch      | P       | 10            |
| H / H*P       | 10-1-22 | -10 / -7 / -4 |
| Ht            | -       |               |
| TT roundhouse | K       | 30            |
| H / H*K       | 10-2-33 | -10 / D / D   |
| Ht            | -       |               |
| TT hopkick    | f+K     | 36            |
| H / H*K       | 27-3-34 | -22 / D / D   |
| Ht            | -       |               |
| TT hook kick  | df+K    | 25            |
| H / H*K       | 19-2-36 | -15 / D / D   |
| Ht            | -       |               |
| TT low punch  | d+P     | 14            |
| L / L*P       | 13-1-25 | -11 / -7 / -2 |
| Lt            | -       |               |
| TT sweep      | d+K     | 20            |
| L / L*K       | 17-4-27 | -25 / D / D   |
| Lt            | -       |               |

SPECIAL MOVES

-----

|                          |         |                |
|--------------------------|---------|----------------|
| punch-kick               | P,K     | 20             |
| H / H*K                  | 12-2-25 | 0 / +4 / 0     |
| -                        | -       |                |
| punch-sidekick           | P,d+K   | 19             |
| M / M*K                  | 12-2-27 | -10 / -7 / -3  |
| Ht                       | -       |                |
| punch-sidekick (stagger) | P,d+K   | 19             |
| M / -                    | 12-2-27 | - / +2~+12 / - |
| -                        | -       |                |
| double punch             | P,P     | 10             |
| H / H*P                  | 9-1-15  | -3 / -1 / +3   |
| -                        | -       |                |
| triple punch I           | P,P,P   | 10             |
| H / H*P                  | 10-2-18 | -7 / -6 / -1   |
| -                        | -       |                |
| triple punch II          | P,P,b+P | 10             |

|                          |                                          |                |
|--------------------------|------------------------------------------|----------------|
| H / H*P                  | 9-1-18                                   | -6 / -3 / 0    |
| -                        | -                                        |                |
| triple punch III         | P,P,u+P                                  | 10             |
| H / H*P                  | 8-1-17                                   | -5 / -3 / +1   |
| -                        | -                                        |                |
| double punch-kick        | P,P,K                                    | 30             |
| H / H*K                  | 14-2-29                                  | -6 / D / D     |
| -                        | -                                        |                |
| triple punch-rising knee | P,P,P,K                                  | 35             |
| M / -                    | 14-2-45                                  | -22 / D / D    |
| Ht                       | -                                        |                |
| triple punch-kickflip    | P,P,P,ub+K or b+K                        | 35             |
| M / kickflip             | 10-4-46/44                               | -27 / D / D    |
| Ht                       | also done by P,P,u+P,K, re 44 if blocked |                |
| triple punch-upkick      | P,P,P,u+K                                | 30             |
| M / -                    | 15-3-53                                  | -31 / D / D    |
| Ht                       | also done by P,P,b+P,K                   |                |
| elbow                    | f+P                                      | 12             |
| M / elbow                | 11-1-23                                  | -9 / -8 / -4   |
| Ht                       | -                                        |                |
| elbow (stagger)          | f+P                                      | 12             |
| M / -                    | 11-1-23                                  | - / +4~+11 / - |
| -                        | -                                        |                |
| elbow-mini knuckle       | f+P,df+P                                 | 12             |
| H / H*P                  | 15-2-20                                  | -7 / -6 / +2   |
| -                        | -1 DP                                    |                |
| elbow-knee               | f+P,K                                    | 25             |
| M / knee                 | 14-2-31                                  | -12 / D / D    |
| Ht                       | -                                        |                |
| elbow-overhead kick      | f+P,b+K                                  | 25             |
| M / H*K                  | 18-3-34                                  | -14 / D / D    |
| Ht                       | -                                        |                |
| mini knuckle             | df+P                                     | 12             |
| H / H*P                  | 12-2-19                                  | -6 / -5 / +2   |
| -                        | -2 DP                                    |                |
| kick-punch               | K,P                                      | 8              |
| H / H*P                  | 20-3-13                                  | -5 / -1 / +2   |
| -                        | -                                        |                |
| double high kick         | K,K                                      | 10             |
| H / H*K                  | 17-3-30                                  | -20 / D / D    |
| Ht                       | -                                        |                |
| knee                     | f+K                                      | 30             |
| M / knee                 | 15-2-30                                  | -11 / D / D    |
| Ht                       | -                                        |                |
| knee-rising knee         | f+K,df+K                                 | 45             |



|                             |              |                 |
|-----------------------------|--------------|-----------------|
| M / -                       | 49-3-37      | -14 / D / D     |
| Ht                          | -            |                 |
| rising knee                 | FC, f+K      | 35              |
| M / -                       | 14-2-45      | -22 / D / D     |
| Ht                          | -            |                 |
| double rising knee          | FC, f+K, K   | 22              |
| M / -                       | 20-2-30      | -16 / D / D     |
| Ht                          | -            |                 |
| rising knee-descending knee | FC, f+K, K   | 28              |
| M / knee                    | 8-2-29       | -15 / D / D     |
| Ht                          | -            |                 |
| lunging knee                | f, f+K       | 30              |
| M / knee                    | 13-2-35      | -12 / D / D     |
| Ht                          | -            |                 |
| punt kick                   | d+K          | 24              |
| M / H*K                     | 13-3-28      | -12 / -11 / -1  |
| Ht                          | -            |                 |
| punt kick-sidekick          | d+K, K       | 23              |
| M / M*K                     | 18-2-29      | -10 / D / D     |
| Ht                          | -            |                 |
| double low kicks            | D+K, K       | 15              |
| L / L*K                     | 19-2-28      | -13 / -7 / +2   |
| Lt                          | -            |                 |
| illusion kicks              | df+K, K      | 14              |
| H / H*K                     | 9-2-28       | -15 / -11 / -11 |
| Ht                          | -            |                 |
| mirage kicks                | df+K, K, K   | 20              |
| H / H*K                     | 17-1-35      | -23 / D / D     |
| Ht                          | -            |                 |
| illusion kicks-punt kick    | df+K, K, f+K | 21              |
| M / H*K                     | 28-3-31      | -13 / D / D     |
| Ht                          | -            |                 |
| illusion kicks-low kick     | df+K, K, b+K | 21              |
| L / L*K                     | 22-2-30      | -11 / -6 / 0    |
| Ht                          | -            |                 |
| knee smash                  | b+K          | 10              |
| M / H*K                     | 13-2-1       | - / - / -       |
| -                           | 1st hit      |                 |
| knee smash                  | b+K          | 20              |
| M / H*K                     | 8-2-26       | -9 / D / D      |
| Ht                          | 2nd hit      |                 |
| dragon cannon               | db+K         | 35              |
| M / H*K                     | 15-3-36      | -14 / D / D     |
| Ht                          | -            |                 |
| full spin dive              | u+K          | 25              |

|                          |                              |               |
|--------------------------|------------------------------|---------------|
| M / -                    | 23-2-23/36                   | -16 / D / D   |
| Ht                       | re 36 if blocked             |               |
| full spin dive-moonsault | u+K,u+P                      | 25            |
| M / -                    | 1-1-54                       | -             |
| -                        | -                            |               |
| kickflip                 | ub+K                         | 50            |
| M / kickflip             | 12-4-43/44/67                | -27 / D / D   |
| Ht                       | re 44 if blocked, 67 if hits |               |
| toekick                  | d+P+K                        | 13            |
| M / H*K                  | 18-2-27                      | -14 / -7 / -8 |
| Ht                       | -                            |               |
| toekick-punt kick        | d+P+K,K                      | 26            |
| M / H*K                  | 17-3-29                      | -16 / D / D   |
| Ht                       | -                            |               |
| crescent (near)          | K+G                          | 20~30         |
| H / crescent             | 22-2-27/24                   | -20 / D / D   |
| Ht                       | re 24 if blocked             |               |
| crescent (far)           | K+G                          | 20~30         |
| H / crescent             | 22-2-27/24                   | -14 / D / D   |
| Ht                       | re 24 if blocked             |               |
| hopping spin kick        | f+K+G                        | 25            |
| M / M*K                  | 28-2-24                      | -15 / D / D   |
| Ht                       | -                            |               |
| lunging sweep            | df+K+G                       | 20            |
| L / L*K                  | 24-2-35/40                   | -23 / D / D   |
| Ht                       | re 40 if blocked             |               |
| overhead kick            | b+K+G                        | 30            |
| M / H*K                  | 16-5-32                      | -10 / D / D   |
| Ht                       | -                            |               |
| shin slicer              | d+K+G                        | 25            |
| L / L*K                  | 18-1-33                      | -12 / -7 / D  |
| Lt                       | -                            |               |
| axe kick                 | db+K+G                       | 22            |
| M / H*K                  | 17-2-30                      | -11 / -7 / +2 |
| Ht                       | -                            |               |
| hopping spin kick        | u+K+G                        | 25            |
| M / M*K                  | 20-3-20                      | -16 / D / D   |
| Ht                       | -                            |               |
| tornado kick (near)      | uf+K+G                       | 20~50         |
| M / H*K                  | 28-4-29/40                   | -23 / D / D   |
| Ht                       | re 40 if blocked             |               |
| tornado kick (far)       | uf+K+G                       | 20~50         |
| M / H*K                  | 28-4-29/40                   | -27 / D / D   |
| Ht                       | re 40 if blocked             |               |
| heel seed                | ub+K+G                       | 30            |

|         |                  |             |
|---------|------------------|-------------|
| M / H*K | 20-3-22/34       | -12 / D / D |
| Ht      | re 34 if blocked |             |

RUNNING MOVES

-----

|                     |                |             |
|---------------------|----------------|-------------|
| running knee (near) | f,F or F+E,K+G | 20~70       |
| M / -               | 18-3-39        | -17 / D / D |
| Ht                  | -              |             |

|                    |                |             |
|--------------------|----------------|-------------|
| running knee (far) | f,F or F+E,K+G | 20~70       |
| M / -              | 18-3-39        | -23 / D / D |
| Ht                 | -              |             |

MOVEMENT

-----

|                   |         |           |
|-------------------|---------|-----------|
| forward moonsault | uf+P    | -         |
| -                 | 10-44-6 | - / - / - |
| -                 | -       |           |

|                    |          |           |
|--------------------|----------|-----------|
| backward moonsault | ub+P     | -         |
| -                  | 10-44-10 | - / - / - |
| -                  | -        |           |

|          |        |           |
|----------|--------|-----------|
| backflip | d,ub   | -         |
| -        | 1-49-1 | - / - / - |
| -        | -      |           |

THROWS

-----

|        |                    |           |
|--------|--------------------|-----------|
| suplex | P+G                | 50{45}    |
| Ht     | 20-93{79}-1        | - / - / - |
| -      | high throw, ground |           |

|             |                    |           |
|-------------|--------------------|-----------|
| clothesline | f,f+P+G            | 40        |
| Ht          | 20-70-1            | - / - / - |
| -           | high throw, ground |           |

|                  |            |           |
|------------------|------------|-----------|
| triple knee bash | b+P+G      | 5+10+20+8 |
| Ht               | 16-184-1   | - / - / - |
| -                | high throw |           |

|                   |            |           |
|-------------------|------------|-----------|
| leg hold takedown | b,f+P+G    | 60        |
| Ht                | 10-98-1    | - / - / - |
| -                 | high throw |           |

|             |                 |           |
|-------------|-----------------|-----------|
| elbow smash | P+G             | 40        |
| Ht          | 10-102-1        | - / - / - |
| -           | high-side throw |           |

|           |                         |           |
|-----------|-------------------------|-----------|
| back drop | P+G                     | 60        |
| Ht        | 20-87-2                 | - / - / - |
| -         | high-back throw, ground |           |

|              |        |    |
|--------------|--------|----|
| neck breaker | uf+P+G | 60 |
|--------------|--------|----|

|                     |                   |                         |
|---------------------|-------------------|-------------------------|
| Ht                  | 20; 1-105-1/61    | - / - / -               |
| -                   | high-catch throw, | re 61 if missed         |
| quadruple knee bash | b+K+G             | 10+20+10+10+10          |
| Ht                  | 16-222-1          | - / - / -               |
| -                   | wall throw,       | opponent's back to wall |
| low back drop       | P+K+G             | 60                      |
| Lt                  | 20-79-0?          | - / - / -               |
| -                   | low-back throw,   | ground                  |

POUNCES

-----

|                            |               |           |
|----------------------------|---------------|-----------|
| soccer kick                | df+K          | 13        |
| G                          | 18-3-49       | - / - / - |
| -                          | -             |           |
| knee slam (forward)        | u+P           | 30        |
| G                          | 33-5-45/61    | - / - / - |
| -                          | re 61 if hits |           |
| knee slam (backward)       | u+P           | 30        |
| G                          | 42-7-40/58    | - / - / - |
| -                          | re 58 if hits |           |
| heavy knee slam (forward)  | d,U+P         | 40        |
| G                          | 36-2-45/61    | - / - / - |
| -                          | re 61 if hits |           |
| heavy knee slam (backward) | d,U+P         | 40        |
| G                          | 42-7-40/58    | - / - / - |
| -                          | re 58 if hits |           |

RISING ATTACKS: IN-PLACE

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 34-6-17/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | delay K,K,K...   | 20        |
| M / -                 | 14-4-30/37       | - / - / - |
| Ht                    | re 37 if blocked |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |
| face up, feet towards | delay D+K,K,K... | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 34-3-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, head towards | delay K,K,K...   | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 29-2-27/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 27-7-27/34       | - / - / - |
| Lt                      | re 34 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 28-4-34/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 33-6-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### RISING ATTACKS: SIDE-ROLL

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 16-5-26/37       | - / - / - |
| Lt                    | re 37 if blocked |           |
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 17-2-29/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, head towards | D+K,K,K...       | 20        |

|                         |                  |           |
|-------------------------|------------------|-----------|
| L / -                   | 17-3-30/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: FRONT-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                       |          |    |
|-----------------------|----------|----|
| face up, feet towards | K,K,K... | 20 |
|-----------------------|----------|----|

|                         |                  |           |
|-------------------------|------------------|-----------|
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

j) SHUN-DI

=====

Country: China

Sex: Male

Birthday: 1912.01.02

Blood Type: 0

Job: Herbal Doctor

Hobby: Drinking Sake

Fighting Style: Drunken Kung-Fu

\* fall down stats: 1-1-30

#### BASIC MOVES

-----

|                |        |              |
|----------------|--------|--------------|
| punch I (near) | P      | 10           |
| H / H*P        | 9-2-15 | -4 / -2 / +2 |
| -              | -      |              |
| punch I (far)  | P      | 10           |
| H / H*P        | 9-2-15 | -3 / -2 / +2 |
| -              | -      |              |
| punch II       | F+P    | 10           |
| H / H*P        | 9-2-15 | -3 / -2 / +2 |
| -              | -      |              |

|                    |         |                |
|--------------------|---------|----------------|
| dodging punch      | P+E     | 15             |
| H / H*P            | 10-2-17 | -2 / +1 / +2   |
| -                  | -       |                |
| high kick I        | K       | 25             |
| H / H*K            | 14-1-28 | -6 / D / D     |
| -                  | -       |                |
| high kick II       | F+K     | 20             |
| H / H*K            | 14-1-32 | -14 / D / D    |
| Ht                 | -       |                |
| dodging kick       | K+E     | 25             |
| H / H*K            | 14-1-28 | -6 / D / D     |
| -                  | -       |                |
| sidekick           | df+K    | 21             |
| M / M*K            | 15-1-29 | -9 / -7 / -1   |
| Ht                 | -       |                |
| sidekick (stagger) | df+K    | 21             |
| M / -              | 15-1-29 | - / +1~+11 / - |
| -                  | -       |                |
| dodging sidekick   | df+K+E  | 21             |
| M / M*K            | 14-2-27 | -9 / D / D     |
| Ht                 | -       |                |
| low punch I        | D+P     | 8              |
| L / L*P            | 10-1-15 | -5 / -3 / +2   |
| -                  | -       |                |
| low punch II       | d+P     | 11             |
| L / L*P            | 16-1-14 | -2 / 0 / +4    |
| -                  | -       |                |
| low kick           | D+K     | 10             |
| L / L*K            | 14-1-28 | -16 / -5 / -2  |
| Lt                 | -       |                |
| HOPPING MOVES      |         |                |
| -----              |         |                |
| hopping smash      | d,u+P   | 30             |
| M / -              | 42-3-22 | 0 / D / D      |
| -                  | -       |                |
| hopping punch      | d,u,P   | 30             |
| M / H*P            | 26-3-22 | 0 / D / D      |
| -                  | -       |                |
| hopkick            | d,u+K   | 30             |
| M / -              | 10-2-22 | -8 / D / D     |
| Ht                 | -       |                |
| landing sweep      | d,u,K   | 20             |
| L / -              | 13-2-26 | -19 / D / D    |
| Ht                 | -       |                |



JUMPING MOVES

-----

|                |         |             |
|----------------|---------|-------------|
| jumping hammer | d,U,f+P | 30          |
| M / -          | 16-6-43 | -22 / D / D |
| Ht             | -       |             |

|               |         |             |
|---------------|---------|-------------|
| take-off kick | d,U+K   | 30          |
| M / -         | 10-3-62 | -40 / D / D |
| Ht            | -       |             |

|             |            |            |
|-------------|------------|------------|
| in-air kick | d,U,K asc. | 30         |
| M / -       | 11-5-11    | -8 / D / D |
| -           | -          |            |

|              |             |            |
|--------------|-------------|------------|
| landing kick | d,U,K desc. | 30         |
| M / -        | 12-5-11     | +8 / D / D |
| -            | -           |            |

|                  |         |             |
|------------------|---------|-------------|
| jumping dropkick | d,U,f+K | 40          |
| M / -            | 12-4-54 | -39 / D / D |
| Ht               | -       |             |

|                   |         |             |
|-------------------|---------|-------------|
| backward dropkick | d,U,b+K | 40          |
| M / -             | 12-4-44 | -24 / D / D |
| Bt                | -       |             |

TURN-AROUND MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TA punch | b,b+P   | 12           |
| H / -    | 14-3-20 | -8 / -7 / -3 |
| Bt       | -       |              |

|              |         |             |
|--------------|---------|-------------|
| TA spin kick | b,b+K   | 30          |
| H / -        | 20-4-22 | -11 / D / D |
| Bt           | -       |             |

TURN-TOWARDS MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TT punch | P       | 12           |
| H / H*P  | 11-1-21 | -7 / -6 / -2 |
| -        | -       |              |

|                |         |                 |
|----------------|---------|-----------------|
| TT thrust kick | P+K     | 15              |
| M / M*K        | 12-2-32 | -18 / -16 / -10 |
| Ht             | -       |                 |

|                            |         |           |
|----------------------------|---------|-----------|
| TT thrust kick-head thrust | P+K,K   | 25        |
| H / -                      | 26-3-45 | - / D / D |
| -                          | -       |           |

|         |                  |             |
|---------|------------------|-------------|
| TT kick | K                | 30          |
| H / H*K | 16-3-33/43       | -21 / D / D |
| Ht      | re 43 if blocked |             |

|                                 |                             |                 |
|---------------------------------|-----------------------------|-----------------|
| TT sitting punch                | d+P                         | 14              |
| L / L*P                         | 16-2-25                     | -12 / -7 / 0    |
| Ht                              | -                           |                 |
| TT low kick                     | d+K                         | 25              |
| L / L*K                         | 19-2-30                     | -12 / -5 / D    |
| Lt                              | -                           |                 |
| TT butt push                    | P+G                         | 20{10}+30+20    |
| Ht                              | 10-80-1                     | - / - / -       |
| -                               | high throw, needs 5 DP      |                 |
| SPECIAL MOVES                   |                             |                 |
| -----                           |                             |                 |
| punch-heelkick                  | P,K                         | 20              |
| H / H*K                         | 13-1-29                     | -6 / -3 / -2    |
| -                               | -                           |                 |
| double punch                    | P,P                         | 12              |
| H / H*P                         | 9-2-15                      | -4 / -3 / +2    |
| -                               | -                           |                 |
| double punch-uppercut           | P,P,P                       | 15              |
| M / H*P                         | 18-3-27                     | -13 / D / D     |
| Ht                              | -                           |                 |
| double punch-low kick           | P,P,d+K                     | 10              |
| L / L*K                         | 18-2-33                     | -30 / -20 / -16 |
| Ht                              | needs 6 DP, G to fall down* |                 |
| double punch-low kick-high kick | P,P,d+K,K                   | 20              |
| H / H*K                         | 13-2-41                     | -22 / D / D     |
| Ht                              | needs 6 DP, G to fall down* |                 |
| double punch-dodge-uppercut     | P,P,E,P                     | 15              |
| M / H*P                         | 18-3-27                     | -13 / D / D     |
| Ht                              | -                           |                 |
| double punch-dodge-low kick     | P,P,E,d+K                   | 10              |
| L / L*K                         | 18-2-33                     | -30 / -20 / -16 |
| Ht                              | needs 6 DP                  |                 |
| PP-dodge-low kick-high kick     | P,P,E,d+K,K                 | 20              |
| H / H*K                         | 13-2-41                     | -22 / D / D     |
| Ht                              | needs 6 DP                  |                 |
| knuckle                         | f+P                         | 15              |
| M / H*P                         | 14-1-26                     | -10 / -8 / -4   |
| Ht                              | -1 DP                       |                 |
| knuckle-hip check               | f+P,K                       | 28              |
| M / -                           | 21-3-32/74                  | -10 / D / D     |
| Ht                              | -1 DP, re 74 if hits        |                 |
| knuckle-hip check (stagger)     | f+P,K                       | 28              |
| M / -                           | 21-3-32                     | - / +5~+10 / -  |
| -                               | -1 DP                       |                 |

|                                 |                      |                  |
|---------------------------------|----------------------|------------------|
| double knuckle                  | f+P,P                | 13               |
| M / elbow                       | 19-2-32              | -19 / -17 / - 13 |
| Ht                              | -1 DP                |                  |
| double knuckle-hip check        | f+P,P,K              | 28               |
| M / -                           | 21-3-32/74           | -10 / D / D      |
| Ht                              | -1 DP, re 74 if hits |                  |
| dbl knuckle-hip check (stagger) | f+P,P,K              | 28               |
| M / -                           | 21-3-32              | - / +5~+10 / -   |
| -                               | -1 DP                |                  |
| double knuckle-backfist         | f+P,P,P              | 10               |
| H / H*P                         | 17-2-29              | -18 / -16 / -12  |
| Ht                              | -1 DP                |                  |
| dbl knuckle-backfist-hip check  | f+P,P,P,K            | 28               |
| M / -                           | 21-3-32/74           | -10 / D / D      |
| Ht                              | -1 DP, re 74 if hits |                  |
| dlb knuckle-bckf-hip chk (stag) | f+P,P,P,K            | 28               |
| M / -                           | 21-3-32              | - / +5~+10 / -   |
| -                               | -1 DP                |                  |
| old man palm                    | FC,f+P               | 30               |
| M / H*P                         | 16-1-34              | -10 / D / D      |
| Ht                              | -                    |                  |
| uppercut                        | df+P                 | 19               |
| M / H*P                         | 15-2-28              | -11 / -6 / -2    |
| Ht                              | -                    |                  |
| uppercut-thrust punch           | df+P,P+K             | 16               |
| H / H*P                         | 16-2-24              | -9 / -6 / -2     |
| Ht                              | needs 8 DP           |                  |
| uppercut-thrust punch-toekick   | df+P,P+K,K           | 23               |
| M / M*K                         | 25-2-47              | - / D / D        |
| -                               | needs 8 DP, ground   |                  |
| old man knife                   | d,df,f+P             | 28               |
| M / H*P                         | 13-3-25              | -11 / D / D      |
| Ht                              | -                    |                  |
| old man knife-backfist          | d,df,f+P,b+P         | 18               |
| H / H*P                         | 15-2-24              | -7 / -4 / 0      |
| -                               | needs 6 DP           |                  |
| backfist                        | b+P                  | 24               |
| H / H*P                         | 15-3-23              | -3 / +2 / +4     |
| -                               | -                    |                  |
| straight punch                  | b,f+P                | 8                |
| H / H*P                         | 9-2-22               | -13 / -11 / -8   |
| Ht                              | -                    |                  |
| double straight punch           | b,f+P,P              | 10               |
| H / H*P                         | 7-2-24               | -12 / -10 / -7   |
| Ht                              | -                    |                  |

|                             |                  |                 |
|-----------------------------|------------------|-----------------|
| triple straight punch       | b, f+P, P, P     | 14              |
| H / H*P                     | 13-2-21          | -8 / -5 / -1    |
| Ht                          | -                |                 |
| lunging uppercut            | b, df+P          | 23              |
| M / H*P                     | 16-2-33          | -13 / D / D     |
| Ht                          | -                |                 |
| backpush                    | db+P             | 15              |
| L / L*P                     | 20-2-34          | -19 / -17 / -13 |
| Lt                          | -                |                 |
| backpush from crouch        | FC, db+P         | 16              |
| L / L*P                     | 17-2-31          | -16 / -14 / -10 |
| Lt                          | -                |                 |
| backpush from crouch-sweep  | FC, db+P, K      | 15              |
| L / sweep                   | 28-3-65/67       | -52 / D / D     |
| Lt                          | re 67 if blocked |                 |
| hopping spin kick           | K+G              | 35              |
| M / -                       | 17-3-30          | -20 / D / D     |
| Ht                          | -                |                 |
| hopping spin kick-push      | K+G, P           | 19              |
| H / -                       | 45-2-24          | -7 / D / D      |
| -                           | -                |                 |
| double kick                 | K, K             | 10              |
| H / H*K                     | 13-1-31          | -19 / D / D     |
| Ht                          | -                |                 |
| double kick-backfist        | K, K, P          | 10              |
| H / H*P                     | 20-2-23          | -12 / -10 / -6  |
| Ht                          | -                |                 |
| double kick-low backfist    | K, K, d+P        | 10              |
| L / L*P                     | 19-2-26          | -15 / -13 / -9  |
| Ht                          | -                |                 |
| cartwheel kick              | f, f+K           | 29              |
| M / -                       | 18-2-37          | -14 / D / D     |
| Ht                          | -                |                 |
| falldown kick               | b+K              | 24              |
| M / M*K                     | 17-1-36          | - / - / -       |
| -                           | ground           |                 |
| spinning low kick           | db+K             | 10              |
| L / L*K                     | 18-2-33          | -30 / -20 / -16 |
| Ht                          | G to fall down*  |                 |
| spinning low kick-high kick | db+K, K          | 20              |
| H / L*K                     | 13-2-41          | -24 / D / D     |
| Ht                          | G to fall down*  |                 |
| mule kick                   | u+K              | 26              |
| M / -                       | 14-4-29          | -10 / D / D     |
| Ht                          | -                |                 |

|                                 |                              |                 |
|---------------------------------|------------------------------|-----------------|
| flipover kick                   | uf+K                         | 35              |
| M / -                           | 31-3-45                      | - / D / D       |
| -                               | ground                       |                 |
| sacrifice dropkick              | ub+K                         | 30              |
| M / -                           | 20-4-32/33                   | - / D / D       |
| -                               | ground, re 33 if blocked     |                 |
| dodging cartwheel kick          | f+K+E                        | 20              |
| M / -                           | 20-4-4                       | - / D / D       |
| -                               | 1st hit                      |                 |
| dodging cartwheel kick          | f+K+E                        | 10              |
| M / -                           | 3-3-30                       | -20 / D / D     |
| Ht                              | 2nd hit                      |                 |
| thrust punch                    | P+K                          | 12              |
| M / H*P                         | 13-2-32                      | -19 / -18 / -14 |
| Ht                              | -                            |                 |
| thrust punch-sacrifice toekick  | P+K,K                        | 23              |
| M / M*K                         | 25-2-47                      | - / D / D       |
| -                               | ground                       |                 |
| double fisted strike            | f+P+K                        | 39              |
| M / -                           | 32-2-34/58                   | -11 / D / D     |
| Ht                              | +5 DP, re 58 if hits         |                 |
| drunken crash                   | f,f+P+K                      | 16              |
| M / -                           | 19-10-59                     | -47 / D / D     |
| Ht                              | -                            |                 |
| single drunken sweep            | d+P+K                        | 10              |
| L / -                           | 24-2-30/41                   | -30 / D / D     |
| Lt                              | needs 1 DP, re 41 if blocked |                 |
| double drunken sweep            | d+P+K,K                      | 10              |
| L / -                           | 23-3-28/41                   | -30 / D / D     |
| Lt                              | needs 6 DP, re 41 if blocked |                 |
| triple drunken sweep            | d+P+K,K,K                    | 10              |
| L / sweep                       | 20-3-31/41                   | -30 / D / D     |
| Lt                              | needs 7 DP, re 41 if blocked |                 |
| tornado punch                   | uf+P+K                       | 30              |
| M / H*P                         | 24-3-38                      | -15 / D / D     |
| Ht                              | -                            |                 |
| falling double kick             | db+K+G                       | 20              |
| H / M*K                         | 15-2-2                       | - / D / D       |
| -                               | 1st hit                      |                 |
| retreating double fisted strike | ub+P+K                       | 30              |
| M / -                           | 42-3-22                      | - / D / D       |
| -                               | ground                       |                 |
| scorpion kick                   | d+K+G                        | 25              |
| M / -                           | 22-1-43                      | -21 / D / D     |
| Ht                              | -                            |                 |

|                                |                  |              |
|--------------------------------|------------------|--------------|
| falling double kick            | db+K+G           | 15           |
| H / -                          | 9-4-14           | - / - / -    |
| -                              | 2nd hit, ground  |              |
| retreating hopping kick        | b+K+G            | 20           |
| M / M*K                        | 15-30-34         | - / D / D    |
| -                              | -                |              |
| sweep (near)                   | D or df+K+G      | 20~30        |
| L / L*K                        | 25-4-42/50       | -33 / D / D  |
| Lt                             | re 50 if blocked |              |
| sweep (far)                    | D or df+K+G      | 20~30        |
| L / L*K                        | 25-4-42/50       | -27 / D / D  |
| Lt                             | re 50 if blocked |              |
| drink                          | d+P+K+G          | -            |
| -                              | 1-1-49           | - / - / -    |
| -                              | +3 DP            |              |
| backward dodge-dbl fist strike | b+P+E            | 30           |
| H / H*P                        | 19-4-28          | -7 / D / D   |
| -                              | -                |              |
| retreating backward swipe      | b+E, P           | 15           |
| H / H*P                        | 10-2-17          | -1 / 0 / +5  |
| -                              | -                |              |
| backward dodge-swipe           | ub+E, P          | 20           |
| H / H*P                        | 9-4-18           | -2 / +1 / +7 |
| -                              | -                |              |
| backward dodge-dbl fist strike | ub+E, P+K        | 30           |
| H / -                          | 19-4-28          | +7 / D / D   |
| -                              | -                |              |

MOVES FROM SITTING POSITION

-----

|                                |                                           |             |
|--------------------------------|-------------------------------------------|-------------|
| lie down from sitting position | d, d                                      | -           |
| -                              | 1-19-88                                   | - / - / -   |
| -                              | -                                         |             |
| flipover kick                  | K                                         | 20          |
| M / -                          | 22-3/22-41/18/49                          | -25 / D / D |
| Ht                             | co 22 and re 18 if hits, re 49 if blocked |             |
| low kick & stand up            | d+K                                       | 12          |
| L / -                          | 14-3-42                                   | -37 / D / D |
| Lt                             | -                                         |             |
| drink & stand up               | P+K+G                                     | -           |
| -                              | 1-120-1                                   | - / - / -   |
| -                              | +3 DP                                     |             |

MOVES FROM LYING POSITION

-----

|                               |                                                |                 |
|-------------------------------|------------------------------------------------|-----------------|
| thrust kick                   | K                                              | 18              |
| M / M*K                       | 14-2-43                                        | -33 / -24 / -20 |
| Ht                            | -                                              |                 |
| thrust kick-punch             | K,P                                            | 15              |
| H / H*P                       | 12-1-32                                        | -18 / -14 / -13 |
| Ht                            | -                                              |                 |
| thrust kick-punch-sacr. kick  | K,P,K                                          | 24              |
| M / M*K                       | 17-1-36                                        | - / - / -       |
| -                             | ground                                         |                 |
| thrust kick-punch-low kick    | K,P,d+K                                        | 10              |
| L / L*K                       | 18-2-33/41                                     | -30 / -20 / -16 |
| Ht                            | needs 10 DP, re 41 if blocked, G to fall down* |                 |
| thrust kick-P-low K-high kick | K,P,d+K,K                                      | 20              |
| H / H*K                       | 13-2-41                                        | -22 / D / D     |
| Ht                            | needs 10 DP, G to fall down*                   |                 |
| sweep & stand up              | d+K                                            | 24              |
| L / L*K                       | 24-6-37/49                                     | -20 / D / D     |
| Ht                            | re 49 if blocked                               |                 |
| rollover scissor kicks        | F+K                                            | 10              |
| L / -                         | 24-3-3                                         | - / - / -       |
| -                             | 1st hit                                        |                 |
| rollover scissor kicks        | F+K                                            | 16              |
| L / -                         | 2-4-41                                         | -73 / D / D     |
| Ht                            | -                                              |                 |
| MOVES FROM HANDSTAND          |                                                |                 |
| -----                         |                                                |                 |
| hop forward                   | f                                              | -               |
| - / -                         | 1-29-1                                         | - / - / -       |
| -                             | -                                              |                 |
| hop backward                  | b                                              | -               |
| - / -                         | 1-39-5                                         | - / - / -       |
| -                             | -                                              |                 |
| handstand kicks               | K                                              | 30              |
| M / -                         | 11-19-26                                       | - / D / D       |
| -                             | -                                              |                 |
| rolling elbow smash           | P+K                                            | 24              |
| M / elbow                     | 34-4-27                                        | -8 / -5 / -1    |
| Ht                            | -                                              |                 |
| flipover mule kick            | K+G                                            | 25              |
| M / -                         | 34-3-20/42                                     | 0 / D / D       |
| -                             | re 42 if blocked                               |                 |
| frankensteiner                | P+G                                            | 50              |
| Ht                            | 15; 1-98-1/75                                  | - / - / -       |
| -                             | high catch throw, re 75 if missed              |                 |

RUNNING MOVES

-----

|                   |                |             |
|-------------------|----------------|-------------|
| running cartwheel | f, F or F+E, K | 29          |
| M / -             | 18-2-37        | -14 / D / D |
| Ht                | -              |             |

MOVEMENT

-----

|          |        |           |
|----------|--------|-----------|
| backflip | d, ub  | -         |
| -        | 1-1-45 | - / - / - |
| -        | -      |           |

|                  |         |           |
|------------------|---------|-----------|
| retreating dodge | b+E     | -         |
| -                | 1-12-17 | - / - / - |
| -                | -       |           |

|                |         |           |
|----------------|---------|-----------|
| backward dodge | ub+E    | -         |
| -              | 1-12-23 | - / - / - |
| -              | -       |           |

|                 |        |           |
|-----------------|--------|-----------|
| advancing dodge | uf+E   | -         |
| -               | 1-6-16 | - / - / - |
| -               | -      |           |

|          |        |           |
|----------|--------|-----------|
| sit down | d, d   | -         |
| -        | 1-28-2 | - / - / - |
| -        | -      |           |

|          |                 |           |
|----------|-----------------|-----------|
| lie down | b, db, d, df, f | -         |
| -        | 1-33-72         | - / - / - |
| -        | -               |           |

|           |                 |           |
|-----------|-----------------|-----------|
| handstand | f, df, d, db, b | -         |
| -         | 1-42-2          | - / - / - |
| -         | -               |           |

|                         |        |           |
|-------------------------|--------|-----------|
| backflip into handstand | u+P+K  | -         |
| -                       | 1-38-4 | - / - / - |
| -                       | -      |           |

THROWS

-----

|                     |                   |             |
|---------------------|-------------------|-------------|
| dances with punches | P+G               | 10+10+10+20 |
| Ht                  | 10-169{167}-1     | - / - / -   |
| -                   | high throw, +5 DP |             |

|                |             |                  |
|----------------|-------------|------------------|
| rollover throw | df+P+G      | 0                |
| Ht             | 10-49{50}-1 | - / +13{+12} / - |
| -              | high throw  |                  |

|                   |                    |           |
|-------------------|--------------------|-----------|
| elbow smash throw | b+P+G              | 20+30{25} |
| Ht                | 20-80-1            | - / - / - |
| -                 | high throw, ground |           |



|                         |                                     |                   |
|-------------------------|-------------------------------------|-------------------|
| switch & kick throw     | b,df+P+G                            | 40                |
| Ht                      | 10-72-1                             | - / +8 / -        |
| -                       | high throw, needs 6 DP              |                   |
| butt push into the wall | b+P+G                               | 40+20             |
| Ht                      | 43-197-1                            | - / - / -         |
| -                       | wall throw, opponent's back to wall |                   |
| hip check throw         | P+G                                 | 40                |
| Ht                      | 10-107-1                            | - / - / -         |
| -                       | high-side throw                     |                   |
| tidy bowl throw         | P+G                                 | 7+4+2+4+4+4+4+2+9 |
| Ht                      | 20-306-1                            | - / - / -         |
| -                       | high-back throw, +5 DP              |                   |

#### POUNCES

-----

|                                 |                       |           |
|---------------------------------|-----------------------|-----------|
| spinning elbow drop             | df+P                  | 12        |
| G                               | 19-3-49               | - / - / - |
| -                               | -                     |           |
| somersault splash (forward)     | u+P                   | 30        |
| G                               | 38-5-51/66            | - / - / - |
| -                               | re 66 if hits         |           |
| somersault splash (backward)    | u+P                   | 30        |
| G                               | 38-2-56/66            | - / - / - |
| -                               | re 66 if hits         |           |
| roll & elbow drop (forward)     | d,U+P                 | 30        |
| G                               | 38-4-65/77            | - / - / - |
| -                               | ground, re 77 if hits |           |
| roll & elbow drop (backward)    | d,U+P                 | 30        |
| G                               | 39-5-79/59            | - / - / - |
| -                               | ground, re 59 if hits |           |
| ret. double fisted sacr. strike | UB+P                  | 20        |
| G                               | 55-2-21               | - / - / - |
| -                               | ground                |           |
| adv. double fisted sarc. strike | UF+P                  | 20        |
| G                               | 46-4-15               | - / - / - |
| -                               | ground                |           |

#### RISING ATTACKS: IN-PLACE

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 24-5-42/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | delay K,K,K...   | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 33-3-25/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, feet towards   | delay D+K,K,K... | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 34-2-21/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | delay K,K,K...   | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-4-21/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 29-3-27/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 29-5-25/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 33-6-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: SIDE-ROLL

-----

|                            |                  |           |
|----------------------------|------------------|-----------|
| face up, feet towards      | K,K,K...         | 20        |
| M / -                      | 14-4-30/34       | - / - / - |
| Ht                         | re34 if blocked  |           |
| face up, feet towards      | D+K,K,K...       | 20        |
| L / -                      | 16-5-26/35       | - / - / - |
| Lt                         | re 35 if blocked |           |
| face up, head towards      | K,K,K...         | 20        |
| M / -                      | 17-3-28/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face up, head towards      | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/37       | - / - / - |
| Lt                         | re 37 if blocked |           |
| face down, feet towards    | K,K,K...         | 20        |
| M / -                      | 14-2-33/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face down, feet towards    | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/27       | - / - / - |
| Lt                         | re 27 if blocked |           |
| face down, head towards    | K,K,K...         | 20        |
| M / -                      | 14-3-30/34       | - / - / - |
| Ht                         | re 34 if blocked |           |
| face down, head towards    | D+K,K,K...       | 20        |
| L / -                      | 17-2-28/27       | - / - / - |
| Lt                         | re 27 if blocked |           |
| RISING ATTACKS: FRONT-ROLL |                  |           |
| -----                      |                  |           |
| face up, feet towards      | K,K,K...         | 20        |
| M / -                      | 14-4-30/34       | - / - / - |
| Ht                         | re 34 if blocked |           |
| face up, feet towards      | D+K,K,K...       | 20        |
| L / -                      | 16-5-26/35       | - / - / - |
| Lt                         | re 35 if blocked |           |
| face up, head towards      | K,K,K...         | 20        |
| M / -                      | 14-2-35/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face up, head towards      | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/37       | - / - / - |
| Lt                         | re 37 if blocked |           |
| face down, feet towards    | K,K,K...         | 20        |
| M / -                      | 14-2-33/37       | - / - / - |
| Ht                         | re 37 if blocked |           |
| face down, feet towards    | D+K,K,K...       | 20        |
| L / -                      | 17-3-30/27       | - / - / - |
| Lt                         | re 27 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

RISING ATTACKS: BACK-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

k) TAKA-ARASHI

-----

Country: Japan  
Sex: Male  
Birthday: 1968.11.11  
Blood Type: 0  
Job: Sumo-Wrestler  
Hobby: Shougi  
Fighting Style: Sumo

BASIC MOVES

-----

|                    |         |               |
|--------------------|---------|---------------|
| slap (near)        | P       | 10            |
| H / H*P            | 12-2-17 | -6 / -4 / +2  |
| -                  | -       |               |
| slap (far)         | P       | 10            |
| H / H*P            | 12-2-17 | -6 / -4 / 0   |
| -                  | -       |               |
| dodging slap       | P+E     | 10            |
| H / H*P            | 12-2-17 | -6 / -4 / 0   |
| -                  | -       |               |
| high kick          | K       | 30            |
| H / H*K            | 17-2-26 | -3 / D / D    |
| -                  | -       |               |
| dodging high kick  | K+E     | 30            |
| M / M*K            | 17-2-26 | -14 / D / D   |
| Ht                 | -       |               |
| low slap           | d+P     | 10            |
| L / L*P            | 12-1-20 | -8 / -6 / 0   |
| Lt                 | -       |               |
| low kick           | d+K     | 20            |
| L / L*K            | 15-3-43 | -15 / -6 / +1 |
| Ht                 | -       |               |
| HOPPING MOVES      |         |               |
| -----              |         |               |
| hopping smash      | u+P     | 30            |
| M / -              | ?-?-?   | -12 / D / D   |
| Ht                 | -       |               |
| hopping punch      | d,u+P   | 20            |
| M / -              | ?-?-?   | -7 / -3 / +1  |
| -                  | -       |               |
| hopkick            | u+K     | 20            |
| M / -              | ?-?-?   | -10 / -6 / -2 |
| Ht                 | -       |               |
| JUMPING MOVES      |         |               |
| -----              |         |               |
| jumping smash      | d,U+P   | 30            |
| M / -              | ?-?-?   | -2 / D / D    |
| Ht                 | -       |               |
| TURN-TOWARDS MOVES |         |               |
| -----              |         |               |
| TT slap            | P       | 12            |
| H / H*P            | 16-2-20 | -7 / -6 / -2  |
| -                  | -       |               |

|                             |                         |                |
|-----------------------------|-------------------------|----------------|
| TT kick                     | K                       | 36             |
| H / H*K                     | 18-2-38                 | -14 / -6 / -2  |
| -                           | -                       |                |
| TT low slap                 | d+P                     | 12             |
| L / L*P                     | 20-2-29                 | -16 / D / D    |
| Lt                          | -                       |                |
| TT low kick                 | d+K                     | 25             |
| L / L*K                     | 21-2-44                 | -11 / D / D    |
| Ht                          | -                       |                |
| SPECIAL MOVES               |                         |                |
| -----                       |                         |                |
| double slap                 | P,P                     | 10             |
| H / H*P                     | 10-2-17                 | -11 / -11 / 0  |
| Ht                          | -                       |                |
| three slaps rush            | P,P,P                   | 10             |
| H / H*P                     | 8-2-17                  | -10 / -4 / 0   |
| Ht                          | -                       |                |
| double slap-dashing slap    | P,P,f+P                 | 20~65          |
| M / H*P                     | 12-1-28/35              | -14 / D / D    |
| Ht                          | -1 DP, re 35 if blocked |                |
| four slaps rush             | P,P,P,P                 | 10             |
| H / H*P                     | 8-2-17                  | -10 / -4 / 0   |
| Ht                          | -                       |                |
| five slaps rush             | P,P,P,P,P               | 10             |
| H / H*P                     | 8-2-17                  | -10 / -4 / 0   |
| Ht                          | -                       |                |
| six slaps rush              | P,P,P,P,P,P             | 10             |
| H / H*P                     | 8-2-19                  | -12 / -6 / 0   |
| Ht                          | -                       |                |
| five slaps rush-head thrust | P,P,P,P,P,f+P           | 24             |
| H / -                       | 18-3-30                 | -10 / -6 / -3  |
| Ht                          | -                       |                |
| elbow                       | f+P                     | 19             |
| M / elbow                   | 12-2-26                 | -9 / -6 / +2   |
| Ht                          | -                       |                |
| elbow (stagger)             | f+P                     | 19             |
| M / -                       | 12-2-26                 | - / +7~+11 / - |
| -                           | -                       |                |
| elbow-hammer                | f+P,P                   | 30             |
| M / -                       | 28-4-39                 | -18 / D / D    |
| Ht                          | -                       |                |
| elbow-toss throw            | f+P,f,b+P+G             | 80{70}         |
| Hit                         | 10-101{147}-1           | - / - / -      |
| -                           | hit throw               |                |

|                          |                                             |               |
|--------------------------|---------------------------------------------|---------------|
| dashing slap             | FC, f+P                                     | 20~65         |
| M / H*P                  | 12-1-28/35                                  | -14 / D / D   |
| Ht                       | -1 DP, re 35 if blocked                     |               |
| sumo thrust              | f, f+P                                      | 20~30         |
| M / -                    | 12-1-34                                     | -14 / D / D   |
| Ht                       | -                                           |               |
| sumo thrust-punch        | f, f+P, P                                   | 14            |
| H / H*P                  | 13-3-25                                     | -12 / -9 / -5 |
| Ht                       | -                                           |               |
| sumo thrust-double punch | f, f+P, P, P                                | 14            |
| H / H*P                  | 8-2-25                                      | -12 / -7 / 0  |
| Ht                       | -                                           |               |
| uppercut                 | df+P                                        | 21            |
| M / H*P                  | 13-3-24                                     | -10 / -3 / +1 |
| Ht                       | -                                           |               |
| uppercut-slap            | df+P, P                                     | 10            |
| H / H*P                  | 12-2-17                                     | -6 / -4 / 0   |
| -                        | -                                           |               |
| uppercut-choke throw     | df+P, f+P+G                                 | 60{50}        |
| Hit                      | 10-127{137}-1                               | - / - / -     |
| -                        | hit throw, requires MC                      |               |
| rising uppercut          | df, df+P                                    | 30            |
| M / H*P                  | 21-3-32                                     | -13 / D / D   |
| Ht                       | -                                           |               |
| single palm              | b+P                                         | 28            |
| M / H*P                  | 18-2-21                                     | -3 / D / D    |
| -                        | -                                           |               |
| single palm (stagger)    | b+P                                         | 28            |
| M / -                    | 18-2-21                                     | - / +1 / -    |
| -                        | -                                           |               |
| two-handed sumo thrust   | b, f+P                                      | 20~70         |
| M / -                    | 15-7-37/44                                  | -20 / D / D   |
| Ht                       | re 44 if blocked                            |               |
| double palm (near)       | FC, b, f+P                                  | 20~70         |
| M / -                    | 20-4-42/44                                  | -21 / D / D   |
| Ht                       | re 44 if blocked                            |               |
| double palm (far)        | FC, b, f+P                                  | 20~70         |
| M / -                    | 20-4-42/44                                  | -32 / D / D   |
| Ht                       | re 44 if blocked                            |               |
| shot knee                | f+K                                         | 26            |
| M / knee                 | 14-1-36                                     | -11 / D / D   |
| Ht                       | -                                           |               |
| heel drop                | b+K                                         | 40            |
| M / L*K                  | 39-7-40/54                                  | -21 / D / D   |
| Ht                       | opponent must be standing, re 54 if blocked |               |

|                           |                  |                 |
|---------------------------|------------------|-----------------|
| beatknuckle               | P+K              | 29              |
| M / H*P                   | 18-2-36          | -10 / D / D     |
| Ht                        | -1 DP            |                 |
| thrust palm               | f+P+K            | 10              |
| M / H*P                   | 14-1-21          | -11 / -9 / -2   |
| Ht                        | -                |                 |
| double thrust palm        | f+P+K,P          | 10              |
| M / H*P                   | 12-1-18          | -6 / -4 / 0     |
| -                         | -                |                 |
| triple thrust palm        | f+P+K,P,P        | 10              |
| M / H*P                   | 9-2-18           | -10 / -6 / 0    |
| Ht                        | -                |                 |
| super two-handed uppercut | df+P+K           | 38              |
| M / -                     | 22-2-37          | -14 / D / D     |
| Ht                        | -                |                 |
| two-handed uppercut       | DF+P+K           | 28              |
| M / -                     | 15-4-25          | -14 / D / D     |
| Ht                        | -                |                 |
| dodging hammer            | b+P+K            | 25              |
| M / -                     | 18-4-31          | -12 / D / D     |
| Ht                        | -                |                 |
| low swipe                 | d+P+K            | 15              |
| L / L*P                   | 17-2-30          | -15 / -15 / -13 |
| Lt                        | -                |                 |
| double low swipe          | D+P+K,P+K        | 10              |
| L / L*P                   | 17-2-32          | -20 / D / D     |
| Lt                        | -                |                 |
| overhead chop             | db+P+K           | 21              |
| M / H*P                   | 16-2-28          | -9 / +1 / +11   |
| Ht                        | crouch           |                 |
| cat's trick               | P+K+G            | 5               |
| M / -                     | 15-1-25          | -12 / -7 / -7   |
| Ht                        | -3 DP            |                 |
| low cat's trick           | d+P+K+G          | 5               |
| L / -                     | 15-1-30          | -22 / -7 / -7   |
| Ht                        | -3 DP            |                 |
| RUNNING MOVES             |                  |                 |
| -----                     |                  |                 |
| running thrust (near)     | f,F or F+E,P+K   | 20~70           |
| M / -                     | 10-7-24/44       | -10 / D / D     |
| Ht                        | re 44 if blocked |                 |
| running thrust (far)      | f,F or F+E,P+K   | 20~70           |
| M / -                     | 10-7-24/44       | -7 / D / D      |
| Ht                        | re 44 if blocked |                 |



## THROWS

-----

|                   |                                       |               |
|-------------------|---------------------------------------|---------------|
| hip toss          | P+G                                   | 50{60}        |
| Ht                | 15-105-1                              | - / - / -     |
| -                 | high throw                            |               |
| grab              | f+P+G                                 | 0             |
| Ht                | 20-10-131                             | - / - / -     |
| -                 | high throw (1)                        |               |
| = suplex          | P+G                                   | 60            |
| Ht                | 1-85-42                               | - / - / -     |
| -                 | = link (2)                            |               |
| = trip            | d+P+G                                 | 60            |
| Ht                | 10-70-21                              | - / - / -     |
| -                 | = link (2)                            |               |
| = turnover throw  | b+P+G                                 | 60            |
| Ht                | 10-47-64                              | - / - / -     |
| -                 | = link (2)                            |               |
| bear hug & splash | f, f+P+G                              | 55            |
| Ht                | 30-79{167}-83{1}                      | - / - / -     |
| -                 | high throw                            |               |
| face thrust       | df+P+G                                | 60{55}        |
| Ht                | 20-42{48}-56{78}                      | - / - / -     |
| -                 | high throw                            |               |
| sumo toss         | FC, b+P+G                             | 70{65}        |
| Ht                | 10-128{150}-1                         | - / - / -     |
| -                 | high throw                            |               |
| headrocker        | b, db, d, df, f+P+G                   | 5+10+15+20+30 |
| Ht                | 10-197-1                              | - / - / -     |
| -                 | high throw                            |               |
| catch             | b, f+P+G                              | 0             |
| Ht                | 13; 30-1-130/55                       | - / - / -     |
| -                 | high-catch throw, re 55 if missed (1) |               |
| = turnover throw  | P+G                                   | 60            |
| Ht                | 10-53-68                              | - / - / -     |
| -                 | = link (2)                            |               |
| = pushdown        | d+P+G                                 | 70            |
| Ht                | 10-132-1                              | - / - / -     |
| -                 | = link (2)                            |               |
| = hip throw       | db+P+G                                | 60            |
| Ht                | 10-125{147}-1                         | - / - / -     |
| -                 | = link (2)                            |               |
| = reaping throw   | b+P+G                                 | 75            |
| Ht                | 10-71-30                              | - / - / -     |
| -                 | = link (2)                            |               |

|                               |                                                           |           |
|-------------------------------|-----------------------------------------------------------|-----------|
| head grab & trip              | db+P+G                                                    | 65        |
| Ht                            | 20-80-15                                                  | - / - / - |
| -                             | high throw                                                |           |
| opening cat's trick           | P+K+G                                                     | 1         |
| Ht                            | 15; 1-34-1/47                                             | - / - / - |
| -                             | high-catch throw, re 47 if missed                         |           |
| vicious face thrust           | P+G                                                       | 50        |
| Ht                            | 30-57-39                                                  | - / - / - |
| -                             | high-side throw                                           |           |
| lift up & slam                | P+G                                                       | 70        |
| Ht                            | 10-130-1                                                  | - / - / - |
| -                             | high-back throw                                           |           |
| triple wall smash             | f,f+P+G                                                   | 20+20+20  |
| Ht                            | 90-200-1                                                  | - / - / - |
| -                             | wall throw, opponent's back to wall                       |           |
| wall hip toss                 | b+P+G                                                     | 60        |
| Ht                            | 76-84-1                                                   | - / - / - |
| -                             | wall throw, Taka's back to wall                           |           |
| side suplex                   | df+P+K+G                                                  | 60        |
| Lt                            | 20-105-1                                                  | - / - / - |
| -                             | low throw                                                 |           |
| hanging drop & stumble        | P+K+G                                                     | 80{70}+10 |
| Lt                            | 20-205-1                                                  | - / - / - |
| -                             | low-back throw, up to 2 secs into round                   |           |
| opening low cat's trick       | d+P+K+G                                                   | 1         |
| Lt                            | 13; 1-34-1/50                                             | - / - / - |
| -                             | low-catch throw, re 50 if missed, up to 2 secs into round |           |
| POUNCES                       |                                                           |           |
| -----                         |                                                           |           |
| ground slap                   | df+P                                                      | 6         |
| G                             | 28-2-46                                                   | - / - / - |
| -                             | -                                                         |           |
| double ground slap            | df+P,P                                                    | 10        |
| G                             | 21-2-43                                                   | - / - / - |
| -                             | -                                                         |           |
| heel drop                     | b+K                                                       | 18        |
| G                             | 39-7-40/44                                                | - / - / - |
| -                             | re 44 if hits                                             |           |
| stomp                         | df+K                                                      | 15        |
| G                             | 35-1-53                                                   | - / - / - |
| -                             | -                                                         |           |
| jumping butt splash (forward) | d,U+P                                                     | 40        |
| G                             | ?-?-?                                                     | - / - / - |
| -                             | -                                                         |           |

|                                |       |           |
|--------------------------------|-------|-----------|
| jumping butt splash (backward) | d,U+P | 40        |
| G                              | ?-?-? | - / - / - |
| -                              | -     |           |

RISING ATTACKS: IN-PLACE

-----

|                       |          |           |
|-----------------------|----------|-----------|
| face up, feet towards | K,K,K... | 20        |
| M / -                 | 36-3-31  | - / - / - |
| Ht                    | -        |           |

|                       |                |           |
|-----------------------|----------------|-----------|
| face up, feet towards | delay K,K,K... | 20        |
| M / -                 | 14-4-33        | - / - / - |
| Ht                    | -              |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | delay D+K,K,K... | 20        |
| L / -                 | 17-4-32          | - / - / - |
| Lt                    | -                |           |

|                       |          |           |
|-----------------------|----------|-----------|
| face up, head towards | K,K,K... | 20        |
| M / -                 | 46-2-28  | - / - / - |
| Ht                    | -        |           |

|                       |                |           |
|-----------------------|----------------|-----------|
| face up, head towards | delay K,K,K... | 20        |
| M / -                 | 14-4-33        | - / - / - |
| Ht                    | -              |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | delay D+K,K,K... | 20        |
| L / -                 | 17-4-33          | - / - / - |
| Lt                    | -                |           |

|                         |          |           |
|-------------------------|----------|-----------|
| face down, feet towards | K,K,K... | 20        |
| M / -                   | 43-3-31  | - / - / - |
| Ht                      | -        |           |

|                         |                |           |
|-------------------------|----------------|-----------|
| face down, feet towards | delay K,K,K... | 20        |
| M / -                   | 14-3-37        | - / - / - |
| Ht                      | -              |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 17-4-33          | - / - / - |
| Lt                      | -                |           |

|                         |          |           |
|-------------------------|----------|-----------|
| face down, head towards | K,K,K... | 20        |
| M / -                   | 34-4-33  | - / - / - |
| Ht                      | -        |           |

|                         |                |           |
|-------------------------|----------------|-----------|
| face down, head towards | delay K,K,K... | 20        |
| M / -                   | 17-4-33        | - / - / - |
| Ht                      | -              |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-4-32          | - / - / - |
| Lt                      | -                |           |

#### RISING ATTACKS: SIDE-ROLL

-----

|                       |          |           |
|-----------------------|----------|-----------|
| face up, feet towards | K,K,K... | 20        |
| M / -                 | 14-4-33  | - / - / - |
| Ht                    | -        |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                       |          |           |
|-----------------------|----------|-----------|
| face up, head towards | K,K,K... | 20        |
| M / -                 | 14-3-37  | - / - / - |
| Ht                    | -        |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, head towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                         |          |           |
|-------------------------|----------|-----------|
| face down, feet towards | K,K,K... | 20        |
| M / -                   | 14-3-37  | - / - / - |
| Ht                      | -        |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

|                         |          |           |
|-------------------------|----------|-----------|
| face down, head towards | K,K,K... | 20        |
| M / -                   | 14-4-33  | - / - / - |
| Ht                      | -        |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 32-5-22/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### RISING ATTACKS: FRONT-ROLL

-----

|                       |          |           |
|-----------------------|----------|-----------|
| face up, feet towards | K,K,K... | 20        |
| M / -                 | 14-4-33  | - / - / - |
| Ht                    | -        |           |

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 32-5-22/27       | - / - / - |
| Lt                    | re 27 if blocked |           |

|                           |                  |           |
|---------------------------|------------------|-----------|
| face up, head towards     | K,K,K...         | 20        |
| M / -                     | 14-3-37          | - / - / - |
| Ht                        | -                |           |
| face up, head towards     | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, feet towards   | K,K,K...         | 20        |
| M / -                     | 14-3-37          | - / - / - |
| Ht                        | -                |           |
| face down, feet towards   | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | K,K,K...         | 20        |
| M / -                     | 14-4-33          | - / - / - |
| Ht                        | -                |           |
| face down, head towards   | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| RISING ATTACKS: BACK-ROLL |                  |           |
| -----                     |                  |           |
| face up, feet towards     | K,K,K...         | 20        |
| M / -                     | 14-4-33          | - / - / - |
| Ht                        | -                |           |
| face up, feet towards     | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face up, head towards     | K,K,K...         | 20        |
| M / -                     | 14-3-37          | - / - / - |
| Ht                        | -                |           |
| face up, head towards     | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, feet towards   | K,K,K...         | 20        |
| M / -                     | 14-3-37          | - / - / - |
| Ht                        | -                |           |
| face down, feet towards   | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |
| face down, head towards   | K,K,K...         | 20        |
| M / -                     | 14-4-33          | - / - / - |
| Ht                        | -                |           |
| face down, head towards   | D+K,K,K...       | 20        |
| L / -                     | 32-5-22/27       | - / - / - |
| Lt                        | re 27 if blocked |           |

1) WOLF HAWKFIELD

=====

Country: Canada

Sex: Male

Birthday: 1966.02.08

Blood Type: 0

Job: Woodsman

Hobby: Karaoke

Fighting Style: Pro Wrestling

BASIC MOVES

-----

|                   |         |               |
|-------------------|---------|---------------|
| punch I           | P       | 14            |
| H / H*P           | 12-2-13 | 0 / +3 / +8   |
| -                 | -       | -             |
| punch II          | F+P     | 14            |
| H / H*P           | 12-2-13 | +1 / +3 / +8  |
| -                 | -       | -             |
| dodging punch     | P+E     | 14            |
| H / H*P           | 12-2-13 | 0 / +3 / +8   |
| -                 | -       | -             |
| roundhouse        | K       | 30            |
| H / H*K           | 16-2-23 | +1 / D / D    |
| -                 | -       | -             |
| dodging kick      | K+E     | 30            |
| H / H*K           | 16-2-23 | 0 / D / D     |
| -                 | -       | -             |
| sidekick          | df+K    | 28            |
| M / M*K           | 16-2-37 | -14 / D / D   |
| Ht                | -       | -             |
| dodging sidekick  | df+K+E  | 28            |
| M / M*K           | 16-2-37 | -14 / D / D   |
| Ht                | -       | -             |
| low punch I       | D+P     | 9             |
| L / L*P           | 10-1-14 | -2 / -1 / +2  |
| -                 | -       | -             |
| low punch II      | d+P     | 11            |
| L / L*P           | 16-1-14 | -2 / 0 / +4   |
| -                 | -       | -             |
| low kick          | d+K     | 17            |
| L / L*K           | 16-1-28 | -12 / -3 / +2 |
| Lt                | -       | -             |
| low kick & cancel | d+K+G   | 17            |
| L / L*K           | 16-1-28 | -12 / -3 / +1 |
| Lt                | -       | -             |

HOPPING MOVES

-----

|                       |             |              |
|-----------------------|-------------|--------------|
| hopping hammer        | u+P         | 30           |
| M / -                 | 34-4-27     | -5 / D / D   |
| -                     | -           | -            |
| hopping kick          | d,u+K       | 30           |
| M / -                 | 39-4-28     | -9 / D / D   |
| Ht                    | -           | -            |
| hopping kick & cancel | u+K+G       | 30           |
| M / -                 | 39-4-28     | -9 / D / D   |
| Ht                    | -           | -            |
| hopkick               | d,u,K asc.  | 30           |
| M / -                 | 10-2-25     | -7 / D / D   |
| -                     | -           | -            |
| landing sidekick      | d,u,K desc. | 30           |
| M / -                 | 10-2-22     | -6 / -3 / +3 |
| -                     | -           | -            |

JUMPING MOVES

-----

|                   |             |             |
|-------------------|-------------|-------------|
| jumping hammer    | d,U,f+P     | 30          |
| M / -             | 21-6-43     | -22 / D / D |
| Ht                | -           | -           |
| take-off kick     | d,U+K       | 36          |
| M / -             | 4-5-61      | -30 / D / D |
| Ht                | -           | -           |
| in-air kick       | d,U,K asc.  | 30          |
| M / -             | 10-2-28     | -5 / D / D  |
| -                 | -           | -           |
| landing kick      | d,U,K desc. | 30          |
| M / -             | 11-5-11     | +9 / D / D  |
| -                 | -           | -           |
| jumping dropkick  | d,U,f+K     | 50          |
| M / -             | 12-4-45     | - / D / D   |
| -                 | -           | -           |
| backward dropkick | d,U,b+K     | 48          |
| M / -             | 12-3-45     | -23 / D / D |
| Bt                | -           | -           |

TURN-TOWARDS MOVES

-----

|          |         |              |
|----------|---------|--------------|
| TT punch | P       | 12           |
| H / H*P  | 11-1-21 | -7 / -6 / -1 |
| -        | -       | -            |

|                              |                  |                |
|------------------------------|------------------|----------------|
| TT kick                      | K                | 36             |
| H / H*K                      | 14-3-26          | -3 / D / D     |
| -                            | -                |                |
| TT smash                     | d+P              | 30             |
| L / H*P                      | 15-3-23          | -9 / D / D     |
| Ht                           | -                |                |
| TT low dropkick              | d+K              | 36             |
| L / L*K                      | 17-1-39          | -16 / D / D    |
| Ht                           | -                |                |
| SPECIAL MOVES                |                  |                |
| -----                        |                  |                |
| punch-kick                   | P,K              | 20             |
| H / H*K                      | 12-2-25          | -1 / +3 / +1   |
| -                            | -                |                |
| double punch                 | P,P              | 14             |
| H / H*P                      | 9-1-19           | -5 / -2 / +3   |
| -                            | -                |                |
| double punch-uppercut        | P,P,P            | 24             |
| M / H*P                      | 18-2-29          | -8 / -5 / D    |
| Ht                           | -                |                |
| double punch-elbow           | P,P,f+P          | 16             |
| H / H*P                      | 12-2-25          | -10 / -8 / -2  |
| Ht                           | -                |                |
| double punch-elbow-swat      | P,P,f+P,b+P      | 20             |
| H / H*P                      | 13-3-31          | -7 / D / D     |
| -                            | -                |                |
| double punch-elbow-low throw | P,P,f+P,db+P+K+G | 70             |
| It                           | 20-163-1         | - / - / -      |
| -                            | low throw        |                |
| body blow                    | f+P              | 14             |
| M / H*P                      | 15-2-24          | -11 / -8 / -3  |
| Ht                           | -                |                |
| body blow-overhead smash     | f+P,P            | 20             |
| H / H*P                      | 18-2-37          | -20 / D / D    |
| Ht                           | -                |                |
| upward lift                  | FC,f+P           | 30             |
| M / -                        | 14-3-39          | -17 / D / D    |
| Ht                           | -                |                |
| screw shot                   | f,df,d,db,b+P    | 20             |
| M / elbow                    | 12-2-31          | -14 / -10 / +5 |
| Ht                           | -                |                |
| screw shot (stagger)         | f,df,d,db,b+P    | 20             |
| M / -                        | 12-2-31          | - / +9 / -     |
| -                            | -                |                |



|                      |                 |               |
|----------------------|-----------------|---------------|
| screw lariat         | f,df,d,db,b+P,P | 20            |
| H / -                | 23-2-25         | -8 / D / D    |
| Ht                   | -               |               |
| uppercut (near)      | df+P            | 24            |
| M / H*P              | 14-2-25         | -8 / -5 / D   |
| Ht                   | -               |               |
| uppercut (far)       | df+P            | 24            |
| M / H*P              | 18-2-29         | -6 / -1 / D   |
| -                    | -               |               |
| uppercut from crouch | DF+P            | 22            |
| M / H*P              | 14-2-23         | -6 / -1 / +5  |
| -                    | -               |               |
| elbow drop           | b+P             | 20            |
| H / H*P              | 13-3-31         | -6 / D / D    |
| -                    | -               |               |
| shoulder ram (near)  | b,f+P           | 20~70         |
| M / -                | 19-5-35         | -15 / D / D   |
| Ht                   | -               |               |
| shoulder ram (far)   | b,f+P           | 20~70         |
| M / -                | 19-5-35         | -15 / -11 / D |
| Ht                   | -               |               |
| hook punch           | db+P            | 19            |
| M / elbow            | 12-1-27         | -8 / -6 / -1  |
| Ht                   | -               |               |
| hook punch (stagger) | db+P            | 19            |
| M / -                | 12-1-27         | - / +1~+7 / - |
| -                    | -               |               |
| tomahawk chop        | uf+P            | 15            |
| M / -                | 18-2-17         | -2 / 0 / +5   |
| -                    | -1 DP           |               |
| tomahawk chop-throw  | uf+P,b+P+G      | 60            |
| Hit                  | 1-1-86          | - / - / -     |
| -                    | hit throw       |               |
| attack lariat        | f+P+E           | 40            |
| H / -                | 24-16-31        | - / D / D     |
| -                    | unblockable     |               |
| double kick          | K,K             | 20            |
| H / H*K              | 21-2-34         | -17 / D / D   |
| Ht                   | -               |               |
| knee                 | f+K             | 30            |
| M / knee             | 15-2-30         | -11 / D / D   |
| Ht                   | -               |               |
| low dropkick         | f,d+K           | 20            |
| L / L*K              | 16-1-49         | -32 / D / D   |
| Lt                   | -               |               |

|                      |                                   |                      |
|----------------------|-----------------------------------|----------------------|
| dropkick             | uf+K                              | 35                   |
| M / -                | 23-5-29/76                        | - / D / D            |
| -                    | ground if missed, re              | 76 if blocked/missed |
| back chop            | P+K                               | 24                   |
| H / H*P              | 21-2-26                           | -5 / -2 / D          |
| -                    | -                                 |                      |
| arrow knuckle        | d+P+K                             | 20                   |
| M / H*P              | 13-2-30                           | -13 / +2 / +2        |
| Ht                   | crouch                            |                      |
| tomahawk flash       | f+P+K                             | 20                   |
| H / H*P              | 15-3-23                           | -7 / +8 / +8         |
| -                    | -2 DP                             |                      |
| grizzly lariat       | df+P+K                            | 20                   |
| L / L*P              | 18-4-33                           | -28 / D / D          |
| Ht                   | -                                 |                      |
| short shoulder       | b,f+P+K                           | 30                   |
| M / -                | 17-4-30                           | -11 / D / D          |
| Ht                   | ground                            |                      |
| falling scissor kick | K+G                               | 36                   |
| H / -                | 20-4-37                           | - / D / D            |
| -                    | ground                            |                      |
| ballet kick          | f+K+G                             | 30                   |
| M / H*K              | 21-2-37                           | -14 / D / D          |
| Ht                   | -                                 |                      |
| flying knee kick     | f,f+K+G                           | 30                   |
| H / -                | 23-6-48                           | -28 / D / D          |
| Ht                   | ground                            |                      |
| front roll kick      | b,f+K+G                           | 30                   |
| M / -                | 34-3-28                           | - / D / D            |
| -                    | ground, opponent must be standing |                      |

#### RUNNING MOVES

-----

|                             |                |             |
|-----------------------------|----------------|-------------|
| running shoulder ram (near) | f,F or F+E,P+K | 20~35       |
| M / -                       | 20-3-29        | -11 / D / D |
| Ht                          | -              |             |
| running shoulder ram (far)  | f,F or F+E,P+K | 20~35       |
| M / -                       | 20-3-29        | -9 / D / D  |
| Ht                          | -              |             |

#### THROWS

-----

|                 |                    |           |
|-----------------|--------------------|-----------|
| backfall suplex | P+G                | 60{65}    |
| Ht              | 20-120-1           | - / - / - |
| -               | high throw, ground |           |

|                     |                                   |                |
|---------------------|-----------------------------------|----------------|
| wrist lock swing    | f,df,d,db,b+P+G                   | 80             |
| Ht                  | 145-60-1                          | - / - / -      |
| -                   | high throw                        |                |
| body slam           | df+P+G                            | 50{55}         |
| Ht                  | 20-159-1                          | - / - / -      |
| -                   | high throw                        |                |
| steiner screwdriver | df,df+P+G                         | 80{90}         |
| Ht                  | 20-194{204}-1                     | - / - / -      |
| -                   | high throw                        |                |
| giant swing         | b,db,d,df,f+P+G                   | 100            |
| Ht                  | 20-220{235}-1                     | - / - / -      |
| -                   | high throw                        |                |
| catch               | f+P+G                             | 0              |
| Ht                  | 16; 1-0-55                        | - / - / -      |
| -                   | high-catch throw (1)              |                |
| = front suplex      | b+P+G                             | 60             |
| Ht                  | 20-91-1                           | - / - / -      |
| -                   | = link (2), ground                |                |
| = neck chantry      | db+P+G                            | 60             |
| Ht                  | 10-1-113                          | - / - / -      |
| -                   | = link (2)                        |                |
| = push              | df+P+G                            | 0              |
| Ht                  | 10-72-1                           | - / +20 / -    |
| -                   | = link (2)                        |                |
| = power bomb        | P+G                               | 20+40          |
| Ht                  | 20-220-1                          | - / - / -      |
| -                   | = link (2)                        |                |
| = change            | f+P+G                             | 0              |
| Ht                  | 1-49-1                            | - / - / -      |
| -                   | = link (2)                        |                |
| == tiger suplex     | b+P+G                             | 70             |
| Ht                  | 1-160-1                           | - / - / -      |
| -                   | == link (3)                       |                |
| == shove & grind    | df+P+G                            | 65             |
| Ht                  | 1-117-1                           | - / - / -      |
| -                   | == link (3)                       |                |
| == push             | f+P+G                             | 0              |
| Ht                  | 40-1-100                          | - / +5~+22 / - |
| -                   | == link (3)                       |                |
| == german suplex    | P+G                               | 60             |
| Ht                  | 1-142-1                           | - / - / -      |
| -                   | == link (3)                       |                |
| arm whip takedown   | f,f+P+G                           | 50             |
| Ht                  | 19; 1-111-1/63                    | - / - / -      |
| -                   | high-catch throw, re 63 if missed |                |

|                               |                                            |                |
|-------------------------------|--------------------------------------------|----------------|
| frankensteiner                | uf+P+G                                     | 60             |
| Ht                            | 17; 1-98-1/73                              | - / - / -      |
| -                             | high-catch throw, re 73 & ground if missed |                |
| leg takedown                  | P+G                                        | 50             |
| Ht                            | 15-119-1                                   | - / - / -      |
| -                             | high-side throw                            |                |
| arm extension                 | b,f or f,b+P+G                             | 60             |
| Ht                            | 10-81-1                                    | - / - / -      |
| -                             | high-side throw                            |                |
| german suplex                 | P+G                                        | 70             |
| Ht                            | 20-157-1                                   | - / - / -      |
| -                             | high-back throw                            |                |
| dragon suplex                 | b+P+G                                      | 80             |
| Ht                            | 20-150-1                                   | - / - / -      |
| -                             | high-back throw                            |                |
| lock & swing into wall        | f,df,d,db,b+P+G                            | 80             |
| Ht                            | 1-145-53                                   | - / - / -      |
| -                             | wall throw, opponent's back to wall        |                |
| wall body slam                | df+P+G                                     | 30+50          |
| Ht                            | 103-97-1                                   | - / - / -      |
| -                             | wall throw, opponent's back to wall        |                |
| tiger drop                    | df+P+K+G                                   | 70             |
| Lt                            | 20-160-1                                   | - / - / -      |
| -                             | low throw                                  |                |
| side suplex                   | d+P+K+G                                    | 60             |
| Lt                            | 20-90-1                                    | - / - / -      |
| -                             | low throw                                  |                |
| double-arm suplex             | db+P+K+G                                   | 70             |
| Lt                            | 20-163-1                                   | - / - / -      |
| -                             | low throw                                  |                |
| arm lock & break              | P+K+G                                      | 20+50          |
| Lt                            | 10-156-1                                   | - / - / -      |
| -                             | low-side throw                             |                |
| low german suplex             | P+K+G                                      | 80             |
| Lt                            | 20-150-1                                   | - / - / -      |
| -                             | low-back throw                             |                |
| ground pickup (over the head) | d+P+G                                      | 0              |
| Gt                            | 1-120-1/80                                 | - / -5~+11 / - |
| -                             | ground throw, re 80 if missed              |                |
| ground pickup (over the legs) | d+P+G                                      | 0              |
| Gt                            | 1-109-1/80                                 | - / -5~+11 / - |
| -                             | ground throw, re 80 if missed              |                |

REVERSALS

-----

|                          |                                 |           |
|--------------------------|---------------------------------|-----------|
| high kick reversal       | b+P+K                           | 40        |
| H                        | 20-125-1                        | - / - / - |
| -                        | -                               |           |
| midkick reversal         | db+P+K                          | 30        |
| M                        | 15-85-1                         | - / - / - |
| -                        | -                               |           |
| POUNCES                  |                                 |           |
| -----                    |                                 |           |
| elbow drop               | df+P                            | 15        |
| G                        | 29-2-50                         | - / - / - |
| -                        | -                               |           |
| jumping elbow drop       | u+P                             | 30        |
| G                        | 39-3-23/72                      | - / - / - |
| -                        | ground if missed, re 72 if hits |           |
| heavy elbow drop         | d,U+P                           | 40        |
| G                        | 39-3-23/72                      | - / - / - |
| -                        | ground if missed, re 72 if hits |           |
| front roll pounce        | b,f+K+G                         | 18        |
| G                        | 34-3-28                         | - / - / - |
| -                        | -                               |           |
| back splash              | u+K                             | 16        |
| G                        | 32-3-76/61                      | - / - / - |
| -                        | re 61 if hits                   |           |
| RISING ATTACKS: IN-PLACE |                                 |           |
| -----                    |                                 |           |
| face up, feet towards    | K,K,K...                        | 20        |
| M / -                    | 34-6-17/34                      | - / - / - |
| Ht                       | re 34 if blocked                |           |
| face up, feet towards    | delay K,K,K...                  | 20        |
| M / -                    | 14-4-30/34                      | - / - / - |
| Ht                       | re 34 if blocked                |           |
| face up, feet towards    | D+K,K,K...                      | 20        |
| L / -                    | 32-5-22/27                      | - / - / - |
| Lt                       | re 27 if blocked                |           |
| face up, feet towards    | delay D+K,K,K...                | 20        |
| L / -                    | 16-5-26/35                      | - / - / - |
| Lt                       | re 35 if blocked                |           |
| face up, head towards    | K,K,K...                        | 20        |
| M / -                    | 34-2-21/37                      | - / - / - |
| Ht                       | re 37 if blocked                |           |
| face up, head towards    | delay K,K,K...                  | 20        |
| M / -                    | 14-2-35/37                      | - / - / - |
| Ht                       | re 37 if blocked                |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 34-4-21/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face up, head towards   | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 29-2-27/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | delay K,K,K...   | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 30-3-26/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, feet towards | delay D+K,K,K... | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | delay K,K,K...   | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 32-4-35/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | delay D+K,K,K... | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### RISING ATTACKS: SIDE-ROLL

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |
| face up, feet towards | D+K,K,K...       | 20        |
| L / -                 | 16-5-26/35       | - / - / - |
| Lt                    | re 35 if blocked |           |
| face up, head towards | K,K,K...         | 20        |
| M / -                 | 17-3-28/37       | - / - / - |
| Ht                    | re 37 if blocked |           |
| face up, head towards | D+K,K,K...       | 20        |
| L / -                 | 17-3-30/37       | - / - / - |
| Lt                    | re 37 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### RISING ATTACKS: FRONT-ROLL

-----

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | K,K,K...         | 20        |
| M / -                   | 14-4-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 14-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 17-2-28/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### RISING ATTACKS: BACK-ROLL

-----

|                       |                  |           |
|-----------------------|------------------|-----------|
| face up, feet towards | K,K,K...         | 20        |
| M / -                 | 14-4-30/34       | - / - / - |
| Ht                    | re 34 if blocked |           |

|                         |                  |           |
|-------------------------|------------------|-----------|
| face up, feet towards   | D+K,K,K...       | 20        |
| L / -                   | 16-5-26/35       | - / - / - |
| Lt                      | re 35 if blocked |           |
| face up, head towards   | K,K,K...         | 20        |
| M / -                   | 19-2-35/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face up, head towards   | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/37       | - / - / - |
| Lt                      | re 37 if blocked |           |
| face down, feet towards | K,K,K...         | 20        |
| M / -                   | 14-2-33/37       | - / - / - |
| Ht                      | re 37 if blocked |           |
| face down, feet towards | D+K,K,K...       | 20        |
| L / -                   | 17-3-30/27       | - / - / - |
| Lt                      | re 27 if blocked |           |
| face down, head towards | K,K,K...         | 20        |
| M / -                   | 14-3-30/34       | - / - / - |
| Ht                      | re 34 if blocked |           |
| face down, head towards | D+K,K,K...       | 20        |
| L / -                   | 20-3-33/27       | - / - / - |
| Lt                      | re 27 if blocked |           |

#### IV. APPENDICES

=====

I've decided to leave the below posts in their original form, therefore some possibility of confusion exists. If you don't understand something, you may always refer to my Abbreviations Guide (probably available on the same site you got this document from) or to other VF3 guides.

##### a) Throw Escape Follow-ups

=====

What to do after escaping a throw?

Shun and Taka are safe after all their throws being escaped.

##### AKIRA YUKI:

=====

|                       |        |                                                                  |
|-----------------------|--------|------------------------------------------------------------------|
| b,f+P+G               | f+P+G  | back throw for opponent, run required                            |
| db,f+P+G              | f+P+G  | high throw for Akira, strike attacks from opponent prevent throw |
| df+P+G                | df+P+G | high throw for Akira, strike attacks from opponent prevent throw |
| df+P+G (wall version) | df+P+G | high throw for Akira, strike attacks from opponent prevent throw |
| db+P+G                | db+P+G | opponent has initiative                                          |

##### AOI UMENOKOUJI:



=====

|        |        |                                              |
|--------|--------|----------------------------------------------|
| P+G    | P+G    | side throw for opponent, execute immediately |
| db+P+G | db+P+G | side throw for opponent, execute immediately |

JACKY BRYANT:

=====

|           |        |                                              |
|-----------|--------|----------------------------------------------|
| df,df+P+G | df+P+G | side throw for opponent, execute immediately |
|-----------|--------|----------------------------------------------|

JEFFRY MCWILD:

=====

|                        |       |                                                                   |
|------------------------|-------|-------------------------------------------------------------------|
| db, f+P+G              | f+P+G | side throw for opponent, execute immediately                      |
| b, f+P+G, f+P+G, f+P+G | f+P+G | 50/50 throw opportunity                                           |
| b, f, f+P+G            | f+P+G | high throw for opponent, strike attacks from Jeffry prevent throw |

KAGE-MARU:

=====

|          |        |                                                               |
|----------|--------|---------------------------------------------------------------|
| P+G      | P+G    | opponent has initiative; side throw for Taka only, buffer f+E |
| b+P+G    | b+P+G  | side throw for Taka only, buffer f+E                          |
| df+P+G   | df+P+G | high throw for Taka only, buffer f+E                          |
| b, d+P+G | d+P+G  | side throw for opponent, execute immediately                  |
| b, f+P+G | f+P+G  | side throw for opponent, execute immediately                  |

LAU CHAN:

=====

|                      |        |                                                                      |
|----------------------|--------|----------------------------------------------------------------------|
| P+G                  | P+G    | high throw for Taka only, buffer f+E                                 |
| f+P+G                | f+P+G  | side throw for opponent, execute immediately                         |
| f+P+G (wall version) | f+P+G  | side throw for opponent, execute immediately                         |
| df,df+P+G            | df+P+G | high throw for opponent, buffer f+E (not necessary for heavyweights) |
| b, d+P+G             | d+P+G  | side throw for opponent, execute immediately                         |

LION RAFALE:

=====

|                         |       |                                              |
|-------------------------|-------|----------------------------------------------|
| P+G                     | P+G   | Lion has initiative                          |
| f, f+P+G                | f+P+G | high throw for opponent, execute immediately |
| b+P+G                   | b+P+G | back throw for opponent, full dash required  |
| b, f+P+G (wall version) | f+P+G | back throw for opponent, execute immediately |

PAI CHAN:

=====

|                      |        |                                                                |
|----------------------|--------|----------------------------------------------------------------|
| df+P+G               | df+P+G | side throw for opponent, execute immediately                   |
| b, f+P+G             | f+P+G  | high throw for Pai, strike attacks from opponent prevent throw |
| f+P+G                | f+P+G  | side throw for opponent, execute immediately                   |
| f+P+G (wall version) | f+P+G  | side throw for opponent, execute immediately                   |
| f, f+P+G             | f+P+G  | side throw for opponent, buffer f+E                            |

SARAH BRYANT:

=====

|                      |       |                                     |
|----------------------|-------|-------------------------------------|
| P+G                  | P+G   | side throw for opponent, buffer f+E |
| b+P+G (wall version) | b+P+G | side throw for opponent, buffer f+E |

|                 |         |                                                                                 |
|-----------------|---------|---------------------------------------------------------------------------------|
| b,f+P+G         | f+P+G   | side throw for opponent, execute immediately                                    |
| WOLF HAWKFIELD: |         |                                                                                 |
| =====           |         |                                                                                 |
| P+G             | P+G     | back throw for opponent (w/o Taka), buffer f+E (not necessary for heavyweights) |
| df,df+P+G       | df+P+G  | back throw for opponent (w/o Taka), execute immediately                         |
| f+P+G -> f+P+G  | f+P+G   | high throw for Wolf, strike attacks from opponent prevent throw                 |
| f+P+G -> b+P+G  | b+P+G   | 50/50 throw opportunity                                                         |
| b,db,d,df,f+P+G | b,f+P+G | side throw for Taka only, buffer f+E                                            |

After all the other throw escapes the situation is neutral, maybe with slight positional advantages for one opponent or the other.

#### b) Ticking

=====

If you MC a move from your opponent with the following moves, and your opponent is not knocked down, and if you're within throw range, you may immediately buffer in a throw during the recovery time of your move.

Jeffry: d+K+G

Jacky: f+PPd+K / P+KP (only if MC'ing a move 12 points or greater in damage)

Kage: P+K (only if MC'ing a move 11 points or less in damage)

Shun: d,df+PP (only if MC'ing a move 11 points or less in damage, and only during drink points 6-11)

Aoi: P+K,P+K,P+K

Taka: PPP / f+P+KP / f+P+KPP / ff+PP / d+P

If you MC a move from your opponent with the following moves, and your opponent is not knocked down, and if you are within throw range, then you must wait until the recovery of your move has ended, and enter your throw during your advantage period (you may buffer in the throw movements during the recovery period, however, the P+G can only be entered during the advantage time). Immediately after the advantage time the situation is 50/50.

Pai: df+K / uf+K / f+p (only if opponent is near wall and still within throw range)

Kage: df+K / b+P / P+K (if MC'ing a move that is 12 points or greater in damage)

Shun: d,df+PP (only if MC'ing a move 11 points or less in damage, and during drink points 11-22)

Aoi: df+P (only if MC'ing a move 11 points or less in damage)

Taka: df+P (only if MC'ing a move 11 points or less in damage)

#### c) Option Select

=====

Originally posted by Joji Suzuki and Rich Williams on rec.games.video.arcade newsgroup.

Unlike the option select in VF2, where it took on so many uses, shapes and forms, the option select in VF3 is almost completely limited to one main area -

the loss of initiative and escaping throws.

Here's a quick list, in abbreviate form, of some of the throw escaping techniques that the VF3 engine allows.

HT: high throw

LT: low throw

(L/H)TE: (low/high) throw escape

DTE: double throw escape

E: dodge

A: attack

R: reversal

G: guard

DTE: P+G, x+P+G. This technique will escape both command throws and the basic P+G throw, should your opponent muck up his XPD attempt and get a P+G throw instead, or whatever.

Simple, eh? It's not much extra work, and it might save you 50-60+ points - and you might even gain more on your opponent (remember your throw escape followups!). Getting into the habit of remembering to add the P+G is the hardest part.

A-DTE / A-LTE: This is an interesting and sometimes very effective way of avoiding both throws and attacks. It works because if your opponent is in a position to have a guaranteed throw, and does throw you, any attacks entered during the rigour time won't come out in any case. But! you can still escape the opponents throw. So this means if your opponent does instead choose and strike attack, you have a chance to interrupt their move with a move of your own, provided that your move is fast enough. Of course, you have to choose which move to use wisely depending on the situation and character you're fighting.

Probably the safest moves to use are single punches and elbows...if you have a fast PG, you have a chance to interrupt quite a few of many characters' favorite alternatives to throwing. Faster P's may work against knees and heelkicks, and will foil KG-throw attempts. Elbows can work wonders on people attempting to CD-throw or do CD-attack on you - often you can stagger them.

I'll just give an example to explain this, using one of the most common examples of lost initiative - a blocked rising attack: Akira just blocked Kage's high rising kick. Kage quickly enters f+P, P+G, df+P+G. Akira attempts a m-shrm, but because Kage recovers before Akira can fully execute his shrm, Akira recieves an elbow in the face and gets staggered. Ha ha screw you Akira.

In three commands you've eliminated the threat from three of Akira's throws, and the elbow would have protected from a CD-throw attempt as well as the possibility of other slow attacks Akira might have tried. Of course, Akira might have simply chosen to b,f+P+G throw Kage.

Of course, this technique not going to work if you've just whiffed a kickflip or anything similar like that. You should only try it when you still have enough initiative to attack the opponent back.

E-DTE / E-LTE: This works similar to A-DTE, except it's a bit iffier than A-DTE, because it really depends quite a bit on what attack the opponent does, and in what situation. In some cases you might try this only to find that you

simply didn't have enough initiative to dodge whatever attack opponent has chosen. It works simply because while you can be thrown out of E's, you also can escape throws during E's.

Let's use the blocked rising attack scenario again. You've just had your rising attack blocked. Because you don't have enough initiative, you won't be able to dodge quick attacks or certain attacks that track you. But against Kage, you'll be able to dodge his heelkick (just remember to dodge to the front), and you'll be able to dodge most knees from anyone; Wolf's short shoulder; and so on. And of course, you still have a chance to reverse a throw, provided you guessed right.

You can also use it after being low kick-MC'd to prevent people from strike attacking when they think you'll simply go for a throw reversal. After Akira lands a df+P+K on you may be a good time to try it. After some SE or ST type throws, it's good to try and see if will work as well; it may stop Lau from being a bastard and throwing you after he just ST'ed you, and so on. Just remember that if they don't do anything (for whatever reason), you'll simply dodge and then get a nice big fat whiffed throw animation.

R-DTE & R-LTE: Characters who have reversals have new options when they try this, but of course it's all a matter of who you're fighting and being able to guess right. It works similar to E-DTE, in that you can also be thrown out of reversal attempts, but you can also buffer in throw escapes during missed reversal animations.

HP reversals can prevent Akira from trying to SPoD or f|d+P+G you, or Aoi's f+P+K,P after a blocked move or after a stagger. Those with mid reversals might stop people from kneeling, sidekicking or elbowing you. And high kick reversals against Kage's heelkick, Sarah's d+P+K, etc, etc. And you still have a chance of escaping your opponents throw.

Again, this is similar to A-DTE, in that you must have enough initiative to reverse the attack. The [general, far from ironclad] rule of thumb is, if you can block it, you can reverse it. i.e: you can block a knee attempt after a blocked rising attack (knees are slow; commonly 15 frames), so you can reverse knees after a blocked rising attack. And so on.

Of course, they could just use a non-reversible catch throw or attack, or simply use a throw that you didn't guess upon.

LT(or LTE)-DTE: Obviously this only works with those who have low throws. One purpose of it is to try and land a low throw on someone who just low kick-MC'ed you yet still have a chance of escaping their high throw. Low throws usually have priority over the high throw after being low kick MC'ed, provided you're in range. So let's say Jeffry has just been low kick MC'ed by Kage. Jeffry enters in df+P+K+G, P+G, b+P+G. If Kage is in range, he'll be low thrown by Jeffry, but if not, Jeffry has a chance of escaping Kage's throws anyway.

You can also use this to avoid players who intend to high throw you out of a missed low throw animation (missed low throw animations recover high and leave the player vulnerable to high throws and all attacks, but you can still enter in throw escapes). Say Aoi just had her sweep blocked, and the Wolf player expected her to try and escape his d+P+K+G low throw. Aoi hits d+P+K+G, but Wolf simply pauses, and immediately df,df+P+G throws Aoi. Ah! But Aoi had entered in d+P+K+G, P+G, df+P+G. Aoi escapes Wolf's throw and gets a free backthrow. Or not, if she guessed wrong.

HT-LTE: This can be a good option against people with low throws, especially after a low rising attack has been blocked or (especially) whiffed, as they can have such borderline throw counterabilty.

Example: Jeff has just blocked Wolf's low rising attack at very long range. As Jeff dashes in to bash Wolf's head in, Wolf enters in HCF+P+G, f+P+K+G. Jeff's too far away and too slow to dash in, and gets Twirled out of his dash forward. If Jeff had been fast enough, Wolf would have escaped Jeff's triple knee bash. I've done this quite a bit, actually. It's so great to GS or TFT someone who thought they'd be low throwing you.

This will also prevent people trying be fancy by trying to (low) side throw you by dodging your low punch or high punch.

Of course, if they just do a mid like a knee or something, it's all in vain.

E-LTE & A-LTE: Similar to their high throw counterparts.

G-DTE/GTE: G-DTE can only be entered during [your] recovery time. It cannot be done in any other situation: not during staggers, not from standing, not during dodges.

The timing is very tricky, similar but not exactly like Akira's knee command. The way to do it is to do a TE or DTE, and then after the final P+G command, let go of P, and keep holding G. If done correctly, there will be no missed throw animation. Apparently it works because the throw escape command can be entered 10 frames prior to the end of the recovery time, and if you enter the TE/DTE during this time and are still holding the G button at the end of the recovery phase, you don't get the missed throw animation.

The implication of this is very important. If done correctly it can completely eliminate any chance of the opponent mC'ing you. The rising attack situation again: you've had your rising attack blocked against Akira. You enter P+G, df+P+G, release df+P and hold G. This prevents three of his throw and all of his slower attacks. It will not, however, protect against his P, as you lack the initiative to be able to block it.

G-DTE also works with low throw escapes. So Jeffry, for example, can escape d|df|f+P+K+G, hold G, and block without the whiffed motion.

G-DTE is not infallible, though. As noted beforehand, it can only be entered during rigour time. It won't work when you are staggered, because the opponent can't throw you during a stagger anyway, which means you have simply DTE, R/E-DTE, or attack-DTE. K,G and Jacky's d,d (among other movements) can foil it, and even simple delays can foil it as well - the spossibility of the opponent entering the throw command after your final TE. It is also pointless to bother with it after long recovery moves.

E-GTE is not mechanically possible, as you cannot guard during the execution phase of the dodge.

It's not fully known if there's a limit to how much you can mix and combine them (i.e E-LTE-HTE, G-LTE, R-HT-LTE, and so on). Some say as much as you can enter in 10 frames, and others say there's a limit of three specific commands.

Other tidbits:

K,G: Useful both offensively and defensively. If you are expecting your opponent to make a throw escape attempt, or to throw you, you can enter K,G during the time you would normally be expected to throw (or be thrown by) the opponent. The opponents throw (escape) attempt won't come out, as your kick will come first - and moves cannot be thrown. That results in a whiffed throw by the opponent, and plenty of time for you to act on it.

Similarly, Jacky can do his switch stance (d,d) in place of the K,G technique for the same results, but the timing is a bit less forgiving..it's riskier.

K+E,G: Long forgotten technique. For most characters K+E results in a dodge followed by a high kick. The interesting part is that the dodge is a crouching dodge, and that the kick can be cancelled. Timed right you can duck attacks that would normally hit a dodge. However, you are still vulnerable to high throws and catch throws during this dodge.

#### d) Dodging Rising Attacks

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Originally posted by Jirawat Uttayaya on rec.games.video.arcade newsgroup.

There are many factors involved in rising kicks.

##### User Defined Factors

1. Stationary Rising Kick
2. Rolling to the Side Rising Kick
3. Rolling Forward or Backward Rising Kick

##### Computer Factors

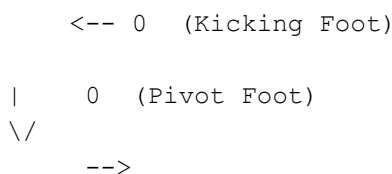
Prone character:

1. Face up or Face Down
2. Head towards or Head away from the opponent

This discussion will assume the most common situation: face up and heads away.

When your character gets knocked down, he maintains his previous stance. The forward leg will be the kicking leg while the hind leg is the pivot. As your character is rising to kick, the kicking leg swings behind the pivot leg before connecting. (Fig 1)

Fig 1



To avoid a rising kick, dodge into the direction of the kicking foot at the same time the opponent initiates his rising kick. After dodging, do an appropriate high or low throw, sometimes a side throw in certain situations. A quick mid attack like an elbow or knee works also. If you use a knee, follow-up with a float combo.

Admittedly, this skill is not undifficult to acquire. You must have the tenacity to practice the dodge, willing to take a few rising kicks along the way. The degree of difficulty depends on two main factors: stance and the direction of the rising roll.

#### Case 1: Stationary Rising Kick

##### A. Closed Stance

The standard situation. Follow the advice given above.

##### B. Open Stance

Much more difficult than dodging from closed stance. You must immediately dodge as your opponent kicks. The window of opportunity is much more narrow

#### Case 2: Rolling to the Side then Kicking

##### A. Rolling to the Side of the Kicking Leg

Dodgingwise, this is the same as a stationary rising kick. Follow the appropriate advice depending on stance.

##### B. Rolling to the Side of the Pivot Leg

The generic advice to dodging rising kicks do not apply in this case. Oftentimes dodging rising kick in this situation, especially rising sweeps, is practically impossible. The only two situations where dodging may work is if in closed stance the opponent dodges short and in open stance the opponent dodges long. This will be the toughest case you will have to deal with.

#### Tips

- \* Dodging rising kicks generally works best in closed stance.
- \* Dodging rising kicks also works well when the opponent rolls to the side of the kicking foot.
- \* When trying to dodge, keep close to the prone opponent because the dodge angle is large.
- \* The best effect of dodging rising kicks is that it will force the opponent to become more timid getting up. Thus you can more easily press your advantage.

#### e) Formulae

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Originally posted by Jirawat Uttayaya on rec.games.video.arcade newsgroup.

#### I. DAMAGE SYSTEM

$$\text{Final\_Damage} = (\text{Counter} * \text{Opp\_Dam}) + (\text{Mov\_Dam} * \text{State} * \text{Air\_Combo} * \text{Air\_Rep})$$

Upper Bound:  $\text{Final\_Damage} \leq 1.5 * \text{Mov\_Dam}$

Counter: Your move hits when your opponent is doing a move.

- = 1/2 If your move hits during the opponent's execution or detection time
- = 1/4 If your move hits during the opponent's rigour time
- = 1 A normal hit

Opp\_Dam: The damage of your opponent's move

Mov\_Dam: The damage of your move

State: The circumstance of the hit

- = 1/2 Your move hits the opponent's fingers or toes while the opponent's move is in execution or detection time.
- = 3/4 a) Air combo with a canned combo, ie. PPP, d+K  
b) The opponent is falling to the ground and your attack is not a ground attack.  
c) A pounce which does not hit the thighs, torso, shoulder, or head.
- = 9/8 Your opponent is crouching and not guarding or doing an attack. Your attack is a mid level or air attack and is not part of a canned combo.
- = 5/4 a) Your opponent is not guarding and your attack is not part of a canned combo and does not hit the legs, arms, or shoulders.  
b) Your opponent is in the middle of dodging. Excludes canned combos.
- = 1 A normal hit.

Air\_Combo: Your opponent is in the air and you hit him with a canned combo.

- = 3/4 Four hits or less
- = 1/2 Five or more hits
- = 1 A normal move

Air\_Rep: Repetition of moves in floating canned combos

- = 3/4 The move is the same as the one before it, ie. PPP
- = 1 Normal move

## II. REVERSAL DAMAGE

$$\text{Final\_Damage} = \text{Rev\_Dam} + (1/2 * \text{Opp\_Dam})$$

Rev\_Dam: The original damage of the reverse.

Opp\_Dam: The damage of the opponent's move reversed.

Reverse Damage Bug or Undocumented Feature?

If Kage, Pai, or Wolf reverse an opponent's attack at the final frame of detection time and the opponent is less than 1.4 m away, then the damage is increased by,

$$\text{Final\_Damage} = \text{Rev\_Dam} + 1/2 * [\text{Rev\_Dam} + (1/2 * \text{Opp\_Dam})]$$

## III. STUN FORMULAE



When your attack connects your opponent, whether he is guarding or no, there is a certain amount of frames, called stun, in which the CPU will not accept any input from your opponent.

Opponent Guards:  $\text{Guard\_Stun} = (2/3 * \text{Final\_Damage}) + 6$  Maximum 24 frames

Opponent is Hit:  $\text{Hit\_Stun} = (4/5 * \text{Final\_Damage}) + 6$

Opponent is Counter Hit:  $\text{Counter\_Stun} = (4/5 * \text{Final\_Damage}) + 6$

Taka has a special counter stun formula. If the counter hit is less than a three hit combo, the formula is

$\text{Counter\_Stun} = (4/5 * \text{Final\_Damage}) + 8$

#### IV. NO THROWING

After you hit an opponent with an attack, there is a period of frames where both players can not throw each other.

|          |              |     |                   |
|----------|--------------|-----|-------------------|
| Guard:   | Guard_Stun   | + 8 | Maximum 30 frames |
| Hit:     | Hit_Stun     | + 9 | Maximum 30        |
| Counter: | Counter_Stun | - 1 | Maximum 30        |

After rising up: 6 frames of No Throw

#### V. GROUND ATTACKS

When a pounce or ground attack hits a fallen opponent, the damage is

$\text{Ground\_Damage} = \text{Final\_Damage} - 14$  Minimum is 0

However certain attacks, eg. Lion's u/f+K, will hit an opponent on the ground while not being classified as a ground attack. For these moves the damage is

$\text{Ground\_Damage} = \text{Final\_Damage} - 22$  Minimum is 0

#### VI. DAMAGE ROUNDING

If the coefficient is  $3/4$ , round up the resultant fraction. For any other coefficient, ignore the fraction.

Example:  $30 * 3/4 = 22.5 \rightarrow 23$   
 $30 * 5/4 = 37.5 \rightarrow 37$

#### VI. Move Cancel Mechanics

By pressing G, you can cancel the execution of some attacks. The numbers of this phenomenon is:

Cancel(X, Y, Z)

X: The threshold when you can not G-cancel a move anymore. Thus from 1 to X-1 frames you can cancel the move.

Z: At what frame of animation the move actually cancels.

Case A: You pressed G at a frame less than Z.  
Then the move stops execution at Z+1

Case B: You pressed G at a frame greater than or equal to Z.  
Then the move stops execution at the next frame after you pressed G.

Y: Determines your rigour time.

Rigour = (Frame the move stops execution) - Y + 2

NB: The +2 at the end of the rigour time formula only shows up at Rev. C and above.

Some G-cancel stats:

|       |           |                   |
|-------|-----------|-------------------|
| Kage: | PK        | Cancel(10, 1, 6)  |
|       | d/b+P, K  | Cancel(10, 1, 9)  |
|       | K         | Cancel(12, 4, 5)  |
| Aoi:  | f, f+P    | Cancel(16, 5, 15) |
|       | f+P+K, P  | Cancel(20, 1, 19) |
|       | P, P, f+P | Cancel(18, 8, 17) |

f) Shun's drinking

=====

Originally posted by piccolo33 on VFDC board.

The purpose of this faq/stats is to know which moves take off drink points from shun when sober and what amount of drink points it takes off. This document can be found at [gamefaqs.com](http://gamefaqs.com) and [virtuafighter.com](http://virtuafighter.com)

LEGEND:

-----

akira <---[character performing move against shun]

(b,f+p)<---[move performed against shun]

dpt <-----[drink points]

from: To: <---[states From what drink point To which drink point in between, the move is going to have an effect on. example: From: 1dPT To: 9dPT =numbers of dpts between 1 and 9 (123456789)]

=1dpt off <-----[the amount of dpts the move took off]

\* <----[means the move has to be performed without any delay, if done with delay the move will take off individual drink points]

AKIRA (b, f+p)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

(b, f+p+k+e)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

---

PAI (d/b+p)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

---

LAU (b, f+p)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

(f+p, b, f+p) \*

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

(d/f+k, f+p, b, f+p)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

---

WOLF (u/f+p) (p+k)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

(f+p+k)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

---

JEFFRY (b, f+p) (f, b+p) (p, p, b+p)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

---

KAGE (p+k)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

(f+p+k, p+k)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

---

SARAH (d/f+p)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off

From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

(f+p, d/f+p)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

---

JACKY (p+k) (d/f+p) (d/f+pp)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

---

SHUN (f+p), (f+p,k)\*, (f+pp)\*, (f+ppk)\*, (f+ppp)\*, (f+pppk)\*

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

---

LION (f+p+k), (b+p+k)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

---

AOI (b, b+p+k)

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

(p+k), (p+k,p)\*, (p+k,pp)\*

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

-----  
TAKA (FC,f+p), (pp,f+p), (p+k)

From: 1dpt To: 19dpt =1dpt off  
From: 20dpt To: 29dpt =2dpt off  
From: 30dpt To: 39dpt =3dpt off  
From: 40dpt To: 40+dpt =4dpt off

(p+k+g) note: this move will not take off drink points in the first 1 or 2 seconds of a match.

From: 1dpt To: 6dpt =1dpt off  
From: 7dpt To: 9dpt =2dpt off  
From: 10dpt To: 13dpt =3dpt off  
From: 14dpt To: 16dpt =4dpt off  
From: 17dpt To: 19dpt =5dpt off  
From: 20dpt To: 23dpt =6dpt off  
From: 24dpt To: 26dpt =7dpt off  
From: 27dpt To: 29dpt =8dpt off  
From: 30dpt To: 33dpt =9dpt off  
From: 34dpt To: 36dpt =10dpt off  
From: 37dpt To: 39dpt =11dpt off  
From: 40dpt To: 40+dpt =12dpt off

(d+p+k+g) note: this move will not take off drink points in the first 1 or 2 seconds of a match.

From: 1dpt To: 9dpt =1dpt off  
From: 10dpt To: 14dpt =2dpt off  
From: 15dpt To: 19dpt =3dpt off  
From: 20dpt To: 24dpt =4dpt off  
From: 25dpt To: 29dpt =5dpt off  
From: 30dpt To: 34dpt =6dpt off  
From: 35dpt To: 39dpt =7dpt off  
From: 40dpt To: 40+dpt =8dpt off

g) Codes, Tricks & Easter Eggs

-----

Originally posted by Rich Williams on VFDC board.

Choose The Mode:

To access the single character (original battle) format press d+start. Or, if the machine is set to original mode, press d+start to open the team battle mode.

Four Camera Angles:

Press start during any 1P game to view the different camera angles - default, first person, third person overhead, and birds-eye.

Choose your outfit:

Press start when you select your character to change their outfit.

#### Seven Victory Stances:

Each character has up to seven victory stances and/or taunts. With the exception of the "EXCELLENT!!" victory taunt, you can select any of the other six you prefer by pressing and holding either G, P, K, E, G+P, or G+K. [G+P+K+E and G+P+K are the same as G+P. G+K+E is the same as G+K. G+E is the same as G]

#### End Credit Cancel:

To cancel the end credits press and hold either start button.

#### View The Credits:

To view the credits during attract mode hold any start button down. Not possible if machine is set to free play.

#### Alternative Music:

To hear the alternative attract mode music hold both start buttons down before the scene starts. Not possible if machine is set to free play.

#### BGM Cancel:

To turn off the BGM hold either start button during the momentary silence before the first match of the round begins. Will not work in 1-player mode, only 2 player VS mode.

#### Debug mode:

To access debug mode, hold P+K+G+E before pressing start to enter the game. Works in all modes (1P/2P VS - ob/tb).

#### Replay Cancel:

Press the start button to cancel the end of match replays.

#### Slow Motion Replay:

To view the replay in slow-mo press the E button at the end of the round. Slo-mo replays can be cancelled.

#### Replay Cancel Cancel:

Hold any button (except E) during the replay to prevent the other player from canceling the replay. Can be used during slow motion replays.

#### Selecting Backgrounds:

Arcade TB will always show the "new" TB backgrounds regardless of what mode it's in. However, in 2 player mode you can access the original, VF3 rev A-D backgrounds by holding down your start button when you pick the stage. This, of course, is only possible when stage select is on, and it also gives you a chance to...

#### ...get Dural's Stage:

When you are playing someone, hold start when choosing a stage. With a 1/16 (?) chance, the Dural version of the stage will appear, along with remixed music.

#### Flying Trains:

When using Jeffry in Dural's desert stage (either against Dural or if you managed to get it at the stage select), try a toe kick of doom. If you land it a flying train will appear from the background and will fly across the horizon until the end of the match. A homage to "Galaxy Express 999", an older, popular series in Japan by Leiji Matsumoto.

#### Kiss - for Pai only:

After defeating Akira with an "EXCELLENT!!" victory, hold D+P+G+E and she'll blow a kiss and mock one of Akira's normal taunts.

Snowman - At Wolf's desert stage, with Shun only:

If Shun wins, a snowman may or may not appear; dependant on location of Shun and angle of camera.

Spark Shower - Jacky's stage, VS mode only:

Whoever presses and holds P+E first before the round begins gets to see his opponent showered in welding sparks from above.

"Don't make faces, you just might end up stuck like that":

Akira and Taka players can freeze their opponents faces for at least a short while if they do a particular throw and don't follow up on it: f,b+P+G for Akira and f+P+G for Taka. If Akira or Taka attack or throw their opponent their face will return to normal. Try it against the CPU, in first-person camera mode.

"I Wiiiiinnnaaarrrrrrghh!!!":

Most of the time when you win a match you'll be transported to the middle of the ring for your character's winning taunt. However, occasionally you'll stay at the exact place in the ring where you defeated your opponent. If this happens when and if you're close enough to the ring edge, sometimes you'll see your character begin his/her taunt, only to fall out of the ring mid-way. Usually the sequence will also freeze in mid-animation if this happens.

Peace signs:

After winning, hold D+P+G+E at the end of the round with either Jacky or Kage to see them give a V-sign.

Falling basins:

Win an "EXCELLENT" victory in Akira's stage with 2P (shiny) Kage and hold D+P+G+E to see Kage give his V-sign taunt while a shiny metal basin falls on his head.

Colored Earrings:

Sarah's earrings will change color depending on who is in the ring and what outfit he/she is in; ex: blue for 1P outfit Akira, and so on. Here are a few examples -

wrestler Wolf == bright red earrings (Wolf's tights)  
workout Jeff == chocolate earrings (Jeff's skin tone)  
barefoot Akira == black earrings (Akira's gi)  
slipperd Akira == light blue earrings (Akira's gi)  
eagle Jacky == blue earrings with a gold accent (Jacky's jacket)  
blue Kage == dark blue earrings (Kage's pajamas)  
tin man Kage == silver and black two tone earrings  
hiker Lion == brown and black two tone earrings (Lion's vest)  
Tour de France Lion == white earrings (Lion's pants)  
naked Taka == peach earrings (Taka's skin tone)

Signage:

The sign immediately behind the metal bars on the eastern side of Pai's stage has a Sonic The Hedgehog logo and reads "Hedgehog Importing Co." The Japanese writing on the sign are the joystick/button instructions for how to do the shinsodan.

Death Floats:

Immediately after the round is called, and for the short while afterwards before the replay/taunt begins, the opponent will become lighter and all of your moves will count as MC interrupts. You can land crazy floats this way, such as f+P+G,DP,DP on Taka with Kage, and stuff like low punch x 4, PPPK with Lau. Lots of room for experimentation, come up with the best you can.



#### Subway Suicide:

Every character who has a Turn Away attack (with the exception of Lau; his TA attacks are too slow), can use their quickest TA attack and run straight into the train at the beginning of the round. No matter what the lifebar setting it will always leave just one hit point left.

#### Screw You, Akira:

While you can no longer throw Akira out of his normal bodycheck, you can still throw Akira out of the bodycheck during his DLC combo. You can throw him during the execution phase of the animation (not during the collision or recovery phase, however), from anywhere in the ring.

#### One Person Throw:

If your opponent is standing at the edge of the ring and you throw him, sometimes he will fall out of the ring before the throw completes. If this happens you will finish the throw motion alone.

#### "I'm ready for my close-up, Mr. DeMille.":

If you play the CPU through to the end, and have finished the game in a time short enough so that your time is among the quickest 18, you'll get to enter your initials. You can knock down the characters to set the initial, or you can press start to input the initial. However, if you press start, you will freeze the camera into place. With the camera frozen into place you can maneuver your character up to the camera and view your character up close. You'll be able to read Wolf's jean label, Lion's 2P shirt, look at the tracking eyes, and even with a little practice you can maneuver your characters head inside the camera, and see teeth and eyeballs and nostrils. Fun stuff.

#### o OB 1on1 mode only:

#### Alphabet man:

To play as the Alphabet man, at the character selection screen, go to Akira, press Start, then Lion, press Start, and finally Pai and press Start.

To play against the Alphabet man, at the character selection screen, execute the same process as above but instead of Lion go to Lau.

#### Easter Egg - in character select screen on OB vs mode:

Taka, start, Sarah, start, Lau, start, Kage, start, Akira, start

A small headshot of one of the VF3 programmers (Manabu Tsukamoto - motion design programmer and "planning support") will appear in place of Lau's small headshot.

#### h) Taunts

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Translations of Japanese taunts from the game, by Shota Tamura.

#### Akira Yuki

-----

\* "Juu'nen hayain dayo."

"You are 10 years too early to challenge me."

\* "Juu'nen hayakatta ka."

"Maybe I should have waited 10 years more (to challenge)"

\* "Mada mada honki ja nai."

"It takes much more to make me fight seriously."

\* "Motto ore wo atsuku sasetekure."

"Help me feel the burning sensation in my heart."

\* "Motto tsuyoku natte koi."  
"Come back again with more training."  
\* "Yoshi, ikuze."  
"Good! Let's get going!"  
\* "Yosshaa."  
"YES!!!"

Aoi Umenokouji

-----  
\* "Konnna koto dewa kiwamerarehen wa."  
"I have a long way for the mastery (of Aoi's martial art)"  
\* "Yowai. Yowasugimasu wa."  
"Weak. Too weak to be a challenge."  
\* "De'naoshite okureyasu."  
"Please come back again."  
\* "Anta ni sasageru mai ya."  
"This is a dance dedicated for you."

Kage-Maru

-----  
\* "Katajikenai."  
"Thank you (for your gift/challenge)"  
\* "Namu..."  
"Amen..." [a chant in Buddhism]  
\* "Saraba ja."  
"Bye now!"  
\* "Shuugyou ga tarin."  
"Your training is not enough."  
\* "Waga kokoro sude ni kuu nari."  
"My mind is empty and clear (as a cloudless sky)"  
\* "Ware ni teki'nashi."  
"No one is worthy enough to be my challenge."

Lau Chan

-----  
\* "Aii."  
\* "Huwahhahhahhaa."  
\* "Hee, katate de juubun da."  
"One arm is just enough to take care of you."  
\* "Hukaku wo tatta wa."  
"I made an unexpected blunder."  
\* "Me ni mono miseyou."  
"You'll see quite a show (of beating)"  
\* "Renshuu nimo naran."  
"(You are) Not good enough even for my training."  
\* "Shuugyou ga tarin wa."  
"You lack enough training."  
\* "Sore de honki ka."  
"Are you really giving me your best?"

Pai Chan

-----  
\* "Yappari kufuu tarinai no ne."  
"Just as expected, your training is not enough."  
\* "Anata niwa kufuu ga tarinai wa."  
"You lack enough training."  
\* "Anata niwa kufuu ga tarinai wa."  
"You lack enough training."  
\* "Juu'nen hayakatta wa ne"  
"(Just as you said) You are 10 years too early (to challenge me)."

\* "Tsugi wa kanarazu katte miseru wa."  
"I'll be sure to win next time."

Shun-Di

-----  
\* "Hyaah hah haha ha."  
\* "Onushi ga ikura agaite mo, washi ni ha katen noda."  
"As hard as you may try, you have no chance of winning."  
\* "Ha! sake wo kure."  
"Give me more drinks."  
\* "Sate mou hitonomi suru ka nou."  
"Well, let me have a few more drinks."  
\* "Kyou ha sake ga umai nou."  
"A drink tastes particularly well today."

Taka-Arashi

-----  
\* "Gottuan desu."  
"Thank you. (sumo jargon)"  
\* "Kono boke."  
"You idiot."  
\* "Denaoshite konkai."  
"You better come back (with more training)."  
\* "Nametorun kai."  
"Are you underestimating me?"  
\* "Washi ha motto tuyoin jaa."  
"I really am stronger than this!"

#### V. CREDITS & KUDOS

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\* RICHARD WILLIAMS [rsw]: ADDITIONS, CORRECTIONS, PROOFREADING, GENERAL HELP  
\* Stephen Hamilton [Dodee]: move names and ex-co-re stats taken from his OB FAQ  
\* Jirawat Uttayaya [Peaking Duck]: r.g.v.a. posts, translations  
\* Sal [piccolo33]: Shun's drinking stats  
\* Shota Tamura [sta738]: Japanese voice translations  
\* Philip Armstrong [uk\_kid]: proofreading, typo/grammar corrections

[end of file, (c) GLC - available at <http://www.gamefaqs.com>]