

# Tekken: Dark Resurrection FAQ/Move List

by Catlord

Updated to v1.03 on Aug 4, 2006

1.03



For Arcade and PSP Versions

Version 1.03 (07/29/06)

-----  
by Catlord (catlord@catlord.com)

Latest movelist available at- <http://catlord.com>

This movelist was made to provide concise moves and a compact printout. If I messed up, just E-Mail catlord@catlord.com with your corrections and/or wisdom. You also might be able to catch me at the #tekken IRC channel on EFNet. Thanks!

Note: This FAQ must be printed in monospace format, otherwise it will come out ugly as hell and not lined up.. 1234567890

.....

=====Disclaimer Mumbo-Jumbo=====

```
|
| This guide is intended for free circulation through all Internet related |
| resources including web pages, newsgroups, email, IRC, FTP and any other |
| forums that exist. You may distribute or print this guide at your own |
| leisure providing you do not alter the content in any way or receive |
| monetary compensation for it. Tekken5, the Tekken series, and their |
| characters are copyright Namco. The strategies and other non-official |
| info regarding Tekken and/or your mama are copyright Hans Poorvin. |
| Do not steal the information contained in this guide or attempt to |
| reword it or I'll bust y0 ass with a 9-Iron. |
|
```

=====We Now Continue to Your Regularly Scheduled Movelist=====



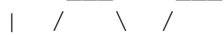



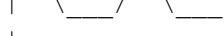







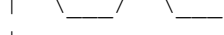






-----

=====  
| WHAT'S NEW IN REVISION UPDATES |

```
=====  
v1.03 Updated Christie/Eddy, Devil Jin, Dragunov, Feng, Ganryu,  
----- Heihachi, Hwoarang, Jin, and Julia.
```

```
v1.02 Added Heihachi.  
----- Updated Christie/Eddy.
```

-----  
\*-\*-BUTTON CONVENTIONS-\*-\*-\*

	ARCADE	PSP
1 - Left Punch		
2 - Right Punch		
3 - Left Kick		
4 - Right Kick		
		
		
		
It's very important to become familiar with the numeric conventions of the buttons.		
		
		
		

\*-\*-MOVEMENT CONVENTIONS-\*-\*-\*

```
f - tap forward once      d/f - tap down/forward once  
b - tap backwards once   d/b - tap down/back once  
d - tap down once        u/f - tap up/forward once  
u - tap up once          u/b - tap up/back once
```

```
F - Hold stick forward   D/F - Hold stick down/forward  
B - Hold stick back      D/B - Hold stick down/back  
D - Hold stick down      U/F - Hold stick up/forward  
U - Hold stick up        U/B - Hold stick up/back
```

```
N - Neutral joystick position (Joystick is not touched)  
SS - Short Sidestep (u,N or d,N)  
QCF - Quarter circle forward (Circle stick from down to forward)  
QCB - Quarter circle back (Circle stick from down to back)  
HCF - Half circle forward (Circle stick from back to down to forward)  
HCB - Half circle back (Circle stick from forward to down to back)
```

\*-\*-LINKING & SPECIAL CONVENTIONS-\*-\*-\*

```
+ - Moves must be done together  
, - Moves must be done right after the other  
~ - Moves must be done IMMEDIATELY after the other  
_ - Or (When used between two moves, they are interchangeable)
```

> - Move following the > has the option of being slightly delayed  
 : - Move Following the : has to be precision timed to execute (Just Frame)  
 # - Hold movement before the '#' until the end of string or until N (Neutral)  
 FC - Do move during full crouched position  
 WS - While standing up (Returning the stick to neutral from a crouch)  
 RN - While running (f,F#)  
 BT - Back turned toward opponent  
 FD/FT - Lying on the ground Face Down / Feet Towards opponent  
 FD/FA - " " Face Down / Feet Away from opponent  
 FU/FT - " " Face Up / Feet Towards opponent  
 FU/FA - " " Face Up / Feet Away from opponent  
 CH - Major Counterhit (Hitting your opponent during their move execution)  
 Clean - Clean Hit (Hitting your opponent from very close range)  
 [] - Brackets surrounding an item indicate an optional output  
 () - Parenthesis indicates moves grouped together  
 {} - Curved brackets indicate buttons needed to break a throw  
 . - Pause 1/3 a second between button presses (Tenstring timings only)

-----  
 NEW TEKKEN5 DARK RESURRECTION MOVES  
 -----

If an old character has a new move that they did not have in Tekken5  
 or Tekken Tag, or if the command/properties for that move has changed,  
 I wrote that move in CAPITAL LETTERS!

-----  
 PSP VERSION EXTRAS  
 -----

- \* Unlock Theater Mode  
 Complete Story Mode 1 time.
- \* Unlock Bonus Games Menu, Tekken Bowl, and Gold Rush Mode  
 Complete Story Mode 3 times.
- \* Unlock T5 Console Pt.2 Theater Movie  
 Win 5 matches of Gold Rush Mode.

-----  
 General Moves for Everyone  
 =====

N	Stand (Neutral Guard)
B	High/Mid Guard, Walk Backward
D	Low Guard, Crouch
F	Walk Forward
f,f	Dash Forward
b,b	Dash Backward
(u,N)_(d,N)	Axis Shifting Sidestep (SS)
(u,U#)_(d,D#)	Axis Shifting Sidewalk (SW)
d/f	Low Parry *When Attacked by a Low/Special-Mid Hit*
1+2+3+4	Kiai Tame Powerup *Block Damage & Auto CH on hit*
f+2+4	Right Strike Reversal Escape *When Being Reversed*
f+1+3	Left Strike Reversal Escape *When Being Reversed*
(u/b)_(u)_(u/f)	Low Jump

(U/B)_ (U)_ (U/F)	High Jump
N+3	Landing Mid Gutkick *Stuns*
<jump>+(1_3_4)	Jumping Attack
(u_u/f)+2	Quick Pounce
(f,f,f)_ (f,F)	Run
B	Stop Running
1+2	Flying Cross Chop
3	Flying Side Kick
4	Sliding Leg Sweep
N	Shoulder, Stomp or Tackle depending on run distance

-----

The Characters

-----

=====  
 | ANNA WILLIAMS |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3	Ass Kicking {1}
2+4	Hoe Slaps {2}
u/f+1+2	Overhead Neck Throw {1+2}
d/f,d/f+1	Embracing Elbow Strike {1+2}
QCF+1+2	Palm Grab {1}
3,4,3,1+2	Reaping Arm Bar {1+2}
1,3,2,1	Standing Reverse Arm Lock {1}
2,1,3,4,1+2	Falling Reverse Arm Lock {2}
3,1,4,1+2,1+2	Rear Gatelatch Falconwing Squeeze {1+2}
2,3,1+2,3+4,1+2	Gatelatch Throw {1}
1+3,4,1+2	Arm Sprain, Standing Cross Lock {2}
4,3,4,3+4,1+2	Inverted Crucifix {1+2}
1+2,4,3,1+2,1+2,1+2	Arm Break, Rear Cross Lock {1}
(Left) (1+3)_ (2+4)	Embracing Throat Strike {1}
(Right) (1+3)_ (2+4)	Snake Necksnap {2}
(Back) (1+3)_ (2+4)	Jumping Overhead Three Limb Break

SPECIAL TECHNIQUES

1,4	Highpunch, Lowkick
1,2,1	Triple Stabs
4	Snake Cannon *Juggles*
d+4	Lowkick
1,2,3	DOUBLE STABS, LOWKICK
(d/f_WS)+1,2	Uppercut Stabs
3	RADIANT ARCH
4	Inside Crescent
(d+1~N+4)_ (FC+2,4)	Midpunch, Frontkick
b+1,2,2	Turing Slap, Wingstrike, Elbow
d/b+1	Scarlet Rain
1	Foot Cutter *Juggles on CH*
4	Dust Flicker *Juggles*
FC,f+1	Cat Thrust *Stuns*
QCF+1	Dashing Elbow *Juggles on CH*
u/f+1>3	Thrust, Snapkick *Stuns on CH*
3+4	Rolling Knees
WS_f+1+2	Orchid Palm
SS+1+2	Spinning Slap, Uppercut *Juggles*
2,1	Two Jabs

4	SNAKE CANNON *Juggles*
d+4	Low Kick
2,3_(d+3)_4	Highpunch, Highkick_Lowkick_Roundhouse
b+2,2	Bitchslaps {Females can Reverse with 2}
d+2	Descending Dagger Palm
(d/f_WS)+2	Palm Uppercut *Juggles*
SS+2	Leg Blade *Floats on CH*
SS+3	Inside Crescent
f,f+2	Spinning Layout Slap
QCF+2	CRIMSON ARROW
FC,d/f+2	Cold Blade
FC,f+2	Right Hand Stab *Auto High/Mid Cancels*
3,4	2 Highkicks *Stuns on CH*
b+3	[Cat Stance]
d+3+4	Groundstomp
u/f+3+4	PIN HEEL STITCH
(d_FC)+3,4_2	Lowkick, Highkick_Uppercut *Juggles*
d/f+3	Sidekick
>1,2	Twin Punches
>1,4>2	Sidekick[s], Punch, Kick, Backhand
U_D	Sidestep Cancel
1+2	Orchid Palm
3	High Roundhouse
u/f+3	Flying Dagger Kick
4	Spinsweep
>2	Stab
~U_D	Sidestep
1,4	STAB, SNAKE CANNON *Juggles*
1,d+4	STAB, LOWKICK
3	Sidekick
d+3	Lowkick
4	Highkick
>3,3	Sidekicks
1	Flicker Snap *Juggles*
4	Highkick
d/b+3	Shin Cutter *Juggles*
u/f+3	Flying Dagger Kick
4,3	Highkick, Lowkick
f,f+3	Blaze Foot *Juggles*
4	Stair Kick
3	Snap Foot
b+3	Snap Foot, [Cat Stance]
d/f+4	Spinning Ankle Kick
f+4	Hopping Thrustkick
FC,(u_u/f_u/b)+4	Low Flipkick *Juggles*
U/B_U_U/F+4	Low Flipkick *Juggles*
FC,(U/U/F_U/B)+4	High Flipkick
u/f+4	Jumpkick *Juggles on CH*
3	Lowkick
4	Highkick
(d_u)+4	Sidestep Cancel
d/b+4,3	Spider Sweeps *Juggles*
f,f+4	ROLLING FLIPKICK *Juggles*
~B	[Cat Stance]
d+4>1,[U_D]	Midkick, Spinchop, [Sidestep Cancel]
FC+4,1,[U_D]	Midkick, Spinchop, [Sidestep Cancel]
u~u/b	Backflip
b+(1+3)_(2+4)	Attack Reversal
d+1+2	Bloody Scissors *Unblockable*
d/b+1+2 [u,u]	Hunting Swan [Cancel] *Unblockable - Juggles*

1\_(BT 1)\_(BT 2)212.(b+4) Fivestring, [Cat Stance]  
 1\_(BT 1)\_(BT 2)212.4.1.2.2.(3+4)..2 Elevenstring  
 1\_(BT 1)\_(BT 2)212.4.1.2.2.(3+4)..3 Elevenstring  
 1\_(BT 1)\_(BT 2)212.3.3.2..1.2.4 Tenstring

Cat Stance - b+3 : Auto Low Reverse & Auto Reverses Command and Multithrows

```
-----
f,3          Rolling Prowl, Thrusting Kick
1           Flicker Slap *Juggles*
2,1         DOUBLE RAPIER
3           Forward Stab Kick
4           HEEL SWEEP
```

SAMPLE COMBOS

```
CH QCF+1, QCF+1, 1, u/f+1,3,3+4      == 7 Hits - 63 pts ==
d/f+2, d/f+1, d/f+1, d/f+1, d/f+1,{2},4 == 6 Hits - 52 pts ==
f,f+3, 1, QCF+1, 1, f,f+3,{4},3     == 6 Hits - 44 pts ==
d/b+3, d+4,1, d/f+1,2>3             == 6 Hits - 54 pts ==
CH d/b+4,3, d+1, f,f+1, QCF+1, d+4,1 == 7 Hits - 58 pts ==
```

-----

```
=====
| ARMOR KING |
=====
```

GRAPPLING TECHNIQUES

```
(Front) 1+3          Coconut Crush {1}
        2+4          Brain Buster {2}
          d,d+1+2    Steiner Screwdriver
d/b,d/b+1+2        DDT {1+2}
f,HCT+1           ARMLOCK SWING {1} *Tech Roll - 1/2 damage*
FC,d/b,d,d/b+1+2  ARMOR KING DRIVER {1+2}
d/b,f+2+4         Tombstone Piledriver {2}
RN_(f,f,f)+2+4    SHINING WIZARD {1+2}
d+1+3            SCOOP DRIVER {1} *Opponent Must Duck*
d+2+4            HOPPING LEGLOCK {2} *Opponent Must Duck*
f,N,d,d/f+(1+4)_(2+3) Choke Sleeper {1+2}
          2+4,1+2,1+2 Full Nelson Suplex {1}
          3+4,3+4,1+2 Waist Lock Sleeper {2}
          3,4,1+2,3+4 Leg Stretch Muffler {2}
          1,1,1+2    Triple Backmounted Head Punches {1}
2,1,1+2          HEADLOCK FLIP {1+2}
          3+4,2,1,1,1+2 MOUNTED DONKEY PUNCHES {2}
          4,3,3+4,1+2 CHOKE CRACKER {2}

(Left) (1+3)_(2+4) Reverse Death Valley Bomb {1}
(Right) (1+3)_(2+4) Vertical Reverse DDT {2}
(Back) (1+3)_(2+4) Reverse DDT
(Air) f,HCF+1     MUSCLE DRIVER
      f,f,f+2+4   RUNNING CROSS BOMB
```

Ground Throws

```
-----
Face Up - FT/FA
  d/b+(1+3)_(2+4)      Mount Position {1_2}
Face Down - FT/FA
  d/b+(1+3)_(2+4)     Back Mount Position {1_2}
Side - Face Up / Face Down
```

d/b+(1+3)\_(2+4)

FLIP OVER {1\_2}

SPECIAL TECHNIQUES

1,2	1-2 Punch
d/f+1	LEVER CRACK
b+1	Black Jab *Stuns on CH*
d+1~(N+4)	DUCKING JAB, RISING KNEE
WS+1	European Uppercut *Stuns - BT Opponent on CH*
u/b+1	HORIZONTAL CHOP
f,N,d,d/f+1	Clothesline Rush
d/f+2	Gut Punch
FC,d/f+2	DARK BACKHAND *Stuns on CH*
f,f+2	Middle Smash
SS+2	Side Uppercut
2,1	Punch, Uppercut
f+2>1	BLACK ELBOW HOOKS
b+2	HAMMER FIST
WS+2	HELL PIERCING
f,f,N+2	Nugget Smash *Stuns on CH*
f,N,d,d/f+2	Black Smash *Juggles*
1+2	RISING FOREARM
2	DARKNESS CYCLONE *Juggles on CH*
FC+1+2	ULTIMATE TACKLE
f+1+2	DARK BOMB
f,f+1+2	FLYING ELBOW
d+1+2	Elbow Drop
b+1+2	OFFENSIVE SHOVE
b+1+4	Straight Arrow
f+1+4	DARK SHOULDER
u/f+1+2	Knuckle Bomb *Juggles on CH*
u/f,N+1+2	Jump-In Knuckle Bomb
(U/B_U_U/F)+2+4	Elbow Drop
BT 3	Vitals Strike *Stuns*
b+3	Back Thrust Kick
f+3,4,3	KICK TORNADO
f,f+3	BLIND SNAPKICK
d/b+3	WATER SWEEP
3+4	BACK SOMERSAULT, (BT)
1	ROLLING BODY PRESS *If Misses, FD/FT*
2	FLYING FOREARM
d/f+3+4	Frankensteiner *Throw on Close Standing Hit*
SS+3+4	MINI SPINNING HEADBOOT
f,f+3+4	DROP KICK
RN+3+4	RUNNING GUTKICKER
u/f+3+4	Double Knee Drop
(d+3+4)_(FC,d/f+4)_(WR+4)	ALI KICK
u/f,N+3+4	Hopping Ali Kick
BT 4	TURNING SAVATE
SS+4	BUZZSAW KICK
f+4	AXE STOMP
f,f+4	Jail Kick
b+4,3	SWITCH KICK TORNADO
u/f+4	Hopkick *Juggles*
d/b+4	Dropping Shin Kick *If Misses, FD/FT*
f,N,d,d/f+4	Jumping Knee
b,b~u/b	LEAPING SPLASH *Against Wall*
d+(1+4)_(2+3)	SHADOW STEP
u/f+1+2~D	Super Knuckle Bomb *Unblockable*
u/f,N+1+2~D	Hopping Super Knuckle Bomb *Unblockable*

u/f,N+1+4	Hopping Moonsault Drop	*Unblockable*
BT 1+4	Moonsault Drop	*Unblockable*
f,N,d,d/f+1+2	GREEN MIST	*Unblockable*
b+2+3	DARK VENUS	*Unblockable*
f,N,d,D/F+3	DARKNESS KICK	*Unblockable*

d/f+2.1.3.2..2..3.4.(1+2).2.(QCF+1+2)	TENSTRING
d/f+2.1.3.2..2..4.2.1.(3+4).2	TENSTRING

SAMPLE COMBOS

WS+1, d+1, f,f+1, 1+2,2	-- 5 Hits - 41 pts ==
f,N,d,d/f+2, f,N,d,d/f+2, 1, f+2,1	-- 5 Hits - 54 pts ==
f,N,d,d/f+2, 1, 1,2, f,HCF+1	-- 5 Hits - 53 pts ==
CH {1+2},2, f+3,4,3	-- 4 Hits - 53 pts ==
u/f+4, 1,2, 1,2, f+1+4	-- 6 Hits - 44 pts ==

-----

=====  
 | ASUKA KAZAMA |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3	Arm Trap {1}
2+4	Serpent Twist {2}
d/f+2+3	Striking Oshi Taoshi
b+1+2	Spinning Arm Whip
d/b+1+2	Snare Grab *Draws Opponent Closer - Can't Duck*
FC,d/f,d,d/f+1+2	Dirt Eater Airtoss *Juggles*
(Left) (1+3)_(2+4)	Cloud Taste {1}
(Right) (1+3)_(2+4)	Wind Wheel {2}
(Back) (1+3)_(2+4)	Angler Drop

SPECIAL TECHNIQUES

1	Highpunch
1	Screw Punch
3	Front Kick *Front Kick Strings*
4	Can-Can Kicks *Juggles*
1,2	1-2 Punches
3# [B to cancel]	Spinning Heel Drop *Unblockable after 3rd Spin*
4	Snapkick *Stuns on CH*
1,3	Highpunch, Shin Lowkick
1,4	Highpunch, Leg Cutter *Leg Cutter Strings*
b+1	Sparrow Trap *Throws on CH*
d/b+1	TSUBAME RETURN
WS+1	Sparrow Gut Punch *Stuns on CH*
f+1,4	Screw Punch, Can-Can Kicks *Juggles*
d/f+1,2	Uppercut, Hunter's Trap *Throws on Hit*
d/f+1+2	Dodging Strikes *Auto Low Parry*
1+2	Double Palm *Juggles*
f+1+2	Blade Elbow
1+2+3+4	Kiai Tame Powerup
~D/F+3+4,3+4,1+2	Ultimate Tackle *Precision Timing*
b+1+4	BLACK HERON
3	MULE SWEEP
4	MIST ROUNDHOUSE
2_(SS+2)	Uppercut *Juggles*
d/f+2	Sparrow Uppercut *Juggles*
FC,d/f+2	Sweeping Sparrow



d/b+2	Rock Shooter *Juggles*
f+2	Dashing Uppercut *Juggles*
d_d/b	Uppercut Cancel
f, f+2	Mist Palm
b+2	Driving Arrow
1	Screw Punch
3	Front Kick *Front Kick Strings*
4	Can-Can Kicks *Juggles*
d+4	Power TailswEEP
>1+2	Spinning Nest
4	LOTUS BLOOM
4	Leg Cutter *Leg Cutter Strings*
2+3	Sparrow Piroette *Parries High Punches*
d/f+3	Long Thrustkick
b+3	Backflip
2	Dashing Uppercut *Juggles*
d_d/b	Uppercut Cancel
4	Leg Cutter *Leg Cutter Strings*
3~4	Power TailswEEP
WS+3	Cartwheel Kickup *Juggles*
u/f+3	Leaping Jumpkick
d/b+3	Backspinning Sweep
3+4	Cartwheel Kick
d+3+4	Can-Can Kicks *Juggles*
(FC_WS)+3+4, 3+4	Cartwheel Helicopter
f+4	Hard Roundhouse
f, f+4	Leaping Roundhouse
b+4	Knee Rush *Stuns on CH*
d/f+4	Mid Frontkick
SS+4	Reverse Boomerang
u/f+4	Right Hopkick *Juggles*
u~u/b	Backflip
b, b~u/b	Leaping Downwards Punch *Against Wall*
f+1, 3	Front Kick String
1	High Punch
2	Uppercut
1, 3	Screw Punch, Front Kick *Front Kick strings*
1, 4	Screw Punch, Can-Can Kicks *Juggles*
3	Shin Lowkick
4	Leg Cutter *Leg Cutter strings*
1+4, 2	White Heron String
4	Lightning Crescent
d+4	Sweep Kick *Juggles*
1	Punch
1, 3	Screw Punch, Front Kick *Front Kick strings*
1, 4	Screw Punch, Can-Can Kicks *Juggles*
2, 4	Punch, Snapkick
3	Shin Lowkick
4	Leg Cutter *Leg Cutter strings*
d/b+4	Leg Cutter String
[4], [4]	[Double/Triple Leg Cutters]
3	Cartwheel Kick
1+4	White Heron *White Heron strings*
b+1+3	High/Mid Attack Reversal
(F+3)# [B to cancel]	Spinning Heel Drop *Unblockable after 3rd Spin*

(WS)+2.1.1.1..2.1..4.3..(3+4) Tenstring  
 (WS)+2.1.1.1..2..(1+4)..1.(3+4) Tenstring  
 (WS)+2.1.1.1.3 Fourstring

SAMPLE COMBOS

1+2, 1+4, b+2,1,3 == 6 Hits - 50 pts ==  
 f+2, u/f+3, 1+4,2,4 == 6 Hits - 54 pts ==  
 CH FC,d/f+2, WS+3, b+2,1,3 == 5 Hits - 59 pts ==  
 d/f+2, b+2,1,3, f+1+2 == 5 Hits - 56 pts ==  
 d+3+4, 1+4, 1+4, f,f, 1+4,{2},d+4 == 9 Hits - 53 pts ==

-----

=====  
 | BAEK DOO SAN |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3 Hammer Head {1}  
           2+4 Blue Shark Claw {2}  
           d/b+1+3 Swordfish Catch {1+2}  
           f,f+2 Cobra Bite {2}  
           f+2+3 Cannonball {1+2}  
 (Left) (1+3)\_(2+4) Snake Revenge {1}  
 (Right) (1+3)\_(2+4) Hunting Serpent {2}  
 (Back) (1+3)\_(2+4) Triple Pain

SPECIAL TECHNIQUES

1,1 Double Punches  
 [1,2,]3,3,3 [1-2 Punches,] Butterfly Kicks  
   4 Monarch Kick \*Stuns\*  
   d+4 Butterfly Needle  
 [1,2,]3,4>3 [1-2 Punches,] Break Blade \*Juggles\*  
 [1,2,]3,3,4>4 [1-2 Punches,] Black Widow  
   >3 Widow's Bite \*Stuns on CH\*  
     f\_b Widow Cancel, [Flamingo]  
   >4 Grey Snake Lowkick \*Juggles on CH\*  
 1,2,3~f 1-2 Punches, [Flamingo]  
 b+1 Stealth Needle  
 SS+1 Raise Hammer  
 1+2 Skull Crush  
   4 Heel Axe \*Juggles on CH\*  
 2,2 Mantis Backhand Spin  
 b+2 Bolt Cut  
 b,b+2 Backhand Spin \*Stuns on CH\*  
 f+2>1 MANTIS RUSH  
   >2 MANTIS FIST \*Stuns on CH\*  
 d+2 BOARD SPLITTER \*Juggles\*  
 d/f+2 Uppercut \*Juggles\*  
 u/f+2 Bone Stagger  
 f+3,3 Trident Rush  
   2 Forked Punch \*Stuns on CH\*  
 f,f,N+3 Spinning Lift \*Juggles\*  
 d/f+3 Claymore \*Stuns on CH\*  
   f\_d Claymore Cancel, [Flamingo]  
   4 DOUBLE CLAYMORE  
 d/b+3,3 SANDSTORM KICKS  
 WS+3,4>4 Heat Destruction

>3	Widow's Bite *Stuns on CH*
f_b	Widow Cancel, [Flamingo]
>4	Grey Snake Lowkick *Juggles on CH*
WS+3,3>4	Wave Needle
[u/f+]3+4, [f_b]	[Quick] Flashing Halbred, [Flamingo Stance]
b+3	[Flamingo] Stance
f, f+3	Heel Hunter *Juggles*
u+4	Concussion Kick *Stuns*
3	Twisting Face Kick *Juggles*
u/f,N	Baek Hop
3,4	Trick Smash
3,d+4>3	Starlight Blade *Juggles*
3,3,3	Butterfly Kicks
4	Monarch Kick *Stuns*
d+4	Butterfly Needle
3,3,4>4	Black Widow
>3	Widow's Bite *Stuns on CH*
f_b	Widow Cancel, [Flamingo]
>4	Grey Snake Lowkick *Juggles on CH*
f,N,d,d/f+3	Wing Blade *Juggles*
FC_d+3,3	Snake Creep
N+3	Snake Blade *Juggles*
d+3	Snake Bite
4,4	Facekick, Axe Snap
f+4	Heel Snap
>3	Heel Knife *Stuns on CH*
f_b	Knife Cancel, [Flamingo]
>4	Grey Snake Lowkick *Juggles on CH*
WS+4>4>3, [f_b]	Albatross
f_b	Albatross Cancel, [Flamingo]
WS+4>4	Axekicks
>4	Grey Snake Lowkick *Juggles on CH*
b+4	Heel Lance *Juggles*
u/f+4	Hopkick *Juggles*
d/b+4	Cobra Sweep *Juggles*
f, f+4	Hammer Heel
u/f+3,4,3	Hunting Hawk
FC_d+4,3,3>3	Peck Rash
f_b	Peck Cancel, [Flamingo]
FC_d+4,3,3,D+3	Peck Needle
b+1+2, [B]	Mid/High Punch Parry, [Flamingo]
d/b+3+4	Heel Explosion *Unblockable*
b,b	Explosion Cancel, [Flamingo] *Unblockable*
b,b+3+4	Hurricane Explosion *Unblockable*
434.3.33.3.3.4.3	Tenstring
4.33.4.3.33.4.3.3	Tenstring

Flamingo Stance - b+3

-----

f_b	Flamingo Step
u_d	Flamingo Sidestep
1,2,3,3,3	1-2 Punches, Butterfly Kicks
4	Monarch Kick *Stuns*
d+4	Butterfly Needle
1,2,3,4>3	1-2 Punches, Break Blade *Juggles*
1,2,3,3,4>4	1-2 Punches, Black Widow
>3	Widow's Bite *Stuns on CH*
f_b	Widow Cancel, [Flamingo]
>4	Grey Snake Lowkick *Juggles on CH*
1,2,3~f	1-2 Punches, [Flamingo Stance]

b+1	Stealth Needle
1+2	Skull Crush
4	Heel Axe *Juggles on CH*
f+2>1	MANTIS RUSH
>2	MANTIS FIST *Stuns on CH*
d+2	BOARD SPLITTER *Juggles*
3,3,4	Flamingo Wave Needle
3,4>4	Flamingo Python
3	Flamingo Destruction *Stuns on CH*
f_b	Destruction Cancel, [Flamingo]
>4	Grey Snake Lowkick *Juggles on CH*
b+3	Heel Hunter
f+3	Gutbuster Kick
d+3,3	Snake Creep
N+3	Snake Blade *Juggles*
d+3	Snake Bite
d/f+3	Claymore *Stuns on CH*
f_d	Claymore Cancel, [Flamingo]
4	DOUBLE CLAYMORE
d/b+3,3	SANDSTORM KICKS
b+4	Heel Lance *Juggles*
4>4	Axe Kicks
f+4	Spinning High Roundhouse
d/b+4	Cobra Sweep *Juggles*
434.3.33.3.3.4.3	Tenstring
4.33.4.3.33.4.3.3	Tenstring

SAMPLE COMBOS

d/f+2, 3+4~f, 1,2,3(Hold)~F, N+4	-- 7 Hits - 42 pts ==
f,f,N+3, 1,2,3~f, 1,2,3~f, d/b+3,3	-- 7 Hits - 50 pts ==
f,N,d,d/f+3, u/f,N+3,3,3,4	-- 5 Hits - 66 pts ==
CH d+3,3,N+3, 1, d+3,3,N+3	-- 7 Hits - 66 pts ==
u/f+4, 1,2,3~f, 1,2,3~f, 1,2,3(Hold)~F, N+4	-- 9 Hits - 53 pts ==

.....

=====  
| BRUCE IRVIN |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Knee Bash {1}
2+4	Rib Crusher {2}
f,N,d,d/f+1+2+4	Embracing Knee {1+2}
1+2,1+2,1+2	Tumbleweed
(3_4),1+2+3	Left Knee Strike {2}
1,3,1+2+4	Turning Knee
2,4,1,1+2+3	Rising Knee
f,N,d,d/f+2+3	Position Changer
3+4,3+4	Turning Knee
4,3,4,1+2+3	Fury Knees
f,f+3+4	ANNIHILATOR {1+2}
(Left) (1+3)_(2+4)	Head Breaker {1}
(Right) (1+3)_(2+4)	Face Breaker {2}
(Back) (1+3)_(2+4)	Reverse Neck Toss

SPECIAL TECHNIQUES

1,2,1,2	Bruce Rush
[1],2,	[Jab], Punch

3	Midkick
4	Frontkick
f+4	Highkick
d+4>3	Sweepkick, Highkick
1,4,3	Southern Cross
b+1,2,1	ELBOW RUSH
d/f+1,2	Double Face Buster *Juggles*
u/f+1	Elbow Bomb
SS+1	Nightmare Elbow
FC,d/f,d,d/f+1	Tornado Uppercut
1+2	Bomb Drop
f+1+2	Spinning Slice Elbow
d/f+1+2	KIDNEY BUSTER
1	STEPPING HOOK *Stuns on CH*
4	KNEE CAPPER *Stuns on CH*
d/f+2	Elbow Uppercut *Juggles*
f,N,d,d/f+2	Crouching Bomber
b+2	ELBOW BOMB *Stuns on CH*
f+2,3,4	BULL FANG RUSH
f,f+2	Nightmare Mach Punch *Reverses Punches*
WS+2,1	Rising Elbow, Left Hook
3,2,1	Gatling Combo
2	Mid Hook
4	Lowkick
3,3	Step-In Kick, Facekick
f+3	Thruster Knee *Stuns on CH*
f,f+3	Slice Kick
d+3,4	Fang Rush
b+3	Frontkick *2 Hits on CH*
4	Knee *Stuns on CH*
2	Right Punch
d/f+3,1	Spinsweep, Tornado Uppercut
d/b+3	Sway Lowkick
u/f+3	Knee Eater
f,N,d,d/f+3	Dashing Hard Lowkick
SS+3	Haymaker Kick
d/f+3+4,3,3,3,3	Maching Knees
b,b,N+3+4,4	Handspring Backflip, Bazooka Leg
f,N,d,d/f,u/f+3+4	Hyper Knee
4~f	Hammer Knee *Stuns*
f+4,3,4	Prominance Rush
b+4,3	CheeseKnees
4	Lunge Knee
d+4	Low Kicker
b,f+4	Rising Knee *Juggles*
b,b+4	Nightmare Sweep *Juggles on CH*
f,f+4	Bazooka Leg
d/f+4	Trident Kick
d/b+4	Sway Highkick *Stuns on CH*
SS+4	Bull Kick
1	Left Hook
4	Double Bull
112.1.4.3.4.3.2..1	Tenstring
112.1.4.3.4.3.4.3	Tenstring
b+2+3	Sidewinder *Unblockable*

SAMPLE COMBOS

CH b+2, d/f+3,1 == 3 Hits - 49 pts ==  
 CH d/f+1,2, 2,3, 2,f+4 == 6 Hits - 56 pts ==

d/f+2, 1, 1,2,1,2 == 6 Hits - 31 pts ==  
b,f+4, U/F,4, b+4,3,4 == 5 Hits - 65 pts ==  
CH b,b+4, d+1, f,f+1, 3,3 == 5 Hits - 42 pts ==

-----

=====  
| BRYAN FURY |  
=====

#### GRAPPLING TECHNIQUES

(Front) 1+3	Dropping Throat Breaker {1}
2+4	Falling Brain Blaster {2}
f, f+1+2	Snake Mixer
FC, d/f, d/f+1+2	Chains of Misery {1+2}
(Left) (1+3)_ (2+4)	Free Fall {1}
(Right) (1+3)_ (2+4)	Knee Blast {2}
(Back) (1+3)_ (2+4)	Hummer Throw

#### SPECIAL TECHNIQUES

1,2	1-2 Punch
1	Mid Blow *Stuns on CH*
3	Low Kick
4	High Arc Kick
b+1	DOWNWARDS SMASH *Juggles on CH*
b+1>2>1,2,1,2,1,2,1,2,4	Momentum Death
D/F#+1[>1][>1][>1]~2	Piston Punch[es], Straightpunch
SS+1	Devil's Claw
SS+1~2	Phantom's Claw *Stuns on CH*
QCF_WS+1	Lifting Uppercut *Juggles*
1,4,3,3	Southern Cross
1,4>2	Atomic Combo
(>1)_ (~f+1)	(Backhand)_ (Fakeout Punch)
~u_d	Sidestep Feint
>2	Mach Punch
>4	Spinkick
4	Sidekick
(FC_d)+1+2	Double Snake Fang
f+1+2	Spinning Elbow
QCF_WS+1+2	Small Uppercut
b+2	Backhand *Stuns on CH*
~f+1	Fakeout Elbow *Stuns*
>1	Backhand *Stuns*
~u_d	Sidestep Feint
>2	Mach Punch
>4	Spinkick
>4	Sidekick
d/f+2	Straightpunch
d+2	Downwards Bomb
>3	PYTHON KNEE
f,b+2	Jet Uppercut *Juggles*
d/b+2	Stomach Hook
QCB,2	Backdash Smash *Juggles*
QCF_WS+2	Gutpunch
b_f+2	Slam Throw *If Gutpunch Connects - Juggles*
SS+2	Side Hummer
f+2,1,4	Stomach Combo
f,f+2	Mach Punch
3,3	Midkick, Highkick

2	Jet Uppercut *Juggles*
4	Facekick
d+3,2	Crouched Ankle Kick, Stomach Hook
b+3	Stopping Kick
1+2	Overhead Bomb
4	Knee
2,1	2 Punches
2	Mid Hook
4	Low Kick
f+3	LIFTING LEFT KNEE *Stuns on CH*
f,f+3	Slash Kick
f,f+3 *Hold Down 3*	Delayed Power Slash Kick
3,2,1	Gatling Combo
2	Mid Hook
4	Low Kick
QCF_WS+3	Rising Knee *Stuns On CH*
4	Crushing Knee
d/f+3	Snake Edge *Juggles*
(u_u/f)+3	Rolling Driver
d/f+4	Spinkick
d+3+4	Side Low Kick
2,3	Hooker, Lowkick
QCF_WS+3+4	Quick Spinkick
4	Standing Right *Juggles on CH*
3,4	Dual Kicks
b+4	Lifting Right Knee
(u_u/f)+4	Overhead Boot *Juggles*
u/f~N+4	Hopkick *Juggles*
f,f+4	Downward Arc Kick
QCB,4	SWAYING KICKOFF *Juggles*
b,b+4	Flipping Ankle Drop
b,b~u/b	Twisting Jumpkick *Against Wall*
1+3+4	Knee Taunt
f,f+2	OMEN MACH BREAKER
f+2,1,4,2,1,4,2	FURY COMBO
b+1+2~2	High/Mid Punch Parry, Retaliation Punch
b+1+4	Super Backfist *Unblockable*
f+1+4	Fast Super Backfist *Unblockable*
b+34..1.2.14.2.1.4.2	Tenstring
b+34..1.2.14.3.3.2	Ninestring
b+34..1.2.14.2.4	Eightstring

SAMPLE COMBOS

WS+1, b+2,1,4	-- 4 Hits - 51 pts --
b,f+2, f+1+2, 3,3,4	-- 5 Hits - 55 pts --
d/f+3, WS+3, d+3,2, f+1,4	-- 6 Hits - 56 pts --
u/f+4, 1, 1, 1, 1, f,f+2	-- 6 Hits - 55 pts --
QCB,4, 2, 3,3,4	-- 5 Hits - 51 pts --

-----

=====  
| CHRISTIE MONTEIRO / EDDY GORDO |  
=====

## GRAPPLING TECHNIQUES

(Front) 1+3	Leg Twist Takedown {1}
2+4	Neck Spinning DDT {2}
d+(1+3)_(2+4)	Swinging Splashdown *Opponent Must Duck*
d/f+1+2	Swinging Pendulum Flip
HCF+1+2	Rodeo Spin {1+2}
(Left) (1+3)_(2+4)	Winding Twistflip {1}
(Right) (1+3)_(2+4)	Saddlemount Frankensteiner {2}
(Back) (1+3)_(2+4)	Over The Top Legtoss

## SPECIAL TECHNIQUES

1,2	1-2 Punches
4,3	Backflip Kickout, (RLX)
4~4	Leaping Boot, (RLX)
1,3	Jab, Toetap, (HND)
D	(RLX)
d/f+1	Elbow Sting
F	(HND)
~1	Face Stab
WS+1,3	Rising Fist, Heran Bago *Juggles*
1+2	Rewinder
~3	Kickup *Juggles*
~3~d	Modified Kickup
3	Toetap, (HND)
b+1+2	Straight Jab
(f+1+2)_(FC,d/f+1+2)	(HND) Position
d/b+1+2	Double Armstrike *Juggles*
FC+1+2	Cabecada
~1	Cancel
1+2	Cabecada Needle
(u/b_u_u/f)+1+2	Vasuuna Jump
SS+1+4	Low Banda Sweep
SS+2	Cruncher *Bounces on CH*
(WS+2)_(QCF+2)	Sliding Uppercut *Juggles on CH*
d/f+2	Elbow Uppercut *Juggles on CH*
f+2,1,4	Triple Flurry
b+2	Asfixiante
d/b+2,3	VAISYA *Juggles*
3	High Crescent *Stuns on CH*
4	Circle Whipkick
3~4	Thomas Flare *Juggles*, (RLX)
B	(HND)
4,1+2	Low Flairsweep, Cabecada
~1	Cancel
~1+2	Cabecada Needle
4,[4]	Low Flairsweep[s]
B	(HND)
f+3	Arrow Kick, (HND)
b+3	Quick Knee
>f	Snapkick Extension
~3	Heran Bago *Juggles*
d+3~3	Heran Bago *Juggles*
u+3	Splash Backflip
u/f+3	Armada de Costes
3	Kickup *Juggles*
3~d	Modified Kickup
3+4	Low Kickout, (RLX)
QCF+3	Crescent Cannon *Juggles*
SS+3	Heran Bago, (RLX)
~B_~D	Heran Bago Cancel, (HND)_(RLX)



B	(HND)
3+4	Boot Up *Juggles - Heran Bago Must Contact*
d/f+3	Toetap, (HND)
D	(RLX)
d/b+3	Rasteria
B	(HND)
3	Midkick, (RLX)
4	Leg Whip
~3	Bush Whacker
~4	Shin Cutter
~B	(HND)
4	Cross Cutter
~B	(HND)
1+2	Cabecada
~1	Cancel
~1+2	Cabecada Needle
RN_(f,f)+3	Lungekick
B_D	(HND)_ (RLX)
3+4	Macaco
B	(HND) Cancel
3	Half-Spring Cancel, (HND)
f+3+4	REVERSAO
b+3+4	Dropping Crescent
d/f+3+4	Mirage *Juggles*
u/f+3+4	MEA RUA PLANDO
(u_u/b)+3+4	Jumping Jack
~D_~B	(RLX)
FC+3+4	Flapjack
B_D	(HDN)_ (RLX)
SS+3+4,3+4,3+4,u/f+3+4	Aerial Kicks, Jumping Jack
B_D	(RLX)
d+3+4	(RLX) Position
BT 3+4	Moonlight Flip
d+3~4	Quicksweep
d/b+4,4,4,4...	M. L. de Compasso *b+4 After Any Kick for (HND)*
FC,d/b+4	Haule
FC,d/f+4	PANANEILA JORAL, (RLX) *Juggles on CH*
WS+4	Circle Kick
4~3	Satellite Moon
3~b	(HND)
3	Mid Slipkick, (RLX)
4,2,4	Moon Combo, Armada *Can Chain Armada Moves*
b+4	Armada
3	Rasteria
Pause,4..	Armada.. *Infinite Chain*
B	(HND)
~3	Chibata
3	Heran Bago, (RLX)
~B_~D	Heran Bago Cancel, (HND)_ (RLX)
B	(HND)
4	Low Kick
B	(HND)
1+2	Cabecada
~1	Cancel
~1+2	Cabecada Needle
4	Low Kick
B	(HND)
4	Backflip
D	(RLX)
3+4	Backflip

f+4	Monkey Trick
B	(HND)
3+4	Thomas Flare *Can Chain Thomas Flare Moves*
(u_u/f)+4	Roundhouse
f,f+4	Backflip
3	Foot Kickout, (RLX)
~4	Dropkick, (RLX)
SS+4	Lowsweep
B	(HND)
3	Tripping Sweep
3+4	Flapjack
B_D	(HND)_ (RLX)
SS+4~3	Leaping Massacre
B	(HND)
u~u/b	Backflip, (HND)
b,b~u/b	Runup Backflip, (BT) *Against Wall*
d/b+3+4	Spinning Cyclone *Unblockable - b,b to Cancel*
4~3..4.2.44.(3+4).(3+4)(3+4).(d/b+3+4).(u/f+3+4)	Tenstring

Handstand Position - (HND) - (f+1+2)\_ (FC,d/f+1+2)

-----

N	(RLX)
b	Stand Up
(u,N)_ (d,N)	Handstand Lean
1,3	Spin-In Punch, Rasteria
Pause,4..	Armada.. *Infinite Chain*
B	(HND)
~3	Chibata
3	Heran Bago, (RLX)
~B_~D	Heran Bago Cancel, (HND)_ (RLX)
B	(HND)
4	Low Kick
B	(HND)
1+2	Cabecada
~1	Cancel
~1+2	Cabecada Needle
4	Low Kick
B	(HND)
f+1	Jab
2	Fist
4,3	Backflip Kickout, (RLX)
4~4	Leaping Boot, (RLX)
3	Toetap, (HND)
D	(RLX)
2,4	Spin In Punch, Low Sweep
B	(HND)
3	Low Sweep
3+4	Flapjack
B_D	(HND)_ (RLX)
F+1+2	Roll Forward, (HND)
3	Scoot Kick, (RLX)
3~4	Thomas Flare *Juggles*, (RLX)
B	(HND)
4,1+2	Low Flairsweep, Cabecada
~1	Cancel
~1+2	Cabecada Needle
4,[4]	Low Flairsweep[s]
B	(HND)
b+3	Heran Bago, (RLX)
~B_~D	Heran Bago Cancel, (HND)_ (RLX)

B (HND)  
(d\_u)~(3\_4),N Drop In Kick, (HND)  
(D\_U)+(3\_4) Drop In Kick, (RLX)  
d>3+4 Low Rider, Boot Up \*Juggles\*, (HND)  
4 Helicopter, (HND)  
3+4 Thomas Flare \*Can Chain Thomas Flare Moves\*

Relaxed Position - (RLX) - d+3+4

-----  
f\_b Forward\_Backward Roll  
1+2 Flying Cross Chop  
1 Left Punch  
3 Arrow Kick, (HND)  
4 Armada \*Can Chain Armada Moves\*  
2 Right Punch  
3 Crescent Cannon \*Juggles\*  
4 Monkey Trick  
B (HND)  
3+4 Thomas Flare \*Can Chain Thomas Flare Moves\*  
f+1+2 Forward Roll, Flying Cross Chop  
3,4 Lowsweep, Midkick  
3~4 Kickup \*Juggles\*  
3+4 Macaco  
B (HND) Cancel  
3 Half-Spring, (HND)  
f+3+4 Springing Kickup  
4,3+4 Stinger, Haule  
~B\_~3 Haule Cancel, (HND)  
4~3 Low Flair Kickup \*Juggles\*, (HND)  
3+4 Thomas Flare \*Can Chain Thomas Flare Moves\*

SAMPLE COMBOS

QCF+3, 1, f+2,1,4 == 5 Hits - 38 pts ==  
3~4, RLX 1,4,4 == 6 Hits - 48 pts ==  
d/f+3+4, 1, d/f+1,1, 1,2,4~4 == 7 Hits - 53 pts ==  
HND d+3+4, HND 2, WS+1,3, RLX 3 == 5 Hits - 55 pts ==  
RLX 4~3, HND 2, 1,2,4~4 == 6 Hits - 53 pts ==

-----

=====  
| DEVIL JIN |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3 Bitch Kicks {1}  
2+4 Arm Takedown {2}  
f,f+1+2 Stonehead {1+2}  
f,HCF+1+2 END OF DREAMS {1+2}  
QCB+1+3 Wrist Takedown {1}  
d/f+2+3 Striking Oshi Taoshi {2}  
(Left) (1+3)\_(2+4) Shoulder Flip {1}  
(Right) (1+3)\_(2+4) Arm Break, Shoulder Toss {2}  
(Back) (1+3)\_(2+4) Back Toss

SPECIAL TECHNIQUES

1,1>2 Shining Fists  
1>2 1-2 Jab  
2 Backfist

3	Axe Kick *Juggles*
4_(F+4)	Axe Kick_Front Kick
4	Knee
3	KNEE CANCEL, DEMON GATE KICK
4~1+4,2,4_(d+4)	White Heron *1+4 cancels the 4*
b+1	Parting Wave
>D/F	Crouchdash *Chains into CD Moves*
d+1	Corpse Thrust
d/f+1>2	Stomach Shot, Overhead Smash
f,N,d,d/f+1	Thunder Godfist
U/F	Heaven Denied *TGF must Hit Standing Opponent*
3	Sidekick
4	Hellsweep
WS+1,2	Twin Pistons *Juggles*
d_FC+1+2	Ultimate Tackle
b+1+2	Leanback Fist Feint
B+1+2	Leanback Fist
*Hold b+1+2*	Daemon Charge Fist
d/f+1+2	DEVIL HAMMER
1	UPPERCUT *Juggles on CH*
2	Low Devil Claw *Juggles on CH*
1+4,2,4_(d+4)	White Heron Combo
2,2	Jab, Backfist
b+2,3	Backhand, Leftkick
f+2>4	Overhead Smash, Knee *Stuns on CH*
d/f+2	UPPERCUT *Juggles on CH*
d/b+2	ANKLE RIPPER
u/b+2	FACE SLASHER
f,f+2	Demon Paw
SS+2	DEMON TWISTER *Juggles*
b,f+2	Stun Fist *Stuns on CH*
>1>2	Laser Rush
>1>d+2	Laser Scraper *Juggles*
>1>4	LASER GATE
WS+2	Rising Uppercut *Juggles*
f,N,d,d/f+2	Wind Godfist *Juggles*
f,N,d~d/f+2	Electric Wind Godfist *Juggles*
(u/b_u_u/f)+2+4	Corpse Splitter *On Fallen Opponents*
f+3	Screw Kick
f,f+3,1	Twisted Darkness
3	Spinning Sweep *Juggles*
4	Backwards Thrust Kick
f,N,d,d/f+3	Leaping Thrustkick *Juggles*
f,N,d,D/F+3	Leaping Low Thrustkick
d+3+4	Can-Can Kicks *Juggles*
f+4	Quick Knee
b+4	Demon Steel Pedal *Floats on CH*
u+4,4,4,4	Jumping Kick, 2 Hell Sweeps, Roundhouse
[u/f+]4~3	DEMON GATE KICK
u/f+4	FLYING SOUL
d/f+4>4	Delayable Axe Kicks
f,N,d,D/F+4,4	Hell Sweep *Floats on Clean Hit*, Roundhouse
WS_(f,N,d,d/f)+4,4	Axe Kicks
b+(1+3)_(2+4)	Mid/High Attack Reversal
3+4	Daemon's Flight
1+2	Flying Laser *Unblockable*
f+1+2	Fly Around, Flying Laser *Unblockable*
(u/b_u_u/f)+1+2	Diagonal Air Laser *Unblockable*

1+2	Sweeping High Laser	*Unblockable*
d/f+1+2	Leg Shot Laser	*Unblockable*
b+1+4	Lightning Godfist	*Unblockable*
B+1+4	Lightning Hell Godfist	*Unblockable*

f,f,N+2122.3.4.4..1..2.1	Tenstring
f,f,N+2122.3.4.4..3..2.1	Tenstring
f,f+N+2144.2.4.3..2.1	Ninestring
324.3.(1+4)..2..2.1.2	Tenstring
324.3.(1+4)..2.1..3_4	Ninestring
b+24..4.4.4.2.(1+4)..2.1.3_4	Elevenstring
b+24..4.4.4.2.(1+4)..2.(3+4)	Elevenstring
b+24.2.1.2_(d+2)	Fivestring

SAMPLE COMBOS

CH WS+1,2, 1, 1, 1, f,N,d,d/f+2	-- 6 Hits - 46 pts ==
WS+2, b+2,4,2>1,2	-- 6 Hits - 49 pts ==
f,N,d~d/f+2, b,f+2,1,d+2, f,f+2	-- 5 Hits - 63 pts ==
d+3+4, 1, f,f+3,1,4	-- 6 Hits - 57 pts ==
f,N,d,d/f+4, 1+4,2, f,f+2	-- 5 Hits - 43 pts ==

-----

=====  
 | DRAGUNOV |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3	Rolling Armbar {1}
2+4	Flipped Backboot {2}
f,f+1+2	Mad Wind {1+2}
f+1+4	Rolling Hyperextension {1}
f+2+3	Rolling Kneebar {2}
u/f+3+4	Scissor Takedown
d+(1+3)_(2+4)	Facial Knee {1_2} *Opponent Must Duck*
(Left) (1+3)_(2+4)	Tarantula Twist {1}
(Right) (1+3)_(2+4)	Reverse Arm Bar{2}
(Back) (1+3)_(2+4)	Absolute Silence

SPECIAL TECHNIQUES

1,1>3	Double Lefts, Thrustkick
1,2,1	Advancing Punches
1,3,2	Dual Highs, Bomb Fist *Stuns on CH*
1+2	Bomb Fist Cancel, Guillotine Throw {1+2}
~B	Throw Cancel
d/f+1	Gut Short
d+1	Skinner Elbow
b+1	Straight Facepiff
WS+1,3	Double Hilt
f+1+2	Spinning Decapitator
b+1+2	Blizzard Axe Handle
(d_d/b)+1+2	Shoot Takedown
1	Blizzard Sleeper {1}
2	Ankle Lock {2}
1+2	Mounted Beatdown {1+2}
(QCF_WS)+1+2	Cold Shoulder
2,1	1-2 Punches
3	Thrustkick
4	Anklekick

d+2	Sharpener
f+2>4	Elbow Check, Close Knee *Stuns on CH*
f, f+2	Bomb Fist *Stuns on CH*
1+2	Bomb Fist Cancel, Guillotine Throw {1+2}
~B	Throw Cancel
(f, f, f)_RN+2	Coffin Nail
d/f+2	Deep Uppercut *Juggles*
d/b+2, 1, 2	Ripper Combo
b+2, 1, 3	Frost Fists, Reverse Sweep
1+2	Sweep Cancel, Knee Throw {1+2} *Opponent Duck*
(u_u/f)+2	Forearm Bomb
u/b+2	Stepping Knuckle Duster
QCF+2	Booster Elbow *Juggles*
QCB+2	Flexible Elbow *Juggles*
SS+2	Spinning Slaphand
3	Highkick
1+2	Reverse Windmill
1+2	Shoot Takedown
4	Snap Powerboot
WS+2	Proton Uppercut *Juggles*
f+3	Skipping Front Boot
f, f+3	Boost Kick
d/f+3	Axe Snare *Throws on Clean Hit*
d+3, 4	Kneekick, Belt Skinner
d/b+3	Clipping Sweep
1+2	Facial Knee Throw *Opponent Must Duck*
b+3, 1	Sidekick, Face Hook
WS+3	Sub Hilt
BT d+3	Blind Legkick
3+4	Back Brainkick, FU/FT
b+3+4	Cold Crescent
d+3+4	Morgue Blast *Opponent Must be Grounded*
4, 3	Propeller Kick
f+4	High Knee
4	Snap Extension
d+4	Low Fakeout
f, f+4	Caterpillar Heel *Juggles on CH*
(f, f, f)_RN+4	Leaping Knee Trap
d/f+4	Sidekick
d+4	Shin Cutter
1, 3	Ice Spin
4, 3	Chilled Feet
b+4	Gut Punt
2	Elbow Hammer
1	Hookshot
1+2	Shoot Takedown
3	Shoulder Booter
(u/b_u_u/f)+4	Cold Layout
QCF+4	Guillotine Knee Trap
1, 3, 4, 2	Rolling Armbar {1} *If Knee Hits*
2, 4, 3, 1	Rolling Armbar {2} *If Knee Hits*
(FD/FT)_(FD/FA) 1+2	Living Dead Slide
b, b~u/b	Twisting Jumpkick *Against Wall*
b+2+3	Sub-Zero *Unblockable*
b+(1+3)_(2+4)	Mid/High Reversal
131..2.4.1+2	Sixstring
131..2.1.1.4.1.32	Tenstring

SAMPLE COMBOS

d/f+2, 1, 2,1, 1,3,2	-- 7 Hits - 48 pts ==
WS+2, 1, 2,1, b+4,3	-- 6 Hits - 45 pts ==
QCF+2, u/f+4, d+4,1,3	-- 5 Hits - 54 pts ==
QCF+2, 1,2,1, 2,1,3	-- 7 Hits - 60 pts ==
CH f,f+4, WS+4, d+4,1,3	-- 5 Hits - 54 pts ==

-----

=====  
| EDDY GORDO |  
=====

Same moves as Christie Monteiro (see above)

-----

=====  
| FENG WEI |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Embracing Toss {1}
2+4	Arm Trap Snap {2}
d/f+1+2	Avalanche {1+2}
(Left) (1+3)_(2+4)	Forced Bend Fist {1}
(Right) (1+3)_(2+4)	Wrist Twister {2}
(Back) (1+3)_(2+4)	Blindside Toss

SPECIAL TECHNIQUES

1	Jab
>1	Stomach Slug *Stuns on CH*
1,2,2	Advancing Fists
~B	(BT)
1,3	Jab/Kick Combo
b+1	Palm Thrust
d/f+1	Server Fist
FC,d/f+1	Silent Arrow
d/b+1	Swaying Fist *Stuns on CH*
2	Blue Egg Fist
(u/b_u_u/f)+1	Hopping Downpalm
b,f+1	Falcon Beak *Stuns on CH*
QCF+1	Sliding Low Shoulder
WS+1,2>1	Torso Hammers
1+2	Elbow Arrow
b+1+2	Power Iron Shoulder
d/b+1+2,2	Mid Punch, Low Pound *Stuns on CH*
f+1+2	Shoulder Check, (BT)
f,f+1+2	Sakaraba Chop
SS+1+2	Steel Flower
BT 1+2	Elbow Thruster, (BT)
2~1	Flurry
>1	HELLWIND UPPERCUT *Juggles*
f+2	Body Punch *Stuns on CH*
>1>2	Punch, Flyback Fist
b+2>3,4,2	Iron Series
d+2	Snake Squasher

SS+2	High Punch, (BT)
d/f+2	Mid Palm *Stuns on CH*
2	Advancing Palm
d/b+2,2	Windmill Lowfists *Juggles*
~b	Lowfist Cancel
2	Mid Overhead
u/f+2	Leaping Elbow
u/b+2	THROAT GOUGE
WS+2	Combat Uppercut *Juggles*
f,f+2	Advancing Palm
3~4,3	Spinning Aerial, Backsweep
d+3	Crouching Ankle Stompout
d/b+3	Slippery Sweep
d/f+3	Hop Snapkick *Juggles*
(u/b_u_u/f)+3	Leaping Side Roundhouse *Stuns*
f+3,2	Turnaway Highkick,
f,f+3	Overhead Axe Stomp
b+3	Spinning Rounhouse
1	Stomach Smash *Stuns on CH*
(WS_QCF)+3	Chang Sliding Kickup *Juggles*
(f,f,f)_WR+3	Severing Sword Kick
BT 3	Overhead Axe Stomp
BT d+3	Spinsweep
(f_b)+3+4	Kenpo Step *Auto-Guards*
1	Palm Press
2	Kenpo Backfist *Stuns on CH*
3	Over Shoulder Backlash
4	Launching Kick *Juggles*
f+4	Facial Roundhouse *stuns*
~B	(BT)
3	Midkick
4	Power Low Sweep
f,f+4	Diagonal Kick *Juggles*
>3	Leaping Foot
b+4	Waist Sidekick
d+4,1+2	DRAGON BREATH
d/b+4	Power Low Sweep
u/f+4	Jumping Hopkick *Juggles*
WS+4	Rising Facekick
SS+4	Spinsweep *Juggles*
b,b~u/b	Wall Leaping Fist *Against Wall*

u/b+1+2	Omen Palm *Unblockable*
---------	-------------------------

f+1.1.2.1.3.4.2.2.2.2	Tenstring
f+1.1.2.1.3.4.2.4.3.(1+2)	Tenstring

SAMPLE COMBOS

WS+2, f+2,1,2	-- 4 Hits - 47 pts ==
QCF+3, 1, 1, 1,2, b+1+2	-- 6 Hits - 42 pts ==
f,f+4, b+2,3,4,2	-- 5 Hits - 48 pts ==
u/f+4, 1, f+4,3	-- 4 Hits - 38 pts ==
SS+4, d/f+1, 1, d+4,1+2	-- 5 Hits - 39 pts ==

-----



## GRAPPLING TECHNIQUES

(Front) 1+3	Body Drop {1}
2+4	Hip Roll {2}
f, f+1+4	Jizo Hug {1+2}
f, f+2+3	Face Slam {1+2}
(Left) (1+3)_(2+4)	Upper Stream {1}
(Right) (1+3)_(2+4)	Crotch Toss {2}
(Back) (1+3)_(2+4)	Neckchoke Slam
(f+1+3)_(f+2+4)	Pancake Press
d+1+2	Pedal Press

## SPECIAL TECHNIQUES

1,2,1,2,1,2,1,2	Devil Thrusts
d+1	Axe Chop
~d+3+4	SIT DOWN
b+1	Cross Cut Saw *Turns Opponent Backward on CH*
1,1	Saw Blades
~d+3+4	SIT DOWN
b, f+1	HARI HAND *Turns Opponent Backward on Hit*
FC+1,1,1,2,	Sumo Rush
(D_D/F_F)+1	(L_M_H Ending)
d/f+1>4>1	Short Upper, Ganny Grinder
d, D/F+1,2,1	Nodowa Mid Combo
b, d/b, d, D/F+1	Megaton Float *Juggles*
(u/b_u_u/f)+1	Leaping Palm Shield
SS+1	Falling Hammer
f+1+2	Quick Sumo Rush
FC+1+2	Palm Lift
1+2	Hammer
>1+2	Double Uppercut *Juggles*
b+1+2	Giant Tackle *Unblockable*
~2	Stunning Uppercut *Stuns*
~d	Split
b+1+2	Headknot Headbutt
SS_d+1+2	Stunning Push *Throws on BT connect*
d/f+1+2,1	Reverse Windmill Strikes
u/f+1+2	Sumo Splash
WS+1+2	Double Uppercut *Juggles*
>1+2	Hammer
FU/FT D+1+2	Spring Hammer Punch
(B_F)	(Roll Backward_Roll Forward)
2	Low Hitting Swipe *Floats*
~d	Split
u_d	Sidestep
BT 1+2	Board Drop, (FU/FA)
b+(1+3)_(2+4), 1+2	High/Mid Punch Reversal, Rushing Back Grab
2,1,2,1,2,1,2,1	Devil Thrusts
f+2	Lunging Crotch Palm
>1	Palm Cancel, Ear Boxing
f, f+2	Embracing Claw
1	Bottom Lift {1}
1+2	Air Lift {1+2} *Juggles*
2	Spin Lift {2}
3	Power Press {3}
3+4	Carry Press {3+4}
4	Rack Drop {4}
b+2	LIFTING PALM *Juggles*
d+2,2,2,2...	Kabuki Low Palm
d/f+2	Lunging Upperpalm *Juggles*

1,2,1,2,1,2,1,2,1	Devil Thrusts
d/b+2	Ankle Smasher *Juggles*
WS+2	Wind Palm *Juggles*
FC,D/F+2,1,2	Nodowa Mid Combo
b,d/b,d,D/F+2	Megaton Palm
d/f+2+3	THUNDER PALM
3,4,3,4,3...	Giant Highkick Chain
4>4	Mud Stomp
f+3	Sole Smush
d/f+3	Low Leg Swipe
f,f+3+4	Thunder Drop
u/f+3+4	Hip Press, Roll Back *Sit Down if misses*
3+4	Sit Down
(B_F)	(Roll Backward_Roll Forward)
1	Megaton Palm
2	Low Hitting Swipe *Floats*
~d	Split
u_d	Sidestep
3+4	TOOTSIE ROLL
4,3,4,3...	Giant Hightkick Chain
4>4	Mud Stomp
4>4	Mud Stomp
d+4	Ganny Stomp
f,f+4	KAMIKAZE KICK
d/f+4,1	Ganny Grinder
b,b~u/b	Twisting Splash *Against Wall*
1+2+3+4	KIAI TAME POWERUP
~2~3	JULIA HUG {1} *Only Against Julia*

FC+1.1.1.12..2.3.44.(1+2) Tenstring

d/b+1+2	Giant Tackle *Unblockable*
~2	Stunning Uppercut *Stuns*
~d	Split

SAMPLE COMBOS

{1+2},1+2, d/f+4,1, d/f+4,1, d+1+2	-- 6 Hits - 60 pts ==
b+2, b,d/b,d,D/F+2	-- 2 Hits - 50 pts ==
f,f+2,1+2, u/f+3+4,2	-- 4 Hits - 59 pts ==
d/b+2, d/f+1+2,1	-- 4 Hits - 35 pts ==
WS+2, 2,1, d/f+1,4>1	-- 6 Hits - 43 pts ==

.....

=====  
| HEIHACHI MISHIMA |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Neck Breaker {1}
2+4	Powerbomb {2}
QCF+1	Broken Toy {1}
f,f+1+2	Stonehead {1+2}
f,f+1+4	Headbutt *Works on Male Characters* {1+2}
(Left) (1+3)_(2+4)	One Hand Slam {1}
(Right) (1+3)_(2+4)	Tile Splitter Guillotine {2}
(Back) (1+3)_(2+4)	Atomic Drop

SPECIAL TECHNIQUES

1,1>2	Shining Fists
1>2	2 Punches
2	Backfist
(1+2)_(2~1)	Chi Palm
~(u_d)	Fakeout
(1+2)_(2~1)	Delayed Chi Palm
4	Midkick
f+1>b+2	Punch, Gutpunch
1	Thunder Godfist
4	Slice Kick
b+1	Stun Splitter
d+1	Tile Splitter
2	Deathpalm
d/f+1,2	Twin Pistons *Juggles*
d/f+1,1	Palm Strikes
f,N,d,d/f+1	Thunder Godfist
f,N,d/f+1	Omen Thunder Godfist *Blue Spark*
(1+2)_(2~1)	Chi Palm
f+1+2	Hibachi Head
b+1+2	Double Tiger Fists
1+2	SHATTERING PALMS
b,b+1+2	Deity Slayer
b+1+2 *Hold Down 1+2*	Power Tiger Fists
d/f+1+2	Demon Wings
2,2	Punch, Backfist
f+2	Backfist
~1+2	Chi Palm Cancel
f,f+2	Demon Godfist *Juggles*
b+2	Spinning Gutpunch *Stuns on CH*
b,f+2,1	CELESTIAL ANNIHILATION
b,f+2>2	CELESTIAL SURRENDER
d/b+2	Eisho Mon
QCF+2	Deathpalm
WS+2	Dark Thrust *Stuns on CH*
SS+2	Kidney Smasher
d/f+2	Uppercut *Juggles on CH*
f,N,d,d/f+2	Wind Godfist *Juggles on CH*
f,N,d~d/f+2	Electric Wind Godfist *Juggles on CH*
d/f+2+3	DEMON CROSSING ANKLE SNATCH
2	DEATHPALM CHASER
f,N,d,d/f,N+3	Slice Kick
f,N,d,D/F#+3	Low Slice Kick
f,N,d,d/f,f,u/f+3	Hop, Delayed Slice Kick
f,N,d,d/f,f,u/f,d+3	Hop, Low Slice Kick
f+3	Thrust Frontkick
f,f+3	Left Axe Kick
b+3,3	Crescent Hook Stomp
u/f+3,4	Screw Blade Hunting Hawk
d+3+4	Raijin Charge
f_b	Cancel
1	Pulverizer
2	Raijin's Wrath
2	Lightning Bolt *Unblockable - Juggles*
b,b,N+3+4	Shadow Foot Sidestep
4	Standing Heihachi Boot *Stuns on CH*
f+4	Right Axe Kick
u/f+4	Wind Slicer
WS_QCF_(f,N,d,d/f)+4>4	Axe Kicks
[u/f+]4~3	Flipstomp
d+4	Demon Stomp *Opponent Must be Grounded*

f,N,d,D/F#+4,[4],[4]	Hell Sweep[s] *Juggles on CH*
N+1	Thunder Godfist
N+4,4	Axe Kicks
b+2+4	Evil Chi *Causes Block Damage*
	*Auto-Reversal - Hurts Heihachi*
d+1+4	Demon Tile Splitter *Unblockable*
2+3+4	Lighting Taunt
d/f+3:22..4.4..1..2..1..2..1	Tenstring
d/f+3:22..4.4..1..4..1..2..(1_4)	Tenstring
f,F.....2122.3.4.4..1..2.1	Tenstring

SAMPLE COMBOS

d/f+1,2, 1,2, b+1+2,1+2	-- 6 Hits - 52 pts ==
WS+2, f,N,d,d/f+1	-- 2 Hits - 45 pts ==
f,f+2, 1, 1, 1,2, QCF+2	-- 6 Hits - 59 pts ==
f,N,d,d/f+2, f,N,d,d/f+2, f,N,d,d/f+2	-- 3 Hits - 50 pts ==
CH f,N,d,D/F#+4,4,N+4, d/f+1,2	-- 5 Hits - 46 pts ==

.....

=====  
| HWOARANG |  
=====

GRAPPLING TECHNIQUES

(Front) LFF 1+3	Windmill Neck Kick {1}
LFF 2+4	Falcon Dive Kick {2}
RFF (1+3)_ (2+4)	Rainbow Kick {1+2}
f,f+2	Rolldown Jawbreaker {2}
f+2+3	Cannonball {1+2}
QCB+3	Trapped Heel Explosion {1}
d,d/b+1+3	Hip Toss {1+2}
(Left) (1+3)_ (2+4)	5-Kick Massacre {1}
(Right) (1+3)_ (2+4)	Holding Neck Snap {2}
(Back) (1+3)_ (2+4)	Jumping Leg Press
(Air) d/f+3+4	Soccer Snapkick

SPECIAL TECHNIQUES

Both Right Foot Forward-(RFF) and Left Foot Forward-(LFF)

-----

1+2	Switch BT / Face Forward
3+4	Switch (RFF) / (LFF)
f,N,d,d/f	Crouch Dash
2	Psuedo-Wind Godfist *Juggles on CH*
3	(LFL)
3~3	Thrust Sidekick
3+4	Mid Cutter, (BT)
4	Wing Blade *Juggles*
f,N,d~d/f+4	Electric Wing Blade *Juggles*
d/f+1+2	Body Blow
d/f+2	Uppercut *Juggles on CH*
WS+2	Rising Uppercut *Juggles on CH*
u+3	Flamingo Kick, (LFL)
WS+3	Windmill Kick
SS+3	BACK THRUST KICK *Stuns on CH*

3[,F]	2nd Thrust Kick, (LFL)
d/f+3	Midkick
>3	Liftkick *Juggles*
>4	Twin Midkick
d+3,4	Kneekick, Highkick, (RFL)
4	Mid Thrust (RFF)
u/f+3,4,3	Hunting Hawk
u/f+3+4	Leaping Highkick
d/f+3+4	Soccer Snapkick *Throws Airborne Opponent*
WS+4, [~4]	Toe Kick, [Axe Kick, (RFF)]
d+4,4	Low Kick, Lifting Leg Kick *Juggles*
u+4	Flamingo Kick, (RFL)
b,b+4	Leaping Roundhouse Spin
3	Back Thrust
4,4	Leaping Roundhouses
u/f+4	Jumping Highkick, (RFF)
F	(RLF)
4	Miskick, (RFF)
F	(RLF)
4	Lowkick, (RFF)
F	(RLF)
SS+4	SPINNING SWEEP *Juggles on CH*, (RFF)
b,b~u/b	Twisting Jumping Roundhouse *Against Wall*

Left Foot Forward-(LFF) Only

-----

1,1,3>3	Twin Jabs, Lowkick, Highkick
1,2,f+(3_4)	Jab, Right Punch, (Sidekick_Jumping Roundhouse)
2,f+(3_4)	Right Punch, (Sidekick_Jumping Roundhouse)
[1,]2,3	High Punch[es], (LFL)
[1,]2,4	High Punch[es], (RFL)
f+1+2	Short Axe Handle *Stuns on CH*
b+2	Bolt Cutter
f+2	Backfist, (RFF)
~F	(LFF)
u/f+2	Leaping Headshot
3,3,[d+3]	High, Mid, [Low] Kicks
4	Highkick, (RFL)
~F	(LFF)
4	Midkick, (RFF)
3,3,3	Machine Gun Kicks
>3	Liftkick *Juggles*
>4	Highkick, (RFL)
~F	(LFF)
4	Midkick, (RFF)
3~4	Flying Eagle
f+3	(LFL)
f+3~3	Thrust Sidekick
f,f+3	Spiral Kick, (RFF)
b+3	Lifting Leg Kick *Juggles*
d/b+3	Back Lowkick
4,3	Axe Murderer, (RFF)
~F	(LFF)
4,4	Hot Feet
4	Toe Jam (RFL)
3	Blizzard Kick
4	Hot Feet, (RFF)
BK 4	Lifting Leg Kick *Juggles*
d/b+4,4	Foot Sweep, High Crescent Kick
u/b+4	Chicken Kick

f+4	Face Kick, (RFL)
>4	Sidekick, (RFF)
f,N+4	Right Flamingo Feint, (RFF)
f,f+4	Running Sidekick *Turns Opponent BK When Hit*
b+4	High Facekick, (RFF)

Right Foot Forward-(RFF) Only

-----

F_B_(u/b,N)	(LFF)
(d/f,N)_(d/b,N)	(LFF) *Recovers Crouching*
1,1	Face Punches, (LFF)
2,1,1	Triple Punches, (LFF)
2,3	Punch-Kick Combo, (LFF)
2,b+4	Jab, Spinkick, (RFL)
2,4	Jab, Chainsaw, (LFF)
F	(RFL)
3	Chainsaw Kick
>4	High Hook, (LFF)
b+2	CLUBFIST
3	Upper Punt, (LFF)
4	Twisting Roundhouse, (RFL)
BK 3	Lifting Leg Kick *Juggles*
3~4	Power Roundhouse
b	(RFL)
f+3 [~B]	Hook Kick, (LFL)
B	BK Position
4	Teaser Trip, (LFF)
f,f+3	Leaping Left Roundhouse
b+3	Lifting Leg Kick *Juggles*, (LFF)
4	Chainsaw Kick
~F	(RFL)
3	Overhead Axekick
>4	High Hook, (LFF)
f+4	(RFL)
~4	Lifting Leg Kick *Juggles*
f,f+4	Piroette Kick, (LFF)
~3	Screw Kick
d/f+4	Side Kick
b+4	Right Sidestep Roundhouse

Left Flamingo Stance - (LFL)

-----

N	(LFF)
f_b	Flamingo Shuffle
u_d	Flamingo Sidestep
1	Left Jab, (LFF)
1+4	Power Blast *Unblockable - b,b to Cancel*
2	Backfist, (RFF)
3,3	Machine Gun Kicks (LFF)
>3	Machine Gun Lift *Juggles*, (LFF)
4 [,F]	Changeup Combo, (RFL)
F	(LFF)
>4	Changeup Mid (RFF)
3,3,4>4	Changeup Combo #2, (RFF)
f+3	Dual Flash Kicks, (LFL)
b+3	Left Sidestep Roundhouse, (LFF)
(d_d/b)+3,4	Foot Sweep, High Crescent Kick, (RFF)
u/f+3,4,3	Hunting Hawk
3+4	(RFL)
4	Spin Kick, (RFL)

f+4>3 FIRE STORM, (RFF)  
 b+4 Right Heel Lance \*Juggles\*, (RFF)  
 (d\_d/b)+4 Teaser Trip, (LFF)  
 2.2.3..4.3.4.44..43 Tenstring

Right Flamingo Stance - (RFL)

-----  
 N (RFF)  
 f\_b Flamingo Shuffle  
 u\_d Flamingo Sidestep  
 1 Backfist, (LFF)  
 2 Right Jab, (RFF)  
 3 Spin Kick, (LFL)  
 f+3>4 FIRE STORM, (LFF)  
 b+3 Left Heel Lance \*Juggles\*, (LFF)  
 (d\_d/b)+3 Teaser Trip, (LFF)  
 3+4 (LFL)  
 4 Side Kick \*Stuns on CH\*, (RFF)  
 f+4 Dual Flash Kicks, (RFL)  
 b+4 Right Sidestep Roundhouse, (LFF)  
 d+4 Ankle Kick  
 1.2.3..4.3.4.44..43 Tenstring

SAMPLE COMBOS

d/f+2, 3,3,3,3 == 5 Hits - 48 pts ==  
 b+3, 2,4,2, f+3, u/f+3,4,3 == 7 Hits - 59 pts ==  
 b+3, 3~4, d/f+3+4 == 5 Hits - 60 pts ==  
 f,N,d,d/f+4, b,b+4,3 == 3 Hits - 51 pts ==  
 CH SS+4, d+3,4, RFL f+3,4 == 5 Hits - 57 pts ==

.....

=====  
 | JACK-5 |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3 Back Cyclone {1}  
 2+4 Spine Gunner {2}  
 QCB,f+1+2 Piledriver {1+2}  
 QCF+1 Pyramid Driver {1}  
 u/f+1+2 Punishment Drop {1}  
 d,d/f+2 Gigaton Punishment {B}  
 QCB+2 Backbreaker {2}  
 d/b+2+3 Face In The Dirt {2}  
 d/f+2+4 Catapult {2}  
 d/f,d/f+2+4 Modified Catapult \*Juggles\* {2}  
 d+1+3 Gun Bomb \*Opponent Must Duck\* {1}  
 d+2+4 IRON GUNMAN \*Opponent Must Duck\* {2}  
 (Left) (1+3)\_(2+4) Hanging Neck Throw {1}  
 (Right) (1+3)\_(2+4) Flipping Choke Slam {2}  
 (Back) 1+3 Spinal Crush  
 2+4 Death Shot

SPECIAL TECHNIQUES

1 Left Jab  
 1 Surge Elbow Hammer  
 2 Robot Hook  
 2 Range Jab

b+1	Industrial Chop
d/b+1,1,1,[1],[1],2	Machine Gun Punches, Megaton Punch
b,d/b,d,d/f+1	Debugger
HCF	Wind-Up
~d/f+1	Megaton Uppercut *Juggles*
1	Debugger
2	Megaton Punch
SS+1	Spinning Uppercut *Juggles*
WS+1	Violent Uppercut *Juggles*
f,f+1	Surge Elbow Hammer
D/F#+1,2,1,2	Uppercut Rush #2 *Juggles on CH*
FC+1,1,1,2,(d_d/f_f)+1	Low Hammer Rush, (L_M_H Ending)
FC+1~2	Low Punch, Megaton Punch
FC,d/f+1,2,1,1	Wild Swing, Backfist
FC,D/F#,1,2,(d_d/f_f)+1	Hammer Rush #2 *Juggles on CH*
FC,d/b+1,1,1,2	Low Piston Punches, Megaton Punch
FC,d/f+1+2	Low Scissors
1+2>1+2	Hammer Knuckle, Double Uppercut
d+1+2	Bravo Knuckle
FU/FT d+1+2	Spring Hammer
(1,2,1,2)_(2,1,2,1)	Sitting Punches
1+2	CONNECTOR KNUCKLE
b+1+2	Machine Gun Blaster
f+1+2	Scissors
1+2	Low Scissors
2	Megaton Punch
d/f+1+2	Gravestone *Hands Stuck if 2nd Hit Miss/Blocked*
d/b+1+2,1+2	TWIN GUN LIFT *Juggles*
SS+1+2	Spinning Layout
WS+1+2	Double Uppercut *Juggles*
>1+2	Hammer Knuckle
1+2	HAMMER BURST
b+2	Small Gun Blaster
b,f+2	Atomic Hook
b,d/b,d,d/f+2	Megaton Punch
(u/b_u/f)+2	Reactor Erupt
d/b+2	Low Gun Blaster
d/f+2	Jack Upper *Juggles*
1,2	Uppercut Rush
(d_d/f_f)+1	(L_M_H Ending)
WS+2	Uppercutter *Juggles*
RN+2	Cemaho Chop
SS+2	Megaton Gun Breaker
f,f+2	Pivot Gun Upper *Juggles*
FC,d/f+2,(d_d/f_f)+1	Short Hammer Rush, (L_M_H Ending)
FC,D/F#+2,1,2	Hammer Rush *Juggles on CH*
f,f+3	Granite Stomp
f+3+4	Giga Shoulder Ram
f,f+3+4	Digital Hans Headslide
d/f+3+4	Titan Dump Shoulder
u/f+3+4	Hip Press *If Misses, Turns into Sit Down*
d+3+4	Sit Down
~3+4	Hop Forward, Hip Press
B_F	Roll Back_Forward
(1,2,1,2)_(2,1,2,1)	Sitting Punches
1+2	CONNECTOR KNUCKLE
4	Jack Boot *Juggles on CH*
d/b+4	Low Boot
b,b~u/b	Jump-Off Wall Punch *Against Wall*



f+4~1	Dark Greeting	*Unblockable*
2	Greeting Cancel, Cleaver Chop	
3+4, [3+4], [3+4], [3+4], [3+4]	Dive Bomber, [2nd-5th Thrusts]	*Unblockable*
HCF,u/f,u,u/b [x5],1	Gigaton Punch	*Unblockable After x2*

D+2.1.1.1.1..2.1..21..(1+2).(1+2)	Tenstring
D+2.1.1.1.1..2.1..21..(d+1+2).(1+2)	Tenstring
(u/f+1)1.4..3..4..1..2..1.(1+2).(1+2)	Tenstring
(u/f+1)1.4..3..4..1..2..1.(d+1+2).(1+2)	Tenstring

SAMPLE COMBOS

WS+1, d/f+1,2,1,2	-- 5 Hits - 42 pts ==
SS+1, f+2, 1,2	-- 4 Hits - 49 pts ==
HCF~d/f+1, U/F,4, f+2, d/f+3+4	-- 4 Hits - 59 pts ==
d/f+2, f+2, f+2, f+1+2,2	-- 5 Hits - 42 pts ==
f,f+2, d+1+2	-- 2 Hits - 45 pts ==

-----

=====  
 | JIN KAZAMA |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3	Bitch Kicks {1}
2+4	Arm Break Shoulder Toss {2}
u/f+1+2	Shoulderlock Whiptoss {1+2}
~u/b+3+4	Extra Whiptoss Damager
QCB+1+3	Wrist Takedown {1}
(Left) (1+3)_(2+4)	Shoulder Flip {1}
(Right) (1+3)_(2+4)	Arm Break, Shoulder Toss {2}
(Back) (1+3)_(2+4)	Bear Hug Slam

SPECIAL TECHNIQUES

1,2	1-2 Punches
3	Axekick *Juggles*
>4	Roundhouse Kick
d+1	Corpse Thrust
b+1	Crouching Demon Step
d/f+1	Side Punch
>4	Sidekick
4~4	Hell Trip *Juggles*
1,3,2,1,4	Kazama Fury
d+1+2	Daemon Soul
1,3~3	Punch, Snapkick
f,N,d,d/f+1	Twilight Godfist *Juggles*
f,N,d~d/f+1	Electric Twilight Godfist *Juggles*
WS+1,2	Rising Punch, Overhand Left
1+2	Straight Punches, Demon Paw
2,1	Punch, Gutpunch
4	Sidekick
4~4	Hell Trip *Juggles*
2,4	Punch, Roundhouse Kick
d+2	GROUND CHASE PUNCH *Opponent Must be Grounded*
WS+2	Rising Uppercut *Juggles*
d/f+2	Short Uppercut *Juggles on CH*
f,N,d,d/f+2	Wind Hookfist
f,N,d~d/f+2	Electric Wind Hookfist
b+2,3	Backhand, Sidekick

b, f+2>1>2	Laser Rush
d/b+2>2	Savage Sword
>3	Stabbing Kick *Stuns*
f, f+2	Demon Paw
u/f+2	TORSO THRUST
d+3, 3	Lowkick, Midkick
(WS)_ (f, N, d, d/f)+3	High Rising Roundhouse
b+3, 4	Outside Face Crescent, Lowkick
d/b+3	Reverse Roundhouse
f+3	Sidekick
f+3~3	Snapkick
f, f+3, 1	Axekick, Chaser Jab *Juggles*
3, 2, 1, 4	Kazama Fury
d+1+2	Daemon Soul
3~3	P Snapkick
d/f+3	Heaven Gate Sidekick *Stuns on CH*
f, N, d, d/f, f, u/f+3	Crouch Dash Slash Kick
d+3+4	Can-Can Kicks *Juggles*
4	EVIL ROUNDHOUSE *Stuns*
d+4	Long Sweep
f+4	Mid Snapkick *Stuns on CH*
d+1+2	Daemon Soul
b+4	Spinning Heel Kick
d/f+4	Power Side Roundhouse
d/b+4	Shin Kick *Juggles on CH*
u/f+4	Hopkick *Juggles*
f, f+4	Slow Axekick
(WS+4)_ (f, N, d, d/f, f+4)	Axekick
f, N, d, d/f+4	Hell Trip *Juggles*
(u_u/f)+4	Hopping Snapkick *Juggles*
u/f, N+4	Power Hopping Snapkick *Juggles*
[u/f]+4~3	Twisting Demon Scissors
b, b~u/b	Twisting Jumpkick *Against Wall*
u/b+1+2	Power Bodyhook *Unblockable - b, b to Cancel*
1+3+4	Daemon Soul Taunt
b+1+2	Daemon Soul *Causes Block Damage*
~f, f, b+2+4	Daemon Step High/Mid Reversal
b+1+2 *Hold 1+2*, d, u, b, f	Soul Omen
f, N, d, d/f+2	DEVIL WIND GODFIST *Juggles*
f, N, d, D/F+4	Devil Hell Trip *Juggles*
1, 2, 3	1-2 Punches, Axekick
1, 3, 2, 1, 4	Kazama Fury
d+1+2	Daemon Soul
b+2+4	Mid/High Parry
f+23..3..3.2.1.2.3.4..2	Tenstring

Crouching Demon Step - b+1

-----	
d/f	Demon Croucdash *Can Perform Croucdash Moves*
f, f	Demon Dash
1>2	SWINGING FIST STRIKES
2	Stun Hook *Stuns on Mid/High Punch Parry*
~2	Suigetsu Parry *Parries Mid/High Punches*
3	VACUUM JUMPKICK
4	Low Sweeper *Juggles*

SAMPLE COMBOS

f, N, d, d/f+1, b, f+2, 1, d/b+2, 2, 3	-- 6 Hits - 62 pts ==
WS+2, 1, 1, 1, 1, f, N, d, d/f+2	-- 6 Hits - 40 pts ==
d+3+4, 1, 2, 1, 2, 4	-- 7 Hits - 50 pts ==

u/f+4, b,f+2,1, f+1,3~3 == 5 Hits - 44 pts ==  
f,N,d,d/f+4, d/b+2,2,3 == 4 Hits - 43 pts ==

.....

=====  
| JULIA CHANG |  
=====

#### GRAPPLING TECHNIQUES

(Front) 1+3	Death Valley Bomb {1}
2+4	Fisherman's Suplex {2}
FC,d/b,d,d/b+1+2	Cross Arm Suplex {1+2}
d/f+1+2	Armlock Suplex {2}
d/f+1+3	Waist Suplex {1}
d,D/B+1+3	Velocity Shot {1}
QCB,f+2	Mad Axes {1+2}
d+(1+3)_(2+4)	Knee Pendulum {1} *Opponent Must be Crouching*
d+2+4	Side Bulldog {2} *Opponent Must be Crouching*
(Left) (1+3)_(2+4)	Running Bulldog {1}
(Right) (1+3)_(2+4)	Spinning Frankensteiner {2}
(Back) 1+3	BACK SUPLEX
2+4	SPINNING AIR NECKBREAKER

#### SPECIAL TECHNIQUES

1~1	Catapult Starter
1	Catapult *Juggles*
2	Lunging Palm Attack *Stuns on CH*
4,3	Low Sweep, Bowleg
1,2	1-2 Punches
3	Lowkick
4	Highkick
CH 1,2,1	Punch, Death Push, Sky Uppercut *Juggles*
d,d/f+1>2	Lightning Bolt *Stuns on CH*
f+1	Rushing Uppercut *Juggles*
f+1~2	Lunging Palm Attack *Stuns on CH*
d/f+1	Arrow Palm
d,d/f+1	Lightning Bolt
>2	Stun Elbow *Stuns on CH*
3	Clockwise (SPIN)
4	Counter-Clockwise (SPIN)
d/b+1	NUGGET KNOCKER *Stuns on CH*
1+2	Double Palm Strike
>4	Roundhouse *Stuns on CH*
b,f+1+2	Shove Palms
f+1+2	Double Palm Lift *Juggles on CH*
f,f+1+2	Power Palm Lift *Juggles on CH*
b+1+2	Twin Arrow *Stuns*
f,f+1>4	Dashing Left Elbow, Delayable Skyscraper Kick
f,f,N+1,4	Quick Recover Elbow, Skyscraper Kick
1+4,3	Club Fist, Sweep, Bowleg
f+2,1,2	TIGER MOUNTAIN
SS+2	Parting Fist
d/f+2	Death Push
1	Sky Uppercut *Juggles*
3	Lowkick
4	Highkick
(b+2)_(2~b)	Punch, Spin Behind *Spin if Punch Connects*
1+2	Back Push

WS+2	Slice Uppercut
>2	Hammer Elbow
1,1	Catapult Combo
1,4,3	Club Fist, Low Sweep, Bow Leg
4	Sweep
N+4	Highkick
d+4	Lowkick
1	Uppercut *Juggles*
d+2,3	Ducking Jab, Rising KNEE
FC,d/f+2	Dashing Elbow *Stuns on CH*
b+3	Liquid Sweep *Juggles on CH*
4	Bowleg Sweep
d+3	Wang Shinkick
f+3	Hawk Step
~1	Arrow Skip
2	Mid Smash
4	Talon Lowkick *Juggles on CH*
f,f+3	Lifting Skyscraper Kick *Juggles*
u/f+3+4	Earthquake Stomp
SS+3+4	Sliding Double Rollback *Juggles*
4	Highkick *Juggles on CH*
4	Spinsweep
N+4	Highkick
d+4	Lowkick
1	Uppercut *Juggles*
4~2,1	DESERT SNAKE
b+4	Heaven Shatter Kick *Stuns on CH*
d+4	Spinsweep
N+4	Highkick
d+4	Lowkick
1	Uppercut *Juggles*
CH 4	Knockdown Highkick *Juggles*
WS+4	Skyscraper Kick
u/f+4,3	Twin Hopkicks *Juggles*
1	NUGGET KNOCKER *Stuns on CH*
FC,d/f+4,3	Low Sweep, Bow Leg
d/f+4>2>(b,f+1)	Mountain Crusher
b,b~u/b	Jumping Overhead Bomb *Against Wall*
2+3+4	Wave Taunt
f+1+4	Heaven Cannon *Unblockable - Juggles*
B	Cannon Cancel
211.2.33.3.4.4.1	Tenstring
211.2.33.2.3.2.1	Tenstring
211.2.33.2.1.4.3	Tenstring

Circle (SPIN) - 3+4 or u+3+4 or d,d/f+1,3\_4

1	Spinstrike Backfist *Stuns on CH*
2	Spinning Palm
3	Flamingo Snap *Stuns on CH*
1	Shoulder Check
4,4	Highkick, Sweepkick
N+4	Highkick
d+4	Lowkick
1	Uppercut *Juggles*

SAMPLE COMBOS

-----  
CH 1,1,1, f,f,N+1, f,f,N+1, f,f,N+1, f,f+1,4 == 8 Hits - 56 pts ==  
f+1, 1,2,4, f+3~1 == 5 Hits - 43 pts ==

d/f+2,1, f+3~1, d/f+4,2,b,f+1	-- 6 Hits - 61 pts ==
u/f+4, d+2,3, f,f+1, d,d/f+1,2	-- 6 Hits - 49 pts ==
CH b+4, f,f, b+4, d/f+4,2,b,f+1	-- 5 Hits - 52 pts ==

-----

=====  
 | KAZUYA MISHIMA |  
 =====

#### GRAPPLING TECHNIQUES

(Front) 1+3	Bitch Kicks {1}
2+4	Hip Toss {2}
f, f+1+2	Stonehead {1+2}
FC, d/f, d, d/f+1+2	Gates of Hell
(Left) (1+3)_(2+4)	Steel Pedal Drop {1}
(Right) (1+3)_(2+4)	Skull Smash {2}
(Back) (1+3)_(2+4)	Reverse Neck Throw

#### SPECIAL TECHNIQUES

1,1>2	Shining Assault
[1],2,2	Demon Slayer
1,2>4	1-2 Punches, Low Slipkick
b+1	Short Overhead Elbow
d/f+1	Gut Slugger
f+2	Demon Thrust
b+2	Donkey Punch
b+4	Facekick *Juggles*
WS+1,2	Twin Pistons *Juggles*
f,N	Kazuya Mist Step
d/f+1	Thunder Godfist
3	Midkick
4	Hellsweep
d/f+2	Wind Godfist *Juggles on CH*
d~d/f+2	Electric Wind Godfist *Juggles on CH*
d/f+3	Leaping Slash Kick
d/f+4,4	Hell Sweeps
f,N,d,d/f+1	Thunder Godfist
3	Midkick
4	Hellsweep
1+2	SHADOW FISTS
f+1+2	Glory Demon Fist *Stuns*
f+2	Demon Thrust
d_FC+1+2	Ultimate Tackle
SS+1+2	Corpse Slash Punch
f,N,d,d/f+2	Wind Godfist *Juggles*
f,N,d~d/f+2	Electric Wind Godfist *Juggles*
WS+2	Kazuya Gutpunch *Stuns on Clean Hit*
b+2,4,1	Black Devil String
b,b+2	SPINNING BACKFIST
2	SPIRAL TRIP *Juggles*
f,f+2	Demon Cutter Knife *Juggles*
d/f+2	Demon Gutpunch *Stuns on CH*
3,1>4	WICKED DARKNESS *Stuns*
b+3,1,4	Blazing Demon
1	Kidney Shot
3	LOW FIRE KICK
f,f+3	Split Axe Kick
f,N,d,d/f+3	Leaping Slash Kick

f,N,d,d/f+4	Hell Sweep
1	Spinning Gutpunch
4	2nd Hell Sweep
d/f+3	Chaotic Knee
d/b+3	Devil's Tail
4~3	Demon Flipstomp
d/b+4	Low Slipkick
f+4	Axe Kick
b+4	High Facekick *Stuns on CH*
d+4	Thunder Grind Foot *Opponent Must be Grounded*
WS+4,4	Axe Kicks
d/f+4>4	Delayable Axe Kicks
u_u/f+4,4,4,4	Jumping Kick, 2 Hell Sweeps, Roundhouse
u/f,N+4	Delayed Hopkick *Juggles*
WS_(f,N,d,d/f)+4,4	Axe Kicks
b,b~u/b	Twisting Jumpkick *Against Wall*
b+1+4	Lightning Godfist *Unblockable*
B+1+4	Lightning Hell Godfist *Unblockable*

f,f,N+2122.3.4.4..1..2.1	Tenstring
f,f,N+2122.3.4.4..3..2.1	Tenstring
f,f+N+2144.2.4.3..2.1	Ninestring

SAMPLE COMBOS

WS+1,2, 1,2, 1,2,2	-- 7 Hits - 45 pts ==
d/f+1,4, d/f+4,4	-- 4 Hits - 39 pts ==
f+1+2, {u/f+4},4,4,4	-- 4 Hits - 53 pts ==
f,N,d~d/f+2, f,N,d~d/f+2, f,N,d~d/f+2	-- 3 Hits - 50 pts ==
u/f,4, 1, b+4,2,1	-- 5 Hits - 52 pts ==

.....

=====  
| KING |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Swinging DDT {1}
2+4	Brainbuster Suplex {2}
RN+2+4	Shining Wizard
d/b,f+2	Tombstone Piledriver {2}
QCF+1	Jaguar Driver {1 Break, 3+4 Escape}
1+2	Flying Press {3+4}
1+2,3,4,1+2	Boston Crab *At Apex of Driver*
QCB+1+2	Wishbone Powerbomb {1+2}
b+1+2	Irish Whip {2}
3+4	Whip Down {3+4}
2+4	Quickslam {2}
1+3	Spin and Let Go {1}
f,HCF+1	Giant Swing {1} *Tech Roll for 1/2 damage*
d+1+3	Low Throw Powerbomb {1} *Opponent Must Duck*
d+2+4	Spin-Up Powerslam {2}
d/f,d/f+2+4	Elbow Lock Multistarter-(F) {2} *Opponent Duck*
f,N,D/F+2+3	Standing Achilles Hold {2}
1+2,3,1,1+3	Scorpion Death Lock {2}
1,2,3,1+2	STF {1 Escape, 1+2 Reversal}
1+2,1,3,1+2	Indian Death Lock {1+2 Escape, 3+4 Reversal}
1,3,4,1+2,3+4	Romero's Special

	f,N,D/F+1+4	Reverse Arm Hyperextension {1}
	1+2,1+2	Double Arm Snap {1}
	1+2,4,2+4	Russian Leg Sweep {2}
	4,3,4,3+4,1+2	Arm Crucifix
	2,1,1+2+3	Chicken Wing Face Lock {1+2}
	2,1,3,1+2+4,1+2+4	Reverse Guillotine Choke {1}
	1+3,3+4,2+4,1+2,1+2+3	Rolling Death Cradle {2}
(Left)	(1+3)_(2+4)	Argentine Backbreaker {1}
	SS+2+4	Cannonball Multistarter-(G) {1}
(Right)	(1+3)_(2+4)	Knee Crusher {2}
	SS+2+4	Cannonball Multistarter-(G) {2}
(Back)	2+4	Cobra Twist Abdominal Stretch
	F+2+4	Half Boston Crab
	b,f+1+2	Octopus Slam
	SS+2+4	Cannonball Multistarter-(G)
(Tackle)	(1,2,1)_(2,1,2)	Mounted Punches
	1+2,1+2	Armbar, Wristlock
	3+4	Knee Cross Lock
	:1+2	Elbow Lock, Necksnap
	1+2,1+2	Armbar, Wristlock
	3+4	Knee Cross Lock
	:1+2	Elbow Lock, Necksnap
(Air)	1+3	Inverted Leg Lace
	d+(1+3)_(2+4)	Catching Ankle Breaker
	1+2,1+2	Slingshot
	2,1,4,3	Giant Swing
	f,HCF+1	SWINGING POWERBOMB
	f,f,F+2+4	RUNNING POWERBOMB

Ground Throws

-----  
Face Up/Feet Towards

d/b+2+4	Mini Swing {2}
D/B+2+4	Figure-4 Leglock {1+2}
D/F+2+4	Crotch Dive {2}

Face Down/Feet Towards

d/b+2+4	Half Boston Crab {1}
---------	----------------------

Face Up/Feet Away

d/b+2+4	Crucifixion {1+2}
---------	-------------------

Face Down/Feet Away

d/b+2+4	Chicken Wing {1+2}
---------	--------------------

Face Up/Side

d/b+2+4	Flip Over (Left) {1}
d/b+2+4	Flip Over (Right) {2}

Face Down/Side

d/b+2+4	Bow Break (Left) {1}
d/b+2+4	Camel Clutch (Right) {2}

Multithrow Link Table

-----

```

A--B
| \
| `C--D      U--V--W--K--L
| |          |   |
| `--E      |   `--M
|           T |
`--F--G--H  \ |
|           \|
| `--I-->-->--J--K--L

```

```

|           | |
P--Q       | `--M
|           |
`--R--S    `--N--O--L
           |
           `--M

```

A. 3+4, (1+4)_(2+3)	Jaguar Step, Choke Sleeper Multistarter {1_2}
B. 2+4, 1+2, 1+2	Funeral Suplex {1}
C. 3+4, 3+4, 1+2	Pickpocket Sleeper {2}
D. 1, 1, 1+2	Triple Mounted Punches {1}
E. 3, 4, 1+2, 3+4	Stretch Muffler {2}
F. 1, 4, 2, 3	Cobra Twist Abdominal Stretch
G. 2, 1, (1+3)_(2+4)	Fallback Suplex {1_2}
H. 3, 1, 1+2	Diagonal Turtleshell Snap {1+2}
I. 1+2, 1, 2, 1+2+(3_4)	Twisting Armlock Suplex {1_2}
J. 2, 2, 1+2	Cannonball {2}
K. 1, 2, 3+4	Powerbomb {1}
L. 3, 1, 2, 3+4, 1+2+3+4	Wishbone Powerbomb {1_2}
M. 2, 1, 3, 4	Giant Swing {1_2}
N. 3+4, 1+2, 1+2+4	Manhattan Drop {2}
O. 1, 2, 3+4, 1+2	Superfreak
P. 3+4, 1+2	Backdrop
Q. 1+2, 4, 1+2, 1+2+3	Rising Sun {1+2}
R. 1+2, 3, 4, (1+3)_(2+4)	Shoulder Rack Drop {1_2}
S. 2+4, 3+4, 1+3, 1+2, 1+2+(3_4)	Screwdriver {1_2}
T. d/f+1+2	Double Elbow Lock Multistarter
U. f, d/f+(1+3)_(2+4)	Reverse Arm Clutch Multistarter {1_2}
V. 2, 1, 1+2	Backdrop {1}
W. 3+4, 1+2	German Suplex {1}

#### SPECIAL TECHNIQUES

1, 2	Double Punch String
2+4	Reverse DDT
d+2+4	Low Powerbomb *Catches Crouching Opponents*
1, 2, 1	Triple Punch String
2+4	Fallback Ankle Trip Throw
d+2+4	Low Powerbomb *Catches Crouching Opponents*
d+1~N+2	Mid Punch, Uppercut
b+1	Sprint Hook
f, f+1	Dirty Sanchez
d/f+1>2	Elbow Smash, Side Swipe
FC, d/f+1	Ankle Swipe *Juggles*
1+2	Uppercut, (BK)
1	Backhand
3	BLIND THRUSTKCIK
d+1+2	Elbow Drop
f+1+2	Quick Jaguar Lariat
f, f, N+1+2	Offensive Push
(f, N, d, d/f)_(WS)+1+2	Chin Shatter Uppercut *Juggles*
f+1+4	Mid Chest Thrust
b+2	Black Arrow
d+2+4	Jumping Power Bomb {1+2}
f+2>2	Roaring Elbow Rush
1	LEFT LAYOUT
>2	Spinning Elbow
~b	Spinning Elbow Cancel
f, f+2>1	Elbow Scratch Attack
f, f, N+2	Low Smash *Stuns on CH*



*stun* 1+2	Jaguar Backbreaker {1+2}
*stun* 1+2,u,d,N+3+4	Jumping Powerbomb {3+4}
d/f+2,1	DOUBLE HOOK IMPACT
SS+2	Sneak Uppercut
WS+2	Uppercut
FC,d/f+2	Dynamite Uppercut *Stuns*
f+2+3	Black Shoulder
f,f+2+3	Flying Body Splash
f+3	Bad Attitude *Stuns on CH*
1+2	Cougar DDT *Only on non-CH Hit*
b+3	Back Thrust Kick
d/f+3	Mid Side Kick
d/f+3~4	High Mist Trap *If Kick is Blocked*
d/b+3	Low Kickout *Juggles on CH*
u/f+3	Rolling Wheel Kick
BK 3	Dust Kick
:1+2	Stunner Throw
3+4	Jaguar Step Stance
(d+3+4)_(FC,d/f+4)	Ali Kick
2	Middle Smash
4,4	Ali Kicks
CH (d+3+4)_(FC,d/f+4)	Counterhit Ali Kick
2	Middle Smash
4,4	Ali Kicks
4,4	Ali Kicks
2	Middle Smash
f+3+4	Delayed Drop Kick
f,f+3+4	Drop Kick
RN+3+4	Satellite Drop Kick
d/f+3+4	Frankensteiner *Throws Close Standing Opponent*
u/f+3+4	Mini Spinning Headboot
SS+3+4	Spinning Headboot
CH 4	Knockdown Highkick *Juggles*
f+4	Jumping Reverse Kick
b+4	Turnaround Kick, (BK)
f,f+4	Convict Kick
d/f+4	Ankle Kick
d/b+4	Dropping Shin Kick *If Misses, FD/FT*
u/f+4	Hopkick *Juggles*
b+1+3	Mid/High Right Punch Reversal
b+2+4	Mid/High Kick Reversal
:3+4	Figure-4 Leglock *Right Kick Reversal Only*
F+1+2 *Hold down 1+2*	Jaguar Lariat *Unblockable, Can be Ducked*
BK 1+2	Jaguar Lariat *Unblockable, Can be Ducked*
U/F+1+2 *Hold down 1+2*	Burning Knuckle Bomb *Unblockable*
1+4	Twisting Moonsault Press *Unblockable*
121.1..24.4.4..1.(1_3)	Tenstring
121.1..3.3.4.4.1.(1_3)	Tenstring
121.1..3.3.4.3.2.(1+2)	Tenstring
Jaguar Step - 3+4	
-----	
(1+4)_(2+3)	Choke Sleeper Multistarter *See Throws Above*
1	JAW STRAIGHTENER *Stuns*
2	Overhead Smash
3	SPINNING SAVATE *Juggles*
3+4#	Additional Jaguar Step Spins
4	High Spinkick
*3-5 Spins*,4	Momentum High Spinkick *Unblockable*
d/f+4	Mid Spinkick

SAMPLE COMBOS

CH b+1, f+2,2,2	-- 4 Hits - 42 pts ==
WS+1+2, b+1, 1, 1+2,3	-- 5 Hits - 51 pts ==
CH d/b+3, WS+4, d+3+4,2	-- 4 Hits - 46 pts ==
u/f+4, f+2,2, 1, f+1+3	-- 5 Hits - 48 pts ==
u/f+4, 2, f+2,2, 1, b+3	-- 6 Hits - 49 pts ==

-----

=====  
| KUMA / PANDA |  
=====

Note: Kuma can be selected by hitting 1 or 2 during the Character Select.  
---- Panda can be selected by hitting 3 or 4 during the Character Select.

GRAPPLING TECHNIQUES

(Front) 1+3	Bear Bite {1}
2+4	Bear Hug {2}
f, f+1+4	Stone Head {1+2}
HCB, f+1+2	Circus Roll {1+2}
(Left) (1+3)_ (2+4)	Choke Slam {1}
(Right) (1+3)_ (2+4)	Rag Doll {2}
(Back) (1+3)_ (2+4)	Chew Toy

SPECIAL TECHNIQUES

1,1,1	Bear Hammer
f+1~1,1	Bear Cannon *Juggles*
b+1	Downswipe
WS+1	Grizzly Uppercut *Juggles*
>2	Megaton Claw
D/F#+1,2,1,2	Uppercut Rush *Juggles on CH*
FC,d/f+1,2,1,1	Wild Claw Windmill, Backpaw
1+2	Bear Knuckle
>1+2	Double Uppercut
1+2	Bear Hammer
3+4	(Prowling Bear)
WS+1+2>1+2	Double Uppercut
3+4	(Prowling Bear)
f+1+2	Claw Scissors
d+1+2	IRON BOOTY
u/f+1+2	Belly Flop
d/f+1+2	Grizzly Headbutt
FU/(FT_FA) d+1+2	Spring Hammerpunch, (Sit Down)
FU/(FT_FA) 1+2	Bear Backstroke
2,1	Jab, Elbow
2	Uppercut *Juggles*
3	SHINKICK
d/f+2	Uppercut *Juggles*
D/F#+2,1,2,1	Uppercut Rush 2
d/b+2	Low Fish Catch
f, f+2	Demon Bearfist *Juggles*
b,d/b,d,d/f+2	Megaton Claw
FC,D/F#+2,1,2	Uppercut Rush 3 *Juggles*
FC,d/f+2	Short Bear Rush
(D_D/F_F)+1	(L_M_H Ending)
FC,D/F#,1,2	Bear Rush
(D_D/F_F)+1	(L_M_H Ending)

FC,d/f+1+2	Revolution Roll
1	Deathpaw
1+2	Rolling Bear
2	Upperswipe *Juggles*
3	Butt Scoot
3+4	(Prowling Bear)
4	Flipper Bear
b,f+2+3	Salmon Hunter
d/b+3	Stubby Kick
u/f+3,4,1+2	Grizzly Rush
f+3+4	BLACK BEAR KICKOUT
b+3+4	BACK BEAR CANNON *Juggles*
d+3+4	(Sit Down)
u/f+3+4	Hip Press, (Sit Down)
CH 4	Knockdown Highkick *Juggles*
d+4	Forward Dancing Bear *Opponent Must be Grounded*
u/f+4	Jumping Boot *Juggles*
1+3+4	Backwards Dancing Bear
3+4	(Prowling Bear)
(FD/FA)_ (FD/FT) 3+4	(Prowling Bear)
b,f+2+3 *Hold Down 2+3*	Power Salmon Hunter *Unblockable*
b,b+2+3+4	Terrible Ghastly Fart *Death Unblockable*
b+1+2	Terrible Claw *Unblockable*
f,d/f,d,d/b,b,u/b,u,U/F	Rolling Bear
3+4	(Prowling Bear)
FC,d/f+2.N+1.1+2.3.1+2.1+2.1+2.1.2.1+2	Tenstring *Stop at 8th or 9th hit for (Prowling)*
FC,d/f+2.N+1.1+2.3.1+2.3+4.1+2.2.3.1	Tenstring

Prowling Bear Stance - 3+4

F_B	Crawl Forwards_Backwards
f,f	Revolution Roll
(u/f)_ (u)_ (u/b)	Bear Low Parry
1	Low Hunting Claw, (Prowling Bear)
1,2	Low Hunting Claw, Bear Scratch, (Prowling Bear)
2	Bear Scratch, (Prowling Bear)
1+2	Paw Lift
f+1+2	Chew Toy Throw {1+2}
d+1+2	Bear Rush
b+1+2	GRIZZLY SPIN
3+4	(PROWLING BEAR)
1+2	2ND GRIZZLY SPIN
3_4	Sideroll, (FU/FA)
3+4	Bear Tackle
b+3+4	Hunting Hip, Sit Down
d+3+4	Resting Bear
1	Sideroll
D	(FU/FA)
B	Backroll
F	Revolution Roll
3	Rising Lowkick
3+4	(Prowling Bear)
4	Rising Midkick

Sit Down - d+3+4

B	Roll Backwards
3+4	(Prowling Bear)
F	Revolution Roll

1 Sweep Swipe  
2 Upperswipe \*Juggles\*

SAMPLE COMBOS

WS+1, u/f+3,4,1+2 == 4 Hits - 44 pts ==  
FC,d/f+1+2,2, u/f+4, f+1, 1+2 == 4 Hits - 43 pts ==  
CH D/F#+1,2,1,2, u/f+3,4,1+2 == 7 Hits - 70 pts ==  
f,f+2, b,f+2+3 == 2 Hits - 49 pts ==  
u/f+4, f+1, u/f+3,4,1+2 == 4 Hits - 43 pts ==

.....

=====  
| LAW (Marshall) |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3 Twin Dragonstrike {1}  
2+4 Leg Grab Takedown {2}  
d/f+1+2 Chastisement Punch {1+2}  
1,2,1+2 Bulldog  
f+2+3 Dragon Dive {1}  
f,f+3+4 Dragon Knee \*Juggles\* {1}  
(Left) (1+3)\_(2+4) Headlock Kick {1}  
(Right) (1+3)\_(2+4) Dragon Jewel Punch {2}  
(Back) (1+3)\_(2+4) Throat Punch

SPECIAL TECHNIQUES

1~[1],[1],[1] Punch Rush  
1 Punch  
2 Rush Fist  
~b,f Dragon Stance  
3 Rush Knee  
u/f+3 Fake Somersault, Skyscraper Kick \*Juggles\*  
~b,f Fake Step Stance  
2,2 Rush Fists  
2,F+2>2 Rush Fists  
~b,f Dragon Stance  
d+1,3 Ducking Strike, Twist Kick  
b+1 Dragon Rain  
~b,f (DRAGON STANCE)  
>2 Dragon Thunder  
~b,f (DRAGON STANCE)  
>1 DRAGON STORM  
QCF+1,2,1 Flurry Fists  
2 Whack Uppercut \*Juggles\*  
d+1+2 (Dragon) Stance \*High/Mid Punch Parry\*  
f+1+2 Overhead Smash  
2,2,1,2 Dragon Fist Rage  
F+2>2>2 Dragon Knuckle Combo  
~b,f (Dragon) Stance  
(FC\_d)+2,3 Ducking Jab, Flipkick \*Juggles\*  
f+2~1 1-Inch Punch  
b+2,3 Junkyard Combo  
4 Junkyard Kick \*Juggles\*  
~b,f (Fake Step) Stance  
d+4 Dragon's Tail  
(FC\_d)+2,3 Ducking Jab, Flipkick \*Juggles\*  
d/b+2 Elbow, (BT)

4	Frogman
~D	Lie Down FU/FA
F+2>2	Dragon Knuckle
1+2	Spread Backfist
>2	Knuckle Combo
~b, f	(Dragon) Stance
f, f+2, 1, 3	Dragon Strike
d/f+2	Lifting Uppercut *Juggles*
WS+2	Power Uppercut *Juggles*
SS+2	Gut Punch
~b, f	(Dragon) Stance
1	Gut Strike
~b, f	(Dragon) Stance
2	Third Strike
~b, f	(Dragon) Stance
>1	Backfist
BT 2, 2	Elbow, Power Backfist
3>4	Headkick, Flipkick *Juggles*
d+3, 4	Low Kick, Flipkick *Juggles*
b+3	Rolling Right Kick
d/b+3	Leg Hunter Kick
d/f+3	Lunge Kick
f, f+3	Fierce Lunge Kick
~b, f	(Fake Step) Stance
d+3, 3, 4	Lowkick, Highkick, Flipkick *Juggles*
(u/f_u_u/b)+3, 4	Hopkick, Flipkick *Juggles*
(U/F_U_U/B)+3, 4	Fake Somersault, Skyscraper Kick *Juggles*
~b, f	(Fake Step) Stance
FC, d/f, d, d/f+3	Dragon Slide
FC+3, 4	Crouchkick, Flipkick *Juggles*
WS+3	Twist Kick
~b, f	(DRAGON) STANCE
N	(Fake Step) Stance
4	Flipkick *Juggles*
(3+4)_ (U/F+4)	Flip Kick *Juggles*
3	Double Flipkick *Juggles*
d+3+4	Frogman
~D	Lie Down FU/FT
SS+3+4	Bicycle Kick
CH 4	Knockdown Highkick *Juggles*
FC, u/b_u_u/f+4	Low Flipkick *Juggles*
3	Double Flipkick *Juggles*
FC, U/B_U_U/F+4	High Flipkick
FC, U/B_U_U/F+3+4	Super Flipkick *Falls FU/FT*
FC, (u/f_u_u/b), N, 4	Backflip, Skyscraper Kick *Juggles*
4, (u_u/f)+3	Roundhouse, Flipkick *Juggles*
~b, f	(Fake Step) Stance
4, 3,	High Kick, Spin Kick
~b, f	(Fake Step) Stance
4	High Kick
~b, f	(Fake Step) Stance
b+4, 3	TIGER FANG KICKS
WS+4, 3	Rising Kick, Flipkick *Juggles*
d/b+4	Dragon's Tail
4	Flipkick *Juggles*
d/f+4, 3	Thrust Kick, Flipkick *Juggles*
BT 4, 3	WOLF FANG KICKS
BT d+4	Mule Sweep *Juggles*
b, b~u/b	Twisting Jumpkick *Against Wall*
d/b+1+2	Dragon Fang *Unblockable*

u,u Cancel, (Dragon) Stance  
 b+1+2 High/Medium Punch Parry \*If Punch is Caught\*  
 1 Tricky Trap \*Turns Opponent Around\*  
 2 Tricky Fist \*Stuns\*  
 3 Tricky Step-In Kick  
 4 Tricky Lowkick  
 b+2+4 High/Mid Parry  
 ~b,f (Dragon) Stance \*Only if Parry Connects\*  
 d+2+4 Low Parry  
 d/f+122.13.3.3.4.3.4 Tenstring  
 d/f+122.13.3.D+3.D+3.(3\_4).4.4 Tenstring  
 d/f+1.3.2.2.3.3.3.4.3.4 Tenstring  
 d/f+1.3.2.2.3.D+3.D+3.(3\_4).4.4 Tenstring

Dragon Stance - d+1+2 - \*High/Mid Punch Parry\*

-----  
 [1],f+1 Killer Backfist[s]  
 2,2>1>2 Dragon Judgement  
 2~1 One-Inch Punch  
 2+4 3x Facekick Throw {2}  
 3 Fierce Lunge Kick  
 ~b,f Fake Step Stance  
 3+4 The Kick  
 4,3 Junkyard Kicks \*Juggles\*

Fake Step Stance

-----  
 [1],f+1 Killer Backfist[s]  
 2~1 One-Inch Punch  
 2,2>1>2 Dragon Judgement  
 2+4 3x Facekick Throw  
 3 Fake Step Cannon  
 3+4 The Kick  
 4,3 Junkyard Kicks \*Juggles\*

Taunting Stance - b+1+2 (Missed)

-----  
 [1],f+1 Killer Backfist[s]  
 2 Gut Punch  
 ~b,f (Dragon) Stance  
 1 Gut Strike  
 ~b,f (Dragon) Stance  
 2 Third Strike  
 ~b,f (Dragon) Stance  
 >1 Backfist  
 3 Fake Step Cannon  
 4,3 Junkyard Kicks \*Juggles\*

SAMPLE COMBOS

QCF+1,2,1,2, 4,u+3, b~f+1 == 7 Hits - 59 pts ==  
 WS+2, 4,3,4, b~f~b~f+3+4 == 5 Hits - 61 pts ==  
 CH d+2,3, 1, b+2, 1,2, b+2 - == 7 Hits - 51 pts ==  
 CH 4, b+2,3,4 == 4 Hits - 42 pts ==  
 f,f+3+4, 1,2,3, b+4,3 == 6 Hits - 40 pts ==

.....

=====

GRAPPLING TECHNIQUES

(Front) 1+3	Neck Fracture {1}
2+4	Neck Twister Toss {2}
f, f+3+4	Knee Bash {1+2}
(Left) (1+3)_(2+4)	Harassment {1}
(Right) (1+3)_(2+4)	Stunner {2}
(Back) (1+3)_(2+4)	Bulldog

SPECIAL TECHNIQUES

f, N	Mist Step
b, N	Reverse Mist
4	Code Red Lowkick
3, 4	SHREDDER
>4	High Shredder
>d/f+4	Mid Shredder
>d+4	Low Shredder
b+3+4	(Hitman) Cancel
(b+1, 1)_(b+1:1)	(Fang Rush)_(Precision Fang Rush)
~f, N	Mist Step
2	Triple Fang
3+4	(Hitman)
1, 2	1-2 Punches
~f, N	Mist Step
2	Violet Knuckle
4	Violet Kick *Stuns on CH*
~3	(Hitman)
*Hold 4*	Power Violet Kick *Stuns on CH*
~3	(Hitman)
1+2	Schwartz Rose Hook
2, 1	VIOLET RUSH
1	SCHWARTZ ROSE HOOK
~3+4	(HITMAN)
2, 2	Rave War
f+2, 3	Lee Screw
SS+2	Rear Cross Punch
~f, N	Mist Step
3	Head Kick
>3	Violet Hammer
(f_d/f)+3	Step-In Kick
b+3	Mist Wolf
>3	Mist Wolf Combo
~3	Mist Feint
=4	Mist Trap *If Kick is Blocked*
~4	(Hitman)
d+3	Spinning Low Slip Kick
f+3, 3, 3, 3, 3, 4	Acid Storm
f, f+3	Spinning Mid Roundhouse
(f, f, N+3, 4)_(RN+3, 4)	Shredder
>4	High Shredder
>d/f+4	Mid Shredder
>d+4	Low Shredder
u/f+3	Silver Sting
d/b+3	Low Slice Kick
d/f+3	Step-In Kick
WS+3, 3	Axe Kicks
(d/f+3)_(D+3)	Mid_Low Infinite Starter
3, 3, 3, 3...	Infinite Kicks
u+3, 3, 3...	Infinte Kicks Mid

d+3,3,3...  
 SS Right+3  
 ~4  
 FC,d/f,d,d/f+3  
 3+4  
 f+3+4  
 u/f+3+4  
 f,f,N+3+4  
 b,b,N+3+4  
 4,3,3  
 4,3,4  
 4,4,4  
 4,u+3  
 f+4  
 f,f+4  
 b+4  
 ~3  
 b,b+4  
 ~3  
 u/f+4  
 U/F+4  
 d/b+4  
 WS+4  
 ~3  
 SS Left+4  
 ~3  
 FC,(u/b\_u\_u/f)  
 FC,(u/b\_u\_u/f)+4  
 ~3  
 FC,(U/B\_U\_U/F)+4  
 FC,(U/B\_U\_U/F)+3+4  
 d,d/b+4  
 D#+4>4>4>4  
 ~3  
 d+4  
 >N+4,3,3  
 >N+4,3,4  
 >N+4,4,4  
 ~N+4~3  
 >N+4,u+3  
 FC,d/f+4  
 b,b~u/b  
 d+3+4  
 d/b+1+2, [u,u]  
 b+1+2  
 d/f+122.13.3.3.4.3.4

Hitman Stance - 3+4

-----  
 u\_d  
 f  
 b  
 1,1,1,1..  
 1~3  
 1,4  
 ~3  
 1+2  
 2  
 3  
 4

Infinite Kicks Low

Lee Screw  
 (Hitman)  
 Dragon Slide  
 (Hitman) Stance  
 DUAL STING, (HITMAN)  
 Silver Sting  
 Falling Dragon Slide  
 Handspring Backflip, (Hitman)  
 Violet Spin Hammer  
 Shaolin Spinkicks, Flipkick  
 Machine Gun Kicks  
 Roundhouse, Somersault  
 Snap Kick  
 Violet Heel \*Stuns on CH\*  
 Silver Heel \*Juggles on CH\*  
 (Hitman)  
 Cutter  
 (Hitman)  
 Violet Knee \*Juggles\*  
 Hopkick \*Juggles\*  
 COMPASS SWEEP  
 Rising Kick  
 (Hitman)  
 Lee Screw  
 (Hitman)  
 Somersault Fakeout  
 Low Flipkick \*Juggles\*  
 (Hitman)  
 High Flipkick  
 Rainbow Flipkick  
 Blazing Kick \*Juggles\*  
 Low Turdkicks, Midkick  
 (Hitman)  
 Lowkick  
 Violet Spin Hammer  
 Shaolin Spin Kicks  
 Machine Gun Kicks  
 Silver Cyclone \*Unblockable\*  
 Roundhouse, Flipkick \*Juggles\*  
 Silver Tail  
 Runup Backflip, (BK) \*Against Wall\*  
 Silver Cyclone \*Unblockable\*  
 Silver Fang, [Cancel] \*Unblockable\*  
 Taunt Punch Parry  
 Tenstring  
 Sidestep  
 MIST STEP  
 Hitman Cancel  
 Jabbing Fists, [Hitman]  
 Trapping Kick Feint  
 Jab, Violet Kick  
 (Hitman)  
 Taunt Punch Parry  
 Spinning Uppercut \*Juggles\*  
 Trapping Kick  
 Shin Slicer \*Juggles\*



SAMPLE COMBOS

d/f+2, 4,3,4	-- 4 Hits - 39 pts ==
CH b+4, f,f+4, 1,2~f, 1,2~f, 3,4	-- 8 Hits - 68 pts ==
u/f+4, 1,2~f, 1,2~f, f+2,3	-- 7 Hits - 44 pts ==
d,d/b+4, U/F,4, 1,2~f, 1,2~f, 1,2~f	-- 8 Hits - 58 pts ==
Hitman 2, f+3+4	-- 2 Hits - 47 pts ==

.....

=====  
| LEI WULONG |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Sleeper Hold {1}
2+4	Flying Sky Kick {2}
f,f+1+2	Thai Trip {1+2}
u/f+1+2	Falling Elbow Trip {1+2}
(Left) (1+3)_(2+4)	Sailboat Stretch {1}
(Right) (1+3)_(2+4)	Closing Fan {2}
(Back) (1+3)_(2+4)	Helicopter Kickup

SPECIAL TECHNIQUES

1,1	Double Snake Jabs
F	(Snake) Stance
1,2	1-2 Punches
b+1	Swaying Drunken Punch
f	(Drunken) Stance
SS+1	Snake Punch
f	(Tiger) Stance
u_d	(Dragon) Stance
f,N+1	1 Rushing Punch
u_d	(Snake) Stance
f,N+1>2	2 Rushing Punches
u_d	(Dragon) Stance
f,N+1>2>1	3 Rushing Punches
u_d	(Panther) Stance
f,N+1>2>1>2	4 Rushing Punches
u_d	(Tiger) Stance
3	Sweeping Kick
>4	Midkick
u_d	(Crane) Stance
1+2	Turning Punch, (BT)
2	Spiral Uppercut *Juggles*
b+1+2	Headbutt
f+1+2	Double Snake Punch
f	(Crane) Stance
u_d	(Panther) Stance
d/f+1+2	China Splitter
d/b+1+2	BUTTERFLY PALM STRIKE
d/f+2	Lifting Uppercut *Juggles*
FC,d/f+2,1	THOUSAND BIRD FLOWER, (BT)
4	PHOENIX RISING, (EAGLE) Stance
(u/f_u/b)+2	Elbow Drop, (FU/FA)
f,F+2	Tiger Claw *Juggles*
WS+2,1	SWINGOVER PUNCHES
SS+2,2	Drunken Punches
f	(Drunken Stance)

f,N+2,1,2	Guard Melting Punches *Must Block 1st Punch*
1	Guard Melting Punch, (BT)
f,N+2>1>2	Break Punches *Must Whiff or Hit 1st Punch*
3_4	Low Kick, Mid Kick
u_d	(Crane) Stance
3,3	Crescent, Low Sweepkick, (BT)
3~4, [U#]	Jumping Crescent Kick[s], (BT)
d	(FU/FT)
f+3~4, [U#]	Axis Shift Jumping Crescent Kick[s], (BT)
d	(FU/FT)
f,N+3	Lightning Crescent
4	Stunkick *Stuns*
d+4	Lowkick
f,f+3	Launching Cyclone *Juggles*
4	Flutter Kick
u/f+3	Crane Hopkick, (Crane) Stance *Juggles*
u/f+3+4	Leaping Twistkick, (BT)
4	2nd Twistkick
f,f+3+4	FALLING CHESTKICK, (FU/FT)
SS+3+4, [3+4], [3+4]	Turning Backflip[s], (BT)
b+4	Backflip
f	(Crane) Stance
4~4,3	Rolling Kicks, (FU/FT)
3	Lifting Kick *Juggles*, (FD/FT)
4~3	Cartwheel Kick, (FD/FT)
f,f+4	Standing Spinning Right Kick
3+4	Jumping Spinning Dropkick
d/b+4	Rave Sweep *Floats*
4	Rave Spin
d_u	(Snake) Stance
u/f+4	Jumping Boot *Juggles*
CH 4	Knockdown Highkick *Juggles*
f+4,2,1>2,3	Crescent Kick, 3 Punches, Low Kick
f+4,2,1>2>4	Crescent Kick, 3 Punches, Mid Kick
u_d	(Crane) Stance
f,N+4~1,2	Rush Combo
2	Snake Midpunch
F	(Dragon) Stance
2	Snake Lowpunch
F	(Panther) Stance
4~4,3	Rolling Kicks, (FU/FT)
3	Lifting Kick *Juggles*, (FD/FT)
3	Lightning Crescent
4	Stunkick *Stuns*
d+4	Lowkick
b,b~u/b	Runup Backflip, (BT) *Against Wall*
b+3+4	(BT)
d+1+2	(FD/FA)
d+3+4	(FU/FA)
b+1+4	(Eagle) Stance
f+3+4	(Drunken) Stance
f+2+3	(Snake) Stance
(SS+1+4)_ (SS+2+3)	(Snake) Stance
f+3+4	Mid/High Punch Drunken Parry
b+121.3+4..2..1.4.1.4.4	Tenstring
b+121.3+4..2..1.4.1.2.3	Tenstring
b+121.3+4.3+4.3+4..1..1..2	Ninestring

Backturned Position - (BT) - (b+3+4)

-----

1	High Backfist (BT)
FC_d+1	Low Backfist, (BT)
2	Turning Uppercut *Juggles*
(u/b_u/f)+2	Elbow Drop, (FU/FA)
3+4, [3+4], [3+4]	Backflip[s], (BT)
FC_d+4	Rave Sweep *Floats*
4	Rave Spin
d_u	(Snake) Stance
u/f+4	Turn Around Liftkick *Juggles*

Face Down/Feet Away Position - (FD/FA) - (d+1+2)

u	Stand Up
1	(FU/FA)
3_4	Sweep
(f_b), (3_4)	Roll Forward_Back, Sweep_Rising Midkick
3+4	Scorpion Kick
4~3	Slide

Face Up/Feet Away Position - (FU/FA) - (d+3+4)

u	Stand Up
f_b	Roll Forwards_Backwards
3	Rave Sweep *Juggles*
~4	Rave Spin
d+1	(FD/FA)
3	Rave Sweep *Juggles*
~4	Rave Spin
3+4	Kangaroo Kick *Juggles*
4	Rising Midkick

Face Down/Feet Towards Position - (FD/FT) - (4~3)

u	Stand Up
f_b	Roll Forwards_Backwards
3	Rave Sweep *Juggles*
4	Rave Spin
4	Rising Midkick
1	(FU/FT)
3	Sweep
3~4	Sweep, (FU/FA)
3~4, 4	Rave Spin
4	Rising Mid Kick
4~3	Mid Cartwheel

Face Up/Feet Towards Position - (FU/FT) - (Get Knocked Down)

u	Stand Up
D+1	(FD/FT)
f_b	Roll Forward_Backwards
3	Low Sweep
4	Rising Midkick
3_4	Sweep_Rising Midkick
3+4	Spring Up *Damages on Counter*

Eagle Stance - (b+1+4)

1	DRUNKEN FIST
F	(DRUNKEN) STANCE
2	DRAGON PALM *Juggles*

3,3	Crescent, Low Sweepkick, (BT)
b+3>3>3>3...	HAWK CLAW KICKS, [Eagle Stance]
4	TIGER TAIL *Juggles on CH*
f+4	PHOENIX KICK *Unblockable*
b+4, [U#]	Jumping Crescent Kick[s]
d	(FU/FT)

Drunken Stance - (f+3+4)

-----

1	Drunken Fist
F	(Drunken) Stance
1+2	Drunken Swill *Recovers Health*, (Drunken) Stance
2,2	Drunken Punches
F	(Drunken) Stance
3+4	Falling Anklekick
3	Shin Punting
F	(Drunken) Stance
4	Drunken Mule Kick *Juggles*
F	(Drunken) Stance

Snake Stance - (f+2+3)\_ (f,N+1~d)

-----

1,1,1,1,1,1	Stabbing Punches
1+2	Snake Bite
1+3	Dragon Stance to Drunken Throw {1}
1+2	Drunken Swill *Recovers Health*
F	(Snake) Stance
2	Snake Midpunch *Stuns on CH*
F	(Dragon) Stance
2	Snake Midpunch
F	(Dragon) Stance
2	Snake Lowpunch
F	(Panther) Stance
4~4,3	Rolling Kicks, (FU/FT)
3	Lifting Kick *Juggles*, (FD/FT)
4	Low Jab Kick, (Snake) Stance
3	Lifting Kick, (FD/FT)
SS Right	(Panther) Stance
SS Left	(Dragon) Stance

Dragon Stance - (f+2+3,u)\_ (f,N+1,2~d)

-----

1	Drunken Throw {1}
1+2	Drunken Swill, (Drunken) Stance
1+2	Double Arm Strike
F	(Tiger) Stance
2	Uppercut *Juggles on CH*
F	(Tiger) Stance
3,3	High Crescent, Low Sweepkick
4,1,2,3,4_d+4	5-Hit Combo
SS Right	(Snake) Stance
SS Left	(Tiger) Stance

Panther Stance - (f+2+3,d)\_ (f,N+1,2,1~d)

-----

1~2	Low/High Punch Combo
2	Uppercut *Juggles/GMP if Blocked*
2,1,2	GuardMelt Punches *Must Block 1st Punch, Juggles*
1	Guard Melting Punch, (BT)
3	Low Sweep

b	(Eagle) Stance
4,2,1>2	Crescent Kick, 3 Punches
3	Lowkick
>4	Midkick
F	Low Parry
SS Right	(Crane) Stance
SS Left	(Snake) Stance

Crane Stance - (f+2+3,d,d)\_(f,N+1,2,1,2,4~d)

N	Crane Defense *Auto-Hops Over Low Kick Attacks*
1	Crane Bill *Lei turns (BT) if Blocked*
2	Backfist, BK *Connected Hit Turns Opponent (BT)*
4	Hop Forward Low Kick
3>4>2>3	2 Kicks, Punch, Kick *Juggles*
SS Right	(Snake) Stance
SS Left	(Panther) Stance

Tiger Stance - (f+2+3,u,u)\_(f,N+1,2,1,2~d)

1	Overhead Swipe *Bounces On CH*
2	Tiger Claw
3,1>2>1>2	Kick, Punch Combo
>3	Lowkick
>4	Highkick
4	Fast Sweep *Juggles*
F	High/Mid Parry
SS Right	(Dragon) Stance
SS Left	(Snake) Stance

#### SAMPLE COMBOS

d/f+2, 1, f,N+4,1,2,3	-- 6 Hits - 39 pts --
f,f+3, f,N+3	-- 2 Hits - 44 pts --
FU/FA 3+4, U/F+4, 4~4,3,3	-- 5 Hits - 56 pts --
u/f+4, 1,2, f,N+1,2,{1},2,4	-- 7 Hits - 37 pts --
d/b+4, d/f+1, f,N+4,{1},2,3	-- 6 Hits - 40 pts --

.....

=====  
 | LILI |  
 =====

#### GRAPPLING TECHNIQUES

(Front) 1+3	Devotion Kiss {1}
2+4	Descending Spine Twister{2}
d/f+1+2	Pendulum Snapper {1+2}
(Left) (1+3)_(2+4)	Arm Winder Toss{1}
(Right) (1+3)_(2+4)	Armbar Orbiter{2}
(Back) (1+3)_(2+4)	Judgement Signal

#### SPECIAL TECHNIQUES

1,2	1-2 Punch
3	Low Trap
4	Arch Screw
d/f+1	Diffusion Hand
d+1,2,4	Paddling Beat
b+1	Stone Garden Chop
QCF+1	Vine Lash *Juggles*

WS+1	En Garde
1+2	Triange Spread
f+1+2	Slide Slap
b+1+2	Dendorobium
SS+1+2	Minuet Strike
2,3	Low Trap Combo
2,4	Arch Kick Combo
f+2,1+2	Pendulum Spread
f,f+2	Aronjebra Pierce
d/f+2	Rose Upper *Juggles*
d+2,2	Bloody Masquerade
3	Hurricane
4	Lance Kick
b+2,1	Heliotrope Fists
~b	(BT)
QCF+2	Shanze Strike *Stuns on CH*
WS+2	Rising Baton *Juggles*
f+3	Circle Knee
f,f+3	Alstomeria
3+4	Reverse Wheel *Only if Alstromeria Hits*
d/f+3	Hooking Heel *Juggles on CH*
d/b+3	Freesia Low Kickout
b+3	Round Cutter
u/f+3	Honey Hopkick *Juggles*
SS+3	Shirin Dart *Juggles*
FC,d/f+3	Horizon Slide *Juggles on CH*
(WS_QCF)+3	Backarc Wheel *Juggles*
4	Forward Wheel *Juggles*
3+4	Vertical Axis *Juggles on Clean Hit*
f+3+4	Clock Kick
3	Delayed Clock Kick *Juggles*
4	Clock Rewind
f,f+3+4	Spine Shot
d/f+3+4	Spinning Edge *Juggles*, (BT)
3+4	Backwheel, (BT)
d+3+4	Matterhorn Launch *Juggles
b+3+4	(BT)
u/f+3+4,3+4	Wing Cannon *Juggles*
f+4	Arch Kick
f,f+4	Alto Rodeo Stomp
d/f+4>4	Shut Up Stomper
d/b+4	Edelweiss Sweep
b+4	Rabbit Airstep
~f	Crouchdash *Can Chain any Crouchdash Move*
~3	Rabbit Tail
~4	Rabbit Spine Shot
u/f+4,3	Mustang Lance
WS+4	Rising Lance
b+(1+3)_(2+4)	Mid/High Punch Reversal
u~u/b	Backflip
b,b~u/b	Run-Up Backflip, (BT) *Against Wall*
b+1+4	Final Spine Shot *Unblockable*
4.1.3.4.43.4.4.(3+4)	Elevenstring
4.1.3.(3+4)3..4.3.1.(3+4).4	Tenstring

Back Turned (BT) Stance - (b+3+4)

-----

1+2	Temptest
d+3,4	Antelope Kicks
3+4	Reverse Vertical Axis (BT)

d+3+4 Flat Trip \*Juggles\*, (BT)  
 ~f Face Forward  
 4,3+4 Spinning Edge, (BT)

SAMPLE COMBOS

d/f+2, 2, b+2,1, d+2,2,3 == 7 Hits - 56 pts ==  
 f,f+2, d+1,2, d+1,2,4 == 6 Hits - 62 pts ==  
 u/f+3, b+2,1, b+2,1, 1,2,4 == 8 Hits - 59 pts ==  
 d+3+4, b+3, 1, 1,2, 2,f+1+2 == 7 Hits - 73 pts ==  
 WS+2, u/f+3+4, 1, b+2,1, 1,2,4 == 8 Hits - 61 pts ==

.....

=====  
 | MARDUK (Craig) |  
 =====

GRAPPLING TECHNIQUES

(Front)	1+3	Coat Roll {1}
	2+4	Leg Compressor {2}
	QCF+1	Belly-to-Belly Suplex
	1+2	(Mount) Position
	QCF+2	Powerslam
	1+2	(Mount) Position
	f,f+1+2	Windmill Toss, Rubber Bounce *Juggles*
	QCB+1+2	Back Breaker {1+2}
	f,HCF+1	Jackhammer {1+2}
	d+1+3	Pickup Backslam *Catches Ducking Opponents*
	d+2+4	Silva Knee *Catches Ducking Opponents*
(Left)	(1+3)_(2+4)	Waist Drop {1}
(Right)	(1+3)_(2+4)	Gorilla Press {2}
(Back)	1+3	Back Suplex
	2+4	Pancake Flipper
(Air)	1+3	Whip Slam
	2+4	Whiparound Toss
	f,f+1+2	Scoop Suplex
(Ground)	d/b+2+4	Elevator Knee *Juggles*
	FD/(FA/FT) d/b+2+4	NHB Knee

SPECIAL TECHNIQUES

1,2	1-2 Punches
>f+1	Crossing Elbow
3,1+2	Midkick, Delayed Headbutt
3+4	(Vale Tudo) Stance
1,d+2	Jab, Gutpunch
f,f+1	Blister Fist *Juggles*
2	Knuckle Duster
b+1	Earthquake Fist
d+1	Elbow Basher
d/f+1	Uppercut Lift *Juggles*
WS+1	Quick Face Hit
2	BLURRING EVE *Stuns on CH*
1+2	Face Lift
f+1+2	Cyclone Knuckles
d/f+1+2	Headbutt
d/b+1+2	Spinning Exploder Axe *Juggles*
u/f+1+2	Face Smush
FC+1+2	Rising Headbutt
[2],d+1+2	[Punch], Lifting Tackle *Juggles*

SS+1+2	SPINNING AXE HANDLE
b+2	Whirlwind Fist
d+2	Ranged Low Jab
f+2	Hook Smash *Stuns*
1	Meat Hook *Stuns*
d+1	Downward Hook
SS+2	Windmill Backhand
d+2,4	Alligator
f+2,1,2,1	Beserker
d/f+2	Gutpunch
d/b+2	Forearm Bash
f,f+2	Elbow Sting
WS+2	Tornado Chop
(FD/FA)_(FD/FT)+2	Grounded Ankle Cut
(FD/FA)_(FD/FT)+d+2	Grounded Ankle Trip
(d_d/b)+3	Shin Kick
f,f+3	Lunging Knee
RN+3	Power Dropkick
d/f+3	Left Knee
1,2	1-2 Punches
>f+1	Crossing Elbow
3,1+2	Midkick, Delayed Headbutt
3+4	(Vale Tudo) Stance
d+1,2	Upperchop, Overchop
1+2	Headbutt
WS+3	Massive Launch *Juggles*
3+4	(Vale Tudo) Stance
f+3+4	Advancing Headbutt
d/b+3+4	Backup, (Vale Tudo) Stance
d+3+4	Sidestep, Vale Tudo Stance
u/f+3+4	Leaping Stomp
b+4	Long Boot
d+4	Ali Kick
f,f+4	WINDMILL KICK
d/f+4	Mid Boot
d/b+4	Ground Stomp *Opponent Must be Grounded*
u/f+4	Diagonal Kick
(FC,d/f+4)_(D/F,4)	Ogre Sweep
d/b+4	Falling Ankle Sweep *Trip Takedown on CH*
WS+4	Rising Knee
b,b~u/b	Jumping Diagonal Kick *Against Wall*
b+1+2	High Reversal, (Mount) Position
b+3+4	Mid Reversal, (Mount) Position
b+2+3	Craig Cannon *Unblockable - b to Cancel*
2.1.3.1.2.1.2.2.3.2	Tenstring
2.1.3.1.2.1.4.3..1.4	Tenstring

Vale Tudo Stance - 3+4

-----

u_d	Sidestep
d/f_d/b	Full Crouch Position
1	Quick Face Hit (WS+1)
2	BLURRING EVE *Stuns on CH*
1+2	(Mount) Takedown *Spear From Far Distance*
1+3	One-Handed Choke Slam {1}
2+4	Body Slam {2}
2	Tornado Chop (WS+2)
f+2	Power Straight
2+4	Bodyslam Throw
3	Massive Launch (WS+3) *Juggles*



3+4 Stance Cancel  
4 Rising Knee (WS+4) \*Juggles on CH\*

Mount Position

-----

1 Face Punch, Twin Gutpunch, Facepunch {2}  
1~2 Fake Punch, Triple Gutpunches, Facepunch {1}  
1+2 Face Punch, Sakaraba Chop {N}  
1+3 Face Punch, Twin Gutpunch, Neck Crank {2}  
2 Face Punch, Quad Gutpunches {1}  
2~1 Fake Punch, Twin Gutpunch, Facepunch {2}  
2+4 Face Punch, Twin Gutpunch, Leglock {1}  
3+4 Dismount

SAMPLE COMBOS

f,f+1, 1, f,f+1,2 == 4 Hits - 47 pts ==  
d/f+1, 1, d/f+3,d+1,2 == 5 Hits - 41 pts ==  
d+1+2, 1, d/f+3,1, f,f+1+2 == 5 Hits - 59 pts ==  
d/b+1+2, U/F,4, 1, f+2,1 == 5 Hits - 70 pts ==

-----

=====  
| MOKUJIN |  
=====

SPECIAL NOTES

Mokujin randomly takes on the complete moveset of any one fighter for an entire round. After each round, Mokujin will randomly take on a different character's moveset. You can discover the identity of the fighter by watching the stance and posture of Mokujin.

-----

=====  
| NINA WILLIAMS |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Wrist Flip {1}
2+4	Lifting Toss {2}
1,2,1	Falling Elbow
2,1,3	Arm Lock
d/f+1+3	STOMACH ELBOW, WRIST FLIP {1}
d/f+2+4	HAMMER LOCK, GUILLOTINE SNAP {2}
d/f,d/f+1	Embracing Elbow Strike {1+2}
u/f+1+2	Overhead Toss {1+2}
QCF>1+2	Palm Grab {2}
3,4,3,1+2	Neck Cutter Arm Bar {1+2}
2,3,4,2,2	Embracing Knee/Neck Snap {2}
1,3+4,1,2,1+2	Falling Neck Snap {1}
1,2,4,3,1+2+3	Turtlesell Flip {1+2}
1,3,2,1	Standing Reverse Arm Lock {1}
3,1,4,1+2,1+2	Rear Gatelatch Falconwing Squeeze {1+2}
2,1,3,4,1+2	Falling Reverse Arm Lock {1}
QCB,1+4	Knee Bash
1,3,2,1	Standing Reverse Arm Lock {1}
3,1,4,1+2,1+2	Rear Gatelatch Falconwing Squeeze {1+2}

2,1,3,4,1+2	Falling Reverse Arm Lock {1}
2,1,1+2,1+2+3	Octopus Special {2}
1,3+4,1,2,1+2	Falling Neck Snap {1}
1,2,4,3,1+2+3	Turtleshell Flip {1+2}
QCF>3+4	Crab Claw {1}
3,4,1+2	Rolling Arm Bar {1+2}
4,2,1+2	Achilles Tendon Lock {2}
3,1,4,2+4	Knee Cross Lock {1}
1,3,2+4,3+4,1+2	Rolling Achilles Tendon Lock {1+2}

Note: The throws after the Achilles Tendon Lock can also be done after the Bone Cutter (RN+3) or (u/f+3+4) connects on a Clean Hit.  
 The throws after the Embracing Knee/Neck Snap can also be done after a successful 1+2 after a Spider Knee.  
 The throws after the Palm Grab can also be done after Nina b+2+4  
 Attack Reverses an opponent's Left Punch (1).

(Left)	(1+3)_(2+4)	Rolling Groin Hyperextension {1}
(Right)	(1+3)_(2+4)	Whipping Toss {2}
(Back)	(1+3)_(2+4)	Jumping Overhead 3-Limb Break
(Tackle)	[1,2,1,]_[2,1,2,] 1+2	[Mounted Punches,] Armbar
	[1,2,1,]_[2,1,2,] 3+4	[Mounted Punches,] Knee Cross Lock

#### SPECIAL TECHNIQUES

1_(d/f+1)_(WS+1) \	
(BK 1)_(BK 2)>2 /	1-2 Punches
>f+1+2	Double Palm
1>2>f+1+2	2 Punches, Double Palm
>1>4	Punch, Lowkick
>3	Spider Knee *Juggles on CH*
:1+2	Embracing Knee/Neck Snap Multithrow Starter
>4	Roundhouse
1,4	Jab, Highkick
1	Spinning Knifehand
3	Low Sweep
b+1	Killing Blade *stuns*
f,f+1	Turning Slap *Opponent Shows Side When Hit*
u/f+1	Jumping Spinslap *Juggles on CH*
SS+1	Snake Shot
~F	Forward Croucdash
1+2	Palm Grab Multithrow Starter
d/b,d/b+2+3	Sleeping Breath *Unblockable*
3	Roshambo Kick *Stuns on CH*
3+4	Craw Claw Multithrow Starter
4	Flipstomp *Techroll to Avoid Damage to Nina*
~B	Backward Croucdash
1+4	Knee Bash Multithrow Starter
2	Double Shot
1+4	Ivory Cutter
b+1+4	REVERSE IVORY CUTTER *Juggles*
(d+1~N+4)_(FC_d+2,4)	S-Mid Jab, Frontkick
d_FC+1,2,4	Twin S-Mid Jabs, Frontkick
FC,d/b+1	Helping Hand
f_WS+1+2	Double Palm
b+1+2	Lunging Double Palm Press
d/f+1+2	Cross Blade *Stuns on CH*
SS+1+2	Spinning Double Palm
2	Jab
>1>4	Twin Jab, Lowkick
f+1+2	Double Palm

>3	Spider Knee *Juggles on CH*
:1+2	Embracing Knee/Neck Snap Multithrow Starter
>4	Roundhouse
b+2,2	Bitchslaps {Females can Reverse with 2}
f,f+2	Heart Crusher
d,d/f+2	Step In, Upward Slap *Juggles*
d/b+2	Forearm Chop *Stuns On Clean Hit*
d/f+2	Lifting Uppercut *Juggles*
WS+2	Lifting Uppercut *Juggles*
SS+2	Palm Uppercut *Juggles*
3	Left Standing Kick
SS Left	Evasive Roll
3,3	Highkick, Lowkick
2	Uppercut *Juggles*
4	Highkick
d+4	Lowkick
3>4	Twin Highkick
f+3	Twin Flicker Face Kicks *Stuns on CH*
FC_d+3	Low Kick
2	Uppercut *Juggles*
N+4	Highkick
d+4	Lowkick
b+3,4	Mid/High Cutter
3+4	Cartwheel
4	SCYTHE SWEEP *Juggles
WS+3	Spider Knee *Juggles on CH*
:1+2	Embracing Knee/Neck Snap Multithrow Starter
b,f+3	Spider Knee *Stuns on CH*
:1+2	Embracing Knee/Neck Snap Multithrow Starter
RN+3	Bone Cutter *Clean Hit - Achilles Tendon Lock*
(f,f)_QCF+3	Roeshambo Kick *Stuns on CH*
d/f+3	Sidekick
>1	Jab
~U_D	Sidestep
~2	Palm Uppercut *Juggles on CH*
>2>f+1+2	Punch, Double Palm
>2	Jab
~U_D	Sidestep
~2	Palm Uppercut *Juggles on CH*
>1>4	Jab,Lowkick
>3	Divine Cannon *Juggles*
D+3	Lowkick
2	Uppercut *Juggles*
4	Highkick
4	Roundhouse
>3>3>4	Sidekicks, Highkick
4	Roundhouse
(u/f)_u_(u/b)+3	Cat Hopkick
u/f,N,d+3	Hopping Lowkick
2	Uppercut *Juggles*
3	Sidekick
d+3	Lowkick
4	Roundhouse
(d/b+3+4)_ (d,d/b+3)	Divine Cannon *Juggles*
d+3+4	Foot Stomp *Opponent Must Be Grounded*
u/f+3+4	Bone Cutter *CH Links to Achilles Tendon Lock*
4	Right Standing Kick
SS Right	Evasive Roll
4,3	Highkick, Lowkick
2	Uppercut *Juggles*

4	Highkick
d+4	Lowkick
f+4	High Heel Lance
3+4,4	Siren Assault
>4	Lance Flick
SS+4	Sidestep Sweep *Juggles on CH*
FC,d/f+4	Dragon's Tail
(u_u/b)+4	TSUNAMI AXE KICK
u/f+4,3,4	Leaping Hunting Kicks
d/b+4	Falling Ankle Kick (FD/FA)
3	Divine Cannon *Juggles*
CH f+4	Knockdown Highkick *Juggles*
(d+4>1)_ (FC+4,1)	Low Kick, Spinchop
~U_D	Sidestep Cancel
~2	Palm Uppercut *Juggles on CH*
b+4	Stinger Frontkick
(f,f)_QCF+4	Flipstomp *Techroll to Avoid Damage to Nina*
QCB+4	JIGSAW HEEL *Juggles*
u~u/b	Backflip
b,b~u/b	Runup Backflip, (BK) *Against Wall*
b+2+4	Mid/High Reversal
*Reversing a Left Punch Chains into the Palm Grab Multithrow Starter*	
d/b+1+2	Hunting Swan *Unblockable - u,u to Cancel*
HCF,D/B+2+3	Sleeping Breath *Unblockable*

1\_(d/f+1)\_(BK 1)\_(BK 2)\_(WS+1)>2>1>2.3.3.2..1.2.4 Tenstring  
1\_(d/f+1)\_(BK 1)\_(BK 2)\_(WS+1)>2>1>2.3.3.2..1.4.3 Tenstring  
1\_(d/f+1)\_(BK 1)\_(BK 2)\_(WS+1)>2>1>2..4.3..4.2.4.3 Tenstring

SAMPLE COMBOS

b+1+4, f+3, 1, 1+4	-- 7 Hits - 49 pts ==
d/f+2, d/f+1, u/f+4, 1,4,1	-- 6 Hits - 50 pts ==
CH d+3,2, 1, 1, 1, 1, f+1+2	-- 7 Hits - 45 pts ==
d/b+3+4, b+3,4,3+4	-- 5 Hits - 53 pts ==
CH d/b+4,3, u/f+4, 1, d+4,1, f,f+3	-- 7 Hits - 63 pts ==

.....

=====  
| PAUL PHOENIX |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3	Shoulder Toss {1}
2+4	Shoulder Popper {2}
2+4~b	Bloody Palm {2}
d/f+1+2	Striking Shiho-Nage {1+2}
f,f+1+2	Shoulder Ram {1+2}
b+1+4	Stomach Throw {2}
(Left) (2+4)_(F+2+4)	Dragon Screw {1}
(Right) (2+4)_(F+2+4)	Tripping Hip Toss {2}
(Back) (2+4)_(F+2+4)	Reverse Neck Throw {2}
(Tackle) [1,2,1,]_[2,1,2,] 1+2	[Mounted Punches,] Armbar
(2,D+1,1),(N+4~1~1+2)	Ultimate Punishment {1}

SPECIAL TECHNIQUES

1,2	1-2 Jabs
-----	----------

1,4	Punch, Lowkick
d+1	Tile Splitter
2	Deathfist
*Hold 2*	Chaos Fist *Throws on Hit*
4,2	Falling Leaf
b,f+1	T-Elbow
d/f+1	Quick Body Hook
~b	Backsway
1,2	JISHI COMBO
QCF+1	Elbow Rush *Juggles on CH*
SS+1	HAMMER SMASH *Stuns on CH*
f+1+2	Overhead Smash
d+1+2	Iron Mountain
FC,d/f+1+2	Lifting Leg Punch *Juggles*
D/B	Leg Punch Cancel
(FC_d/b)+1+2	Ultimate Tackle
f+1+4	Sidestepping Shoulder Ram
2,3_(d+3)	Punch, Kick_(Lowkick)
f+2,3	Quick P-K Combo
d+2	Stone Splitter *Opponent Must be Grounded*
b+2	Stunstrike *Stuns on CH*
d/f+2	Uppercut *Juggles*
d/b+2	STUN STRIKE
f,f+2	Dashing Elbow
1	Lungefist
:1	Holy Dragon Claw
2	Lifting Leg Punch *Floats*
WS+2	Thunder Liftpalm *Juggles*
QCF+2	Deathfist
QCB	Backdash
1	Bounce Tile Splitter *Bounces on CH*
2	Smoking Palm Strike
3,2>1	Low Sweep, Elbow, Deathfist
3,2>2	Lifting Leg Punch *Juggles*
D/B	Leg Punch Cancel
(FC,d/f+2)_(D/F,2)	Elbow
>1	Lungefist
>2	Lifting Leg Punch *Juggles*
D/B	Leg Punch Cancel
SS+3	Ankle Kickout
b+3	KNEE HEADSTRIKE *Stuns*
u/f+3,4	2 Jumping Kicks
f,f+3,4	2 Jumping Kicks *Juggles*
>4	Highkick
>(f+4)_(d+4)	Midkick_Lowkick
b+4	ANKLE BITE
d/f+4	Mid Stomach Kick *Stuns on CH*
u/f+4	Jumping Boot *Juggles*
SS+4	Low Anklekick
f,f+4	Somersault Flip *Juggles*
SS+3	Ankle Kickout
d+4,2	Falling Leaf
d+4:2	Precision Falling Leaf
:1+2	Spread Backhand
D#(2 second)	Restless Taunt *Auto-Powerup*
u+2+3+4	Idiot Flip Kick (FD/FA) *Paul Takes Damage*
b,b~u/b	Jumping Kick *Against Wall*
b+(1+3)_(2+4)	Reversal

b+1+2 Burning Fist \*Unblockable\*

1232..1.2..1.4.2.1 Tenstring  
1231..4.2.1.4.2.1 Tenstring  
1231..2 Fivestring

SAMPLE COMBOS

QCF+1, 1, 1, 1, 1, QCF+2 == 6 Hits - 49 pts ==  
FC,d/f+1+2, d+4:2:1+2 == 4 Hits - 49 pts ==  
WS+2, 1, 1,2, d+1+2 == 5 Hits - 48 pts ==  
d/f+2, 4, f,f+2:1 == 4 Hits - 43 pts ==  
u/f+4, 1,2, QCB+3,2,2 == 6 Hits - 50 pts ==

-----

=====  
| RAVEN |  
=====

GRAPPLING TECHNIQUES

(Front) 1+3 Grave Digger {1}  
2+4 Salamander {2}  
d/f+1+4 Curse Shoot {1}  
HCB,f+1+2 Shadow Kidnapping  
(Left) (1+3)\_(2+4) Head Rider Toss {1}  
(Right) (1+3)\_(2+4) Necksnapper Bomb {2}  
(Back) (1+3)\_(2+4) Falling Axeblade

SPECIAL TECHNIQUES

1,2 1-2 Punches  
f+1,2 Left Chop, Spinning Overhead Chop  
b+1 Smash Hammer  
d/f+1 Dagger Blow  
WS\_(d,d/f,N)+1 Rising Upper \*Juggles\*  
QCF+1 Mortal Elbow \*Stuns on CH\*  
1+2 Crusader  
b+1+2 Labyrinth  
2 Slide Hammer  
3 Slide Fencer \*(BT) on Hit\*  
b,b+1+2 Spinning Backfists  
d/b+1+2 Ultimate Tackle  
QCF+1+2 Double Slugs  
2,3 Punch, Spin Lowkick  
2,4 Punch, Highkick  
f+2 Salt Stab  
d/f+2 Uppercut  
D/F+2 Power Uppercut \*Juggles\*, (BT)  
3 Shadow Kick  
d/b+2,1 Assassin Stinger  
D/B+2 Assassin Sting, (BT)  
b+2,2 Dual Fists  
~B (BT)  
1+2 Low Sweep Fists  
3 UNICORN TAIL \*Juggles on CH\*  
QCF+2 Low Sweep Fists  
b,b+2 War Hands  
WS\_(d,d/f,N)+2 Jackknife Elbow \*Juggles on CH\*  
3,3,4 Twin Leftkicks, Backkick  
3~4 Chariot, (BT) \*Juggles\*

f+3	Stepping Roundhouse *Juggles*
f,f+3	Vampire Knee *Juggles*
f,f,N+3	Poison Needle *Juggles*
d+3	Low Shinstrike
FC+3	Low Slipper
b+3	Hades Heel
d/f+3	Face Snapper *Juggles on CH*
d/b+3	Jumping Lowkick
(u_u/b)+3	Death Bringer, (BT)
d+3	Low Death
~B	(BT)
3	Mid Death
4	High Death
u/f+3	Splitkicks *Juggles*
SS+3	Sideboot
WS_(d,d/f,N)+3	Trident Kick
3+4	Aerial
*While Getting Hit* 3+4	Kage Ghost Kick
f+3+4	Cartwheel Kick, (BT)
N+4,2	Raver
f+4,2	Heavy Raver
3+4	Tornado Disaster
f,f+3+4	Spinning Splash
b+3+4	(BT) Position
u/b,b+3+4	Pandora Spin
d/f+3+4	Kage Ghost Kick, (BT)
(FC,d/f)_QCF+3+4	STORM KICK
FC,d/f,d,d/f+3+4	TORNADO DISASTER
4~3	Hydra *Juggles*
>1	Low Sweep Punch
>3	Blind High
>4	Leg Bind
f+4	Lance Kick
f,f+4	WIND SPINKICK *Stuns on CH*
f,f,N+4	Vampire Knee
b+4	Crusher Knee
4	Kicker, (BT)
B+4	Force Kicker, (BT)
3	Kicker Fake, Lowkick
3+4	RAVE SPIN
4,2	SKULL RAVE
f+4,2	DELAYED SKULL RAVE
d+4	Turning Sweep
d/f+4,4	Cutting Axekick
(u/b_u_u/f)+4,4	Storm Bringer
d/b+4	Sweeper
FC,f+4	Backwards Thrust Kick
WS_(d,d/f,N)+4	Rising Snapkick
QCF+4	Cartwheel Strike *Juggles*, (BT)
QCF [~u~d]	Sprint Mirage [Cancel]
FC,d,d/f,d,d/f	Mirage Step
u~u/b	Backflip
b,b~u/b	Wallrun Jumpkick, *Against Wall*, (BT)
d+1+2	Summon Force *Powerup*
d,d/b,b,u/b,u,u/f,f+1+2	Dead End *Unblockable*
d/f+1+2	Kage Ghost Strike *Unblockable*
*While Getting Hit* 1+2	Kage Ghost Strike *Unblockable*
u/b+1.2.2.2.4.2.3.4.2.(1+2)	TENSTRING

Backturned (BT) Position - b+3+4

```

-----
f,f,f      Kage Flip
1          Switch Fist  *Position Changes on Block*
f+1       Stolen Life
1+2       Power Punch
f+1+2     Back Bared  *Reverses Mid/High Attacks*
  ~b      (BT)
2,2       Back Knuckles
f+2,4     Cold Massacre
3>4,4     BLIND BESERKER, (BT)
  ~F      KAGE FLIP
f+3       Demon Knee, (BT)
f,f+3     Gremlin Kick
d_d/b+3   Sweep
3+4       Gremlin Kickup  *Juggles*
f+3+4     Backwards Flipkick, (BT)
f,f+3+4   VERMILLION SLIDE
b+3+4     Face-Forward
f+4,3     Lowkick, Highkick
2.2.1.2.4.2.3.4.2.(1+2) Tenstring

```

SAMPLE COMBOS

```

WS+1, f,f+3, d/f+1, d/f+4,4    == 5 Hits - 48 pts ==
D/F+2, (BT) 2,2,1,2,4          == 6 Hits - 42 pts ==
f,f+3, 1, f,f+3, 1, d/f+4,4    == 6 Hits - 49 pts ==
f,f,N+3, 4~3,3                 == 4 Hits - 37 pts ==
4~3, 1,2, b+2,2,3              == 7 Hits - 50 pts ==

```

-----

```

=====
| ROGER JR. |
=====

```

GRAPPLING TECHNIQUES

```

(Front) 1+3      Cocked Hammer Foot {1}
         2+4      Gatling Feet {2}
         QCF+1    Animal Driver {1}
         f,HFC+1  Animal Swing {1}  *Tech Roll for 1/2 Damage*
         d/b,d/b+1+2 DDT {1+2}
         d/b,f+2+4 TOMBSTONE PILEDRIVER {2}
(Left)  (1+3)_(2+4) Running Bulldog {1}
(Right) (1+3)_(2+4) Neck Swinger {2}
(Back)  (1+3)_(2+4) Neck Toss

```

SPECIAL TECHNIQUES

```

1,2      Double Punch
  1      Uppercut
  3      Kicker
d/f+1    Elbow Smash
  >2     Sidesweep
f,N,d,d/f+1 Animal Godfist
(f,N,d,d/f+1+2)_(FC+1+2) Animal Smash
d+1~N+2  Low Jab, Uppercut
f,N+1    Windmill Punch
f+1,2,1,2,1 Animal Rush, Wind-Up Punch
f+1,2,d/f+1 ANIMAL RUSH, UPPERCUT
1+2      Double Spin
  3+4     JUMPING ANIMAL SWEEP

```



f+1+2	Power Straight
f,f+1+2	Flying Cross Chop
d+1+2,1+2,2	ANIMAL STORM
u/f+1+2	Knuckle Bomb *Juggles*
b+1+2	Rocket Stance
d/f+1+2	Roo Headbutt
d/b+1+2	Kangaroo Dasher
2,1	Jab, Uppercut
d+2	Diving Low Punch
d/f+2	Sidesweep
f,f+2	Dynamic Smash
WS+2	RISING UPPERCUT *Juggles on CH*
FC,d/f+2	Crouching Uppercut *Juggles*
(u/b_u_u/f)+2+4	Elbow Drop
3~4	Flipper Roo *Juggles*
f+3	Promenade Kick
d/b+3	Tail Cutter *Juggles*
(u/b_u_u/f)+3,3	Helicopter Kicks
WS+3	Rising Foot
3	Stomper
3#	Power Stomper
(u/b_u_u/f)+3+4	Bomb Stomp
SS+3	Shrimp Kick
3+4	Castanet Kick
f,f+3+4	Drop Kickoff
RN_(f,f,f)+3+4	Satellite Dropkick
d/f+3+4	Rogersteiner *Throw on Close Standing Opponent*
(d+3+4)_(FC,d/f+4)	Ali Kick
2	Mid Smash
4,4	Ali Kicks
CH d+3+4	Counterhit Ali Kick
4,4	Ali Kicks
2	Mid Smash
4,4	Ali Kicks
b+3+4,[1]_B	Lunge Animal Kick, [Side Roll]_Roll Back
3>4>[1]_B	Kick Rushes [Side Roll]_Roll Back
3>4,B	Kick Rushes, Roll Back
f+4,3	Roo Rage *Juggles*
2	HOPPER FIST
f,f+4	Jail Kick
b+4	Low Snap Shot
b,b+4	Rolling Torpedo
d/f+4	Lunge Midkick
SS+4	Animal Sweep *Juggles*
d/b+4,[1]_B	Animal Kick, [Side Roll]_Roll Back
3>4>[1]_B	Kick Rushes [Side Roll]_Roll Back
3>4,B	Kick Rushes, Roll Back
u~u/b	Leaping Body Splash *Against Wall*
121.4.3.3.34.3.2	Tenstring
121.4.3.3.3+4..2.1+2	Tenstring

Rocket Stance - b+1+2

-----

f	Road Runner
D/F	CROUCHDASH CANCEL
1	ANIMAL GODFIST
1	ROCKET HAMMER *Juggles*
2	Flying Uppercut *Juggles*
3	Flying Lowkick
3+4	Flying Hip Attack

## SAMPLE COMBOS

f,N+1 (Blocked), f,N,d,d/f+1 == 2 Hits - 50 pts ==  
 FC,d/f+2, 1, 1,2, f,f+2 == 5 Hits - 47 pts ==  
 3~4, d+1+2,1+2,2 == 7 Hits - 67 pts ==  
 u/f+4, 1, f+4,3,2 == 5 Hits - 44 pts ==  
 SS+4, d/b+3, d/f+1 == 3 Hits - 38 pts ==

-----

=====  
 | STEVE FOX |  
 =====

## GRAPPLING TECHNIQUES

(Front) 1+3 Stomach Gutter, Tossaway {1}  
 2+4 Rabbit Punch {2}  
 f,f+1+2 Lifting Arm Snap, Arm Suplex {1+2}  
 Flicker b+1+2 Gryphon Throw {1+2}  
 QCB+2+4 Hip Toss, Falling Elbow  
 (Left) (1+3)\_(2+4) Gut Slugger Toss {1}  
 (Right) (1+3)\_(2+4) Neck Takedown, Neck Snap {2}  
 (Back) (1+3)\_(2+4) Hugging Slam

## SPECIAL TECHNIQUES

1,[1],f+1 Jab[s], Stomach Shot  
 1,1 Snap Jabs  
 3\_4\_(f+3+4)\_(b+3+4) Sway Stance Transition  
 2 Shining Fist  
 [1],2,1 British Rush  
 ~B (FLI)  
 2 BRITISH EDGE  
 3\_4\_(f+3\_4)\_(b+3\_4) Sway Stance Transition  
 d+2 British Sweep  
 3\_4\_(f+3\_4)\_(b+3\_4) Sway Stance Transition  
 d+1 Ankle Chaser  
 d+1 Crouching Turd Punch \*When Opponent is Grounded\*  
 b+1 Rushing Punch  
 ~B (FLI)  
 2 British Sweep  
 f,f+1 Power Body Blow  
 f,f,f+1 Jumping Bomb  
 ~B (FLI)  
 f,b+1,1,2,1 LANCASTER COMBO  
 ~B (FLI)  
 u/f+1 Dashing Fist  
 d/f+1,2 Uppercut, Straight Punch \*Stuns on CH\*  
 1+2 Straight Punch Feint, 1-2 Punches  
 1 Straight Punch Feint, Left Hook  
 ~B (FLI)  
 2 Straight Punch Feint, Body Hook  
 3\_4\_(f+3+4)\_(b+3+4) Straight Punch Feint, Sway Stance Transition  
 RN+1 Running Ankle Punchout  
 b+1+2 Step Back, Flicker Stance - (FLI)  
 d/f+1+2 Overhead Punch, Uppercut  
 WS+1,2 Uppercut, Overhead Punch  
 f+1+2 DASH, 1-2 PUNCHES  
 2~1 Quick Straight, 1-2 Punches

2,2	Straight Left, Body Hook
f+2,1	Dashing Midpunch, Body Hook
~B	(FLI)
2	Hook Feint, Delayed Blow
f+2~1	Forward Dash, 1-2 Punches
f,f+2	Straight Punch
f,f,N+2	Overhead Punch
b+2	Power Straight
b,b+2	High Counterpunch *Reverses Punches*
d+2~1,2_(f+2)	Low Punch, Uppercut, Right Hook_(Overhead)
d+2,1,2_(f+2)	Low Punch Feint, Uppercut, Right Hook_(Overhead)
(RN_u/f)+2	Jumping Uppercut *Juggles*
WS+2	Quick Uppercut *Juggles on CH*
SS+2	WALKING SLAP
d/f+2	Sonic Fang Uppercut *Juggles on CH*
f,f+2	Overhead Punch
[FC,]d/b+2	Low Sweep Punch
3	Left Sway Stance
d/b+3	Low Knee Check
2	Left Hook
u/f+3	Hopping Stomp
f+(3_4_3+4)	Ducking Stance
b+(3_4_3+4)	Back Sway Stance
3+4	Albatross Spin
4	Right Sway Stance
u/f+4	Hopping Snapkick *Juggles*
b,b	Backsway
b,b~u/b	Jumping Overhead Bomb *Against Wall*
2~f	High/Mid Punch Parry
1	Lightning Uppercut
f+1	Left Straight
d+1	Left Hook
f+1+2..11.2.1.1.2..1.2	TENSTRING
f+1+2..11.2.1.1.2..1.(f+2)	TENSTRING
f+1+2..11.2.1.1.3.2.(3+4)2	TENSTRING
QCB,f+2	Mach Wick *Unblockable*

Flicker Stance - (FLI) - b+1+2

-----

1,[1],[1],2	Left Punch[es], Overhead Punch
1,[1],f+1	Left Punch[es], Overhead Left
1,[1],[u_d]+1	Left Punch[es], Left Body Hook
2	Overhead Punch
b+2	TRIDENT LUNGE
3	Left Sway Stance
4	Right Sway Stance
3+4	Forward Spin
f+3_4_(3+4)	Ducking Stance
b+3_4_(3+4)	Back Sway Stance

Left Sway Stance- 3

-----

1	Left Shot
~b	(FLI)
>1	Gut Hook
f+1,1	CENTURION RUSH
~b	(FLI)
2	Short Shoulder
b+3	Back Sway Stance
f+3	Ducking Stance

4 Weave Sidestep  
 F# Ducking Weave Dash  
 1\_2 Weave Midpunches \*Stun on CH\*

Right Sway Stance - 4

-----  
 1 Short Shoulder  
 2 Right Body Hook  
 b+4 Back Sway Stance  
 f+4 Ducking Stance  
 3 Weave Sidestep  
 F# Ducking Weave Dash  
 1\_2 Weave Midpunches \*Stun on CH\*

Back Sway Stance - b+3\_4\_(3+4)

-----  
 1 Overhead Bomb  
 2 Limbo Uppercut \*Stuns\*  
 3 Left Sway Stance  
 4 Right Sway Stance  
 f+(3\_4\_3+4) Ducking Stance

Ducking Stance - f+3\_4\_(3+4)

-----  
 F Ducking Step  
 1 SPARK GAZELLE PUNCH \*Juggles\*  
 N+2 SPARK SEA HAWK UPPERCUT \*Juggles\*  
 f+2 SPARK SEA HAWK HOOK  
 3\_4\_(f+3+4)\_ (b+3+4) SWAY STANCE TRANSITION  
 1 Stomach Uppercut  
 2 Power Uppercut \*Juggles\*  
 f+2 Right Hook  
 3 Left Sway Stance  
 4 Right Sway Stance  
 b+(3\_4\_3+4) Back Sway Stance  
 1+2~1~2~1~2~1~2~1~2~1 Tenstring

Albatross Spin - 3+4

-----  
 ~[U\_D] Sidestep Spin  
 1 Spinning Gutpunch  
 d+1 Spinning Low Punch  
 2 SPINAROUND LEFT  
 d+2 Low Punch

SAMPLE COMBOS

u/f+2, d/f+1,2,1~b, (FLI) 1,1,{1},2 == 6 Hits - 55 pts ==  
 f+3,2, 1. f,b+1,1,2,1 == 6 Hits - 50 pts ==  
 f+3~F,N+2, f+3,1, d/f+1,2,1~b, (FLI) 1,2 == 6 Hits - 65 pts ==  
 b+3,2, d/f+1, 1, 1,2,1,d+2 == 7 Hits - 56 pts ==  
 u/f+4, 1, 1, 1,2,1,2 == 7 Hits - 51 pts ==

.....

=====  
 | WANG JINREI |  
 =====

(Front)	1+3	Headlock Toss {1}
	2+4	Throwdown Slam {2}
	d/f,d/f+2+4	Waning Moon {1+2}
	d/f+1+3+4	Whirlwind Toss
(Left)	(1+3)_(2+4)	Crushing Dragon {1}
(Right)	(1+3)_(2+4)	Golden Mountain {2}
(Back)	(1+3)_(2+4)	Reverse Neck Toss

#### SPECIAL TECHNIQUES

1~1,1	G-Clef Clubfist Cannon *Juggles*
1~4	Jab, Highkick
b+1	Parry Stance *Parries High/Mid Attacks*
~1	Sweeping Fist *After Successful Parry*
~2	Noodle Fist *After Successful Parry*
~3	Codger Kick *After Success Parry - Juggles*
~4	Snapper Low *After Successful Parry*
d/f+1,1	Clubfist Cannon *Juggles*
d/b+1	Cobra Fang *Stuns*
f+1+2	Double Palm
b+1+2	Cycle Palm
d/f+1+2	Bowling Ball Fist
1+2	Headbutt
d+1+2	Double Dukes *Juggles*
d/b+1+2	TIGER PALMS *Stuns on CH*
SS+1+2	Wang Headbutt *Stuns on CH*
2~b	Jab, Whiparound
2~3	Jab, Highkick
f+2	TIGER FIST
f,f+2	Knife Reach
b+2,1	Fisting Rush
d+2,1+2	Ancient Roller
WS+2,2,2	Stairway Kick
d/f+2,1	Push, Sky Uppercut *Juggles*
d/b+2	False Lift *Juggles*
QCF+2	Deathfist
d+3,4	Loafer Kick, Roundhouse
d/f+3	Punt Kick
d/b+3	Spin Sweep
d+3+4	Mad Stomp
u/f+3+4	Earthquake Stomp
FC,d/f+4,3	Lowsweep, Arc Slicer
d/b+4>2	Midkick, False Lift *Juggles*
4,4	Kick, Spin Sweep
1	Uppercut *Juggles*
4	Highkick
d+4	Lowkick
d+4	Spin Sweep
1	Uppercut *Juggles*
4	Highkick
d+4	Lowkick
f+4	Force Kick *Juggles*
f,f+4	Roundabout Boot
b+4	Sidestepping Kick *Stuns on CH*
(u/b_u_u/f)+4	Hopkick *Juggles*
WS+4	Skyscraper Kick
SS+4	Parting Sweep *Juggles on CH*
b~u/b	LEAPING PUNCH *Against Wall*
b+(1+3)_(2+4)	Mid/High Attack Reversal

f+1+4 Heaven Cannon \*Unblockable - Juggles\*  
 ~B Cannon Cancel  
 b,b+1+2 Indigo Punch \*Unblockable\*

211.44.1.(1+2).3.4.2 Tenstring  
 211.44.1.2.1.4.2 Tenstring

SAMPLE COMBOS

d/f+1,1, b+2,1, b+2,1, d/f+1,1 == 8 Hits - 60 pts ==  
 d+1+2, U/F,4, b+2,1, d+2,1+2 == 6 Hits - 65 pts ==  
 d/f+2,1, f,f, 1, b+2,1, QCF+2 == 6 Hits - 57 pts ==  
 f+4, b+2,1, b+2,1, d+2,1+2 == 7 Hits - 56 pts ==  
 CH d/b+4,2, 1, b+2,1, d/b+4,2 == 7 Hits - 62 pts ==

.....

=====  
 | XIAOYU (Ling) |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3 Slap, Forearm Chop {1}  
 2+4 360 Degree Flip {2}  
 F+2+4 Slap, Forearm Chop {2}  
 d/f+1+2 WRISTLOCK FLIP {1+2}  
 f+2~1 Human Hurdle {1+2}  
 D/F+2+4 Shoulder Flip {2}  
 (Left) (1+3)\_(2+4) Arm Hook Toss {1}  
 (Right) (1+3)\_(2+4) Reverse Flip {2}  
 (Back) (1+3)\_(2+4) Spinning Leg Trip

SPECIAL TECHNIQUES

1,2,1 Double Jabs, Storming Flower  
 1,d+2 Jab, Uppercut, (BT)  
 ~f Face Forward  
 1+2 Bird Flock  
 f,f+1 Poison Flower  
 3 White Moon Kick  
 4 WHITE MOON AXE  
 b+1\_2 Knifehand Reversal, (BT)  
 ~f Face Forward  
 d+1 Windmill Slaps  
 D (Phoenix)  
 d/b+1 Storming Flower \*Horizon Taunt on CH\*  
 d/b+1+2 CROUCHING JAB  
 u+1 Upward Slap, (BT)  
 ~f Face Forward  
 d/f+1 Turning Palm, (BT)  
 ~d/f Face Forward  
 1+2 Bird Flock  
 f,f+1+2,1+2 Wing Strikes \*2nd Hit Bounces on CH\*  
 u+1+2~3+4 Overhead Slaps, Spin Cancel, (BT)  
 u+1+2,2>1 Overhead Slaps, Midpunch, Storming Flower  
 u/f+1+2 RED SPARROW STRIKE \*Juggles on CH\*  
 1+4 High/Mid Parry  
 d\_FC+1+4 Low Parry  
 2,1 Jab, Palmslap, (BT)  
 ~f Face Forward  
 d/f+2~1 Twin Lifting Palms \*Juggles\*

WS+2	Rising Slap, (BT) *Juggles on CH*
~f	Face Forward
WS+2 *Hold Down 2*	Slow Rising Slap, (BT) *Juggles*
~f	Face Forward
FC,d/f+2	Lotus Twist
~d/f	(BT)
1	Lotus Slap
~d/f	(BT)
f,f+2>1	Midpunch, Storming Flower
3	Power Crescent
b+3	Overhead Footstrike, (BT)
(u/b_u_u/f)+3	Piroette Kick
d+1+2	(Phoenix)
d+3,4	Low Sweep, High Roundhouse
f,f+3	Raccoon Kick, (BT)
d/f+3	Mid Punt Kick
FC,3,2	Sweep, Backhand (BT)
1>4	Lifting Flurry *Juggles*
d/b+3	Offensive Shove
SS+3	Power Sweep *Juggles*
b+3+4	(BT) Position
u/f+3+4	Descending Stomps *(BT) if Misses*
u/b+3+4	Layout Flipkick *Juggles*
4	Skyscraper Foot
4~3	FLIPSTOMP *Juggles on CH*
d+1+2	(Phoenix)
SS+4	Wang Sweep
f,f+4	Lunging Kick
~4	Blocked Kickoff *If Opponent Blocks Kick*
d+1+2	(Phoenix)
d/b+4	Kneecap Kick *Floats on CH*
u_u/f+4	Overhead Kick *Floats on CH*
u+4,d+1+2	Overhead Kick, (Phoenix)
b+4	Flamingo Highkicks, (BT)
~B	Face Forward
FC,d/f+4	Spin Sweep, (Phoenix)
4	2nd Spin Sweep
WS+4	Skyscraper Kick *Floats*
u~u/b	Backflip
b,b~u/b	Runup Backflip, (BT) *Against Wall*
u+41.2.(1+2).1.3.4.4..4.1	Tenstring *Stopping after 6th hit - (BT)*
u+41.244..2.1+2.1.4..2	Tenstring *Stopping after 4th hit - (Phoenix)*
d+1+2	(Phoenix) Stance
f+1+2	Clockwise Cartwheel
b+1+2	Clockwise Circle Walk
~1+2~b,b	Immediate Power Spinstrike, Cancel, (BT)
>2	Spinstrike
>1+2	Power Spinstrike *Unblockable*
3+4	Axis Spin In
d+3+4	Axis Spin Out
f+3+4	Counter-Clockwise Dive
b+3+4	(BT) Position, Small Step Counter-Clockwise
f,f+3+4	Overhead Flip
FC,d/b+3+4	Crouching Backturn, (BT)
1+3+4	Horizon Taunt
2+3+4	Waving Taunt

Backturned (BT) Position - b+3+4

-----

1	Reverse Elbow
d+1_2	Low Punch
f, f+(1+3)_(2+4)	Reverse Dash Grab
2	Backhand (BT)
1>4	Lifting Flurry *Juggles*
2,1	WINDMILL SLAPS
~D	(PHOENIX)
3	Horse Kickout, Forward Tumble
f+3	Turning Midkick
d+3	Reverse Ankle Kick, (BT)
~D	Face Forward
f, f+3	Skip Midkick, (BT)
4	Reverse Hook Kick *Juggles*
d+4	Offensive Shove
d/b+4	Turning Low Kick
d+1+2	(Phoenix) Stance
3+4	Backturned Axis Spin In
d+3+4	Backturned Axis Spin Out
u+3+4	Evasive Spin Away
f+3+4	Roll Towards Opponent
~3+4	Kangaroo Kick *Juggles*
f, f+3+4	Reverse Overhead Flip *Throw on Clean Hit*

Phoenix Stance - d+1+2

-----

d_u	Phoenix Duck_Stand Up
1	Stomach Strike
2	Hard Stomach Strike
>1	Storming Flower
d+1	PHOENIX LOWSWIPE *Throw on CH*
1+2	Phoenix Uppercut *Juggles*
d+1+2	Power Uppercut *Juggles*
3	Low Kick, (Phoenix)
u/f+3	Jumpkick *Juggles*
1	PHOENIX WING, (PHOENIX)
3	Thrustkick
4	Hopkick
(u/b_u_u/f), 3	Piroette Kick *Turns Opponent BK when Hit*
d+1+2	(PHOENIX)
U/F#, 3	Phoenix Hopsweep *Floats*
3+4	Chang Cannon *Juggles*
4	Roundhouse
B	(BT)
f+4	Spin Sweep, (Phoenix Stance)
4	2nd Spin Sweep
u+4	Twirling Kick
U	(BT)
d+1+2	(PHOENIX)
4	2nd Twirling Kick
4~3	Scissorleg Sweep [FU/FT]
1+3 [~U_D_F_B]	Clockwise Axis Roll, Throw [Cancel]
2+4 [~U_D_F_B]	Counter-Clockwise Axis Roll, Throw [Cancel]
f+3+4	Forward Roll
~D	(PHOENIX)
b+3+4	(BT) Position

SAMPLE COMBOS

d/f+2~1, 1, d+2, (BT) 2, 2 (BT) 1            == 7 Hits - 48 pts ==



WS+2#, (BT) 2,2,2,2,2,4 == 7 Hits - 51 pts ==  
 SS+3, b+3, (BT) 2,1, f,f+1+2,1+2 == 6 Hits - 61 pts ==  
 (BT) f+3+4~3+4, U/F,4, 1,d+2,1+2 == 5 Hits - 61 pts ==  
 (BT) 4, d/f+1, (BT) 2,1, u/f+3+4 == 7 Hits - 51 pts ==

-----

=====  
 | YOSHIMITSU |  
 =====

GRAPPLING TECHNIQUES

(Front) 1+3	Flip Slam, Gut Sword Impale {1}
2+4	Hilt Smashdown {2}
QCB+1+2	Rainbow Drop {1+2}
QCF+2	Life Siphon *Yoshi Drains Energy*
QCB,F+2	Reverse Siphon *Yoshi Gives Energy*
(Left) (1+3)_(2+4)	Spin-Around Bulldog {1}
(Right) (1+3)_(2+4)	Cartwheel Roll {2}
(Back) (1+3)_(2+4)	Spinning Missile Press
(Tackle) 1_2	Chest Stab *Unblockable*

SPECIAL TECHNIQUES

b+1, [1], [1], [1], [1], [1]	Spinning Hilt Strikes *Dizzy after x6*
d+3+4	Spinning Sidestep *Yoshi takes Damage*
b+1, [1], [1]	Spinning Hilt Strikes
D/B#+3,3	Leg Sweeps
3_(f+4)	Leg Sweep_(Front Kick)
d/f+1	Elbow
1>1>1	Sword Pommel Strikes
2	Backhand *Turns Opponent Around*
D/B#+2, [2], [2], [2]	Crouching Fist Spin[s]
2_(f+4)	Crouching Fist Spin_(Front Kick)
SS+1	Hilt Smash Uppercut *Juggles on CH*
(1+2)_(u+1+2)	Flea Stance *Low Unblockable*
WS+1+2	Quick Uppercut
f+1+2	Iron Yoshi Strike
f,f+1+2	Shark Attack
N	(BT) Position
d+1+4	Standing Suicide *Unblockable*
d/b+2, [2], [2], [2], [2]	Evasive Crouching Fist Spins
u+2+3	Samurai Stab *Unblockable*
u+2+3~1	Saw Blade *Unblockable- b,b to Cancel*
u+2+4~1+2	Dashing Sword Snap *Unblockable*
b+1+2	Manji Stunpunch
d/f+1+2	KASHIRA LOWSTRIKE *Juggles on CH*
>2	FLOWING STRIKE *Turns Opponent Around on CH*
u+1+2	(Helicopter) Stance
1+2+3	Spinning Sword Shield
f,f+1+4,N	Suicide Feint, (BT)
2, (2_1)	1-2 Punches
2>3	Punch, Highkick *Stuns on CH*
2,d+3	Punch, Lowkick
d/f+2	Yoshi Uppercut *Juggles*
D/B#+2, [2], [2], [2], [2]	Crouching Fist Spins *Yoshi Dizzy after 6x*
2_(f+4)	Crouching Fist Spin_(Front Kick)
f+2	Backhand *Turns Opponent Around*
D/B#+2, [2], [2], [2], [2]	Crouching Fist Spins *Yoshi Dizzy after 6x*
2_(f+4)	Crouching Fist Spin_(Front Kick)

f, f+2	Elbow Smash *Sword Run Through On CH*
d+3+4	Immediate Sit *Only After CH Hit*
WS+2	Gutpunch
SS+2	Dodging Uppercut *Juggles*
3, 3	High Spinkick, Lunging Sweep *Floats*
d+3+4	(Sit) Stance
3, 4	High Spinkick, Mid Boot
3, d/f+3+4	High Spinkick, Kangaroo Kick *Juggles*
FC, d/f+3	Lunging Sweep *Floats*
u/f+3	Dark Samurai Knee *Juggles*
D/B#+3, 3, [3], [3]	Spinning Leg Sweeps *Dizzy after 5x*
3_(f+4)	Spinning Leg Sweep_(Front Kick)
(f, f, f)_RN+3	SLASH KICK
FU/FT 3+4	(Sit) Stance
d+3+4	(Sit) Stance
u+3+4	Kuni Flipstomp
f+3+4	BULL RUSH
b	Manji Retreat
f, f+3+4, 1+2	Shark Attack, Shark Dive
3+4	Kangaroo Kick *Juggles*
3+4_(SS+3+4)	(Meditate) Position
u/f+3+4	Poison Wind Flipstomp
b+1, 3+4	Spinning Hilt Strike, Flipstomp
b+1, 4, d/b+1	Spinning Hilt Strike, Backflip, Sword Slash
D/B#	Delayed Slice *N to Release Slice*
~1+2	Stomp Cancel, (Helicopter) Stance
1+2	(Flea) Stance
3+4	Kangaroo Kick *Juggles*
d+3+4	(Sit) Stance
u+3+4	EIGHT CROWS FLIPSTOMP
4, 4, 4	3 High Kicks
4~3	Kangaroo Kick *Juggles*
d/f+4	Savior Boot
SS+4	Whirlwind *Stuns on CH*
3+4	Meditate Position
(u/b_u_u/f)+4	Twisted Foot
f, f+4	Jumping Knee
u~u/b	Backflip
b, b~u/b	Twisting Poison Wind, (BK) *Against Wall*
121.4..4.4..1..1.1.1	Tenstring
121.4..4.4..1..3+4	Eightstring
121.4..2..224.1..1	Tenstring
44.2..2..4..4..1..1.1.1	Tenstring
44.2..2..4..4..1..3+4	Eightstring
44.2..2.1	Fivestring
44.2..2.11	Fivestring

Unblockable Arts - (Cannot Be Blocked)

-----

d+1	Sword Slice
~N, D#	Delayed Slice *N to Release Slice*
QCF+1	Sword Somersault
b, b+1	Samurai Stab
N+1	Sawblade Shield
N+1+2	Dashing Sword Snap
(FC, b+1)_(D/F, 1)	Samurai Cutter
d+1+2	Cyclone Lift
1+4	Sword Flash
b, b+1+2	Decapitator Slice
u/f+1+2	Copter Blade

N	Flying Coast, Falling Cut
D	Immediate Falling Cut
B	Mid-Air Turn Around, Falling Cut
1+2	(Helicopter) Stance
d/b+1+2	Bad Breath Stance *D/B# to Hold Stance*
1_2	Bad Breath
3_4	Evasive Flip *Blockable*
d+1+4	Standing Suicide *Hurts Yoshi*
b+1,1,1,1,1	Blood Dance *Hurts Yoshi*
f,F+1+4,[f,f]	Turning Suicide, [Second Stab] *Hurts Yoshi*
d/f+3,1	Lunging Step, Sword Slice

Flea Stance - 1+2

-----

f,f	Forward Flea Slide *Unblockable*
u/f_u_u/b	Flea Hop *Unblockable*
d	Sword Sinking Crouch
1+2	Flea Headbutt *Juggles on CH*
f+1+2	Forward Roll
3_4	Side Spin Left_Right
3+4	Kangaroo Kick *Juggles*
f+3+4	Manji Mole Slide
d+3+4	Sit Down
u+3+4	FLEA FLOP

Helicopter Stance - u+1+2

-----

1	Short Sword Slice *Unblockable*
2	Copter Punch *Juggles*, (Helicopter) Stance
3	Low Copter Sweep *Juggles on CH*
3+4	HIDDEN GOD *Throws on Hit*, (Helicopter) Stance
4	Spinning Midkick *Stuns on CH*

Sit Stance - d+3+4

-----

u	Stand Up
~D	Yoga Stillness
f_b	Teleport
N	Rejuvenation *Regains Life*
1	Teleport Sword Flip *Unblockable*
2,[D/B#+2],[2],[2]	Crouching Fist Spin[s]
2_(f+4)	Crouching Fist Spin_(Front Kick)
3,3+4	Dive Attack, Kangaroo Kick *Juggles*
3+4	Hover Mode
Release 3, Hold 4, 1_2	Yoshi Taunt
F_B_D_U	Manji Hovercraft
N	(Sit) Stance
4	Kangaroo Kick *Juggles*

Meditate Position - (3+4)\_(SS+3+4)

-----

1+2	Rejuvination *Unblockable, Regains Life*
f_b+2	Backhand *Turns Opponent Around*
1+4	Standing Suicide *Unblockable*
2+4	Hilt Smashdown Throw
3	Ninjaflip, (BT) *Juggles*
3+4	Backflip, (BT) *Juggles*
U/F+4	Twisting Hopkick *Juggles*

d/f+2, b+1,1, b+1,1, b+1, f,f+4      == 7 Hits - 47 pts ==  
(Helicopter) 2, 2, 2, 4                == 4 Hits - 44 pts ==  
u/f+3, 1, b+1,1, b+1, d/f+3,1        == 7 Hits - 49 pts ==  
FC,d/f+3, WS+4, f+1+2                 == 3 Hits - 34 pts ==  
4~3, f,f, b+1+4, 1, 1, f+3+4         == 5 Hits - 64 pts ==

-----

Thanks go out to:

-----

Castel- The most creative mind in Tekken who hooks me up with tons of moves  
moves and information. Check out his internet mecca of Tekken  
at <http://tekkenzaibatsu.com>.

LukeJedi- Borrowed the format from his Tekken2 FAQ.

Crizl & ShadowIvy- For their continuing faith that Tekken kicks much ass.

ALL them at EFNNet IRC channel #Tekken- You guys rule, plain n' simple.

Contributors:

-----

Major Contributors- Castel, duk2000 and MarkMan.

Other Contributors- Vindicator, Jinpazuya, tensaikun, Emily P., shauno,  
UNCONKABLE!, Tony-T, OGSamson, alkanphel, tragic, Hatman,  
Argonaut, aviax, keela, dpg200, Ace R., Q-Dogg, Tomek,  
Empty H4nd, SPMAN, n8nmonster, Ninja, Solus, Brahma,  
DayFul, slicedbreadno2, -LandoSystem-, USMCOgre,  
JannaKazama, The Realyt, MrWizard, Censei, Jae, Toshin,  
XCTU, maddogjin, Lil Majin, Dishes, D.H., Uncauzi,  
beamer, and Aaron Teplitsky.

-----

This document is copyright Catlord and hosted by VGM with permission.