

Kensei: Sacred Fist Unlisted Moves FAQ

by Baasoromyuu

Updated to v1.1 on Aug 7, 2014

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Kensei: Sacred Fist Unlisted Moves FAQ version 1.1 (as of August 7, 2014)

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=====
0.Revision History..... (s0)
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Version 1.1 (updated 3/13/13)

-added a Revision History section, fixed a minor formatting error, and updated hosting permissions for the FAQ and some of the text

=====
1.Introduction..... (s1)
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-Legal Notice

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-My Thoughts On Kensei: Sacred Fist

Kensei Sacred Fist is a very unfinished game. It is quite a shame too, because

after playing it for a bit, I got the feeling that this game really could've been special if the developers had more time to polish up the gameplay, spice up the presentation and put a storyline together.

-Why I Wrote This FAQ

Of all the genres of videogames out there, I'd have to say that my favorite is, you guessed it, fighting games. I came across this game while looking up info about obscure fighters for the PlayStation and decided to give it a shot. I got the urge to make an FAQ after I began playing and noticing that there were a lot of commands not listed within the game's move list. In making this FAQ, I am also fulfilling a small obligation I feel I have as a gamer who has often referred to GameFAQs over the years for help and tips with many a game and, in addition, I am paying homage to the creators of this incomplete and underdog of a game that I personally feel had a lot of potential. I understand that this game is very underground and that, consequently, few souls out there will actually notice this FAQ, much less read it. Regardless, playing KSF has presented me with the perfect opportunity to give back to the gaming community. Thus, I have written this FAQ. I hope you find it useful. :)

=====
2.General Notation.....(s2)
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- "~ "

means that the following button must be inputted IMMEDIATELY after the directional input. This is known, at least in other 3D fighting games, as a "slide input." Here in this FAQ I have used it to signify that the preceding directional input CANNOT be held prior to entering the final P, K, D, or C input(s). Example: f~K

- " + "

indicates that 2 or more inputs are to be entered simultaneously. In the case that a directional input is to be entered simultaneously with an attack/defense button (as in d+K or f+C), the directional input can be held down and the attack/defense button can be pressed at any time afterwards.

- " , "

is used to separate successive, non-directional inputs

- " [] "

The sequence of inputs listed within the brackets combo consecutively into one another.

- " _ "

indicates and distinguishes multiple endings to one string of attacks. For example P, P, P_K means that this string of attacks can end with either P OR K.

- " () "

used to convey that the button input between the parentheses does not hit when the string of commands is executed while standing close and in the front of the opponent.

- " xX "

indicates that the specified direction is to be double-tapped and held as usual on the second tap, as in "uU+P" for example.

-KDS

knockdown stance; the down state where your character is laying face down (FD) or face up (FU) after being knocked down. Some characters, such as Yuli and Qingtao, have special moves that can be performed from this position.

-FD
face down; refers to one of two possible positions that can be assumed during the KDS.

-FU
face up; refers to one of two possible positions that can be assumed during the KDS.

-FUFT
face up with feet towards the opponent

-FUHT
face up with head towards the opponent

-FDFT
face down with feet towards the opponent

-FDHT
face down with head towards the opponent

-SS
sidestep* It is performed by quickly tapping up or down twice in succession.

*For some characters, it is actually a roll, but since it functions in the same way, I will refer to rolls as "sidesteps" just for the sake of simplicity.

-SSR
sidestep right; SS to your character's right

-SSL
sidestep left; SS to your character's left

=====
2a.Character Specific/Stance Notation.....(s2a)
=====

-Yuli, Qingtao
|OLS = One Leg Stance
|KDS = Knockdown Stance
|TAS = Turn Around Stance
|FWR = Forward Roll

-Saya, Kaiya, Genya
|EWS = Eagle Wing Stance
|BWS = Bulbul Wing Stance
|BSS = Back Somersault Stance

-Kaiya, Genya
|WHS = White Heron Strike

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3.Things to Keep In Mind While Reading This FAQ.....(s3)
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-About Damage Values

You may have noticed that the damage of attacks vary depending on if they hit the opponent from the front (for the least damage), side (medium damage), or back (for the most damage). Just so you know, I've performed all of these moves from directly in front of the opponent. I point this out because that includes moves done out of a sidestep, and given the nature of sidestep commands, they will hit the opponent on their side, in most cases. The same applies to down attacks; their damage varies depending on which area of the body is hit. This means not all of the numbers listed here are based on damage incurred when attacked from the front. If you want to know all of the various damage values then try these moves out in Training Mode for yourself. After all, I'm writing this FAQ so you can make use of these moves right? :P

-About Down Attacks

Down attacks' damage varies based on where they connect with the opponent's body. I'll list these from greatest to least damage:

- 1.On FUHT/FDFT enemy
- 2.On FD or FU enemy's right side*
- 3.On FU or FD enemy's left side
- 4.On FUFT/FDHT enemy

*(sometimes damage incurred from the right side is the same as the amount of damage of a down attack on a FUHT/FDFT enemy, as with Genya's down attack performed on Saya. This may be due to variable sizes of hitboxes of: P down attacks [smaller?] and K down attacks [bigger?], or the enemies who are small and have been hit by opponents whose down attacks have big hit boxes)

-About Command Names

As these moves are not listed in the game's command list, they do not have official names. In addition to everything else, I have taken it upon myself to name these hidden commands. Please note that I haven't watched any wrestling programs extensively since about 10 years ago, so forgive me if the names I use for all of the various submissions/throws in the game are not the official terms used by wrestling/grappling aficionados.

=====
4.Unlisted Moves..... (s4)
=====

-4a.Main Characters..... (s4a)

-Allen_(001)

-Gut Punch | SSR, P | 6.25 pts.

//Notes: If this move hits when performed from a position where Allen is standing directly in front of the opponent and at the "default" distance away from them ("default" meaning the distance the two characters are apart at the start of a new round), it will magically flip the opponent around so that their back is facing Allen. If you do it again from where Allen is left positioned,

it will flip them back around.//

-Spinning Elbow | SSL, P | 14.58 pts.

-Straight Punch-2-Tha-Face | (while facing away from opponent) P | 6.25 pts.

-Turning Hook Kick | (while facing away from opponent) K | 6.25 pts.

-Allen's Revenge | (at enemy's right side) C | 26.04 pts.

-Kicked to the Curb | (at enemy's left side) C | 25.00 pts.

-Sadistic Indulgence | (at enemy's back) C | 28.65 pts.

-Ann_(002)

-Cartwheel Assault | uf+K | 6.25 pts.

//Notes: Ending the attack here will leave Ann with her back turned.//

-Cartwheel Assault to Gymnast's Vault | uf+K~K | 6.25 pts.

//Notes: The second part of this move is just a huge backflip that puts Ann on the opposite side of the screen and facing the opponent's back.//

-Suicide Front Flip | ff+K | 15.63 pts.

//Notes: This move will leave Ann knocked down FUFT.//

-Slippery Sweep | d+K | 8.33 pts.

-Subtle Low Kick | db+K | 8.33 pts.

-Tackle to Mount | SS, C | 4.17 pts.

-Surprise Smack | (facing away from opponent) P | 6.25 pts.

-Tooth Killer | (facing away from opponent) K | 11.46 pts.

-Leg Breaker | (while enemy is down FUFT) C | 24.48 pts.

-Mount | (while enemy is down FUHT) C | N/A

//Notes: You can also go into the Mount position by pressing C while standing at FU enemy's side. Moves that can be performed during Mount are listed within the game itself, fortunately.//

-Over-the-Shoulder Toss | (while enemy is down FDHT) C | 24.48 pts.

-German Suplex | (while enemy is down FDFT or at standing enemy's left or right side) C | 30.73 pts.

-Rolling Sleeper | (while standing at FD enemy's side) C | 30.73 pts.

-Head Toss | (while enemy is down FDHT or at standing enemy's front, left or right side) C | 28.65 pts.

-David_(003)

-Elaborate Elbow | b+P | 6.77 pts.

-Chopping Elbow | d+P | 6.77 pts.

-Double Kick | K, K | 6.77, 6.77 pts.

-Leaping Boot | f+K | 6.77 pts.

-Body Blow | SSL, P | 7.81 pts.

-Elbow Smash | SSR, P | 7.29 pts.
//Notes: This attack leaves David with his back turned to the enemy.//

-Wrestler's Stomp | (while enemy is down) u+K | 6.77 pts.

-Mount | (while standing in front of FUFT enemy or at FU enemy's side) C | N/A

-Head Beating | (while mounted on FUFT enemy) C | 23.44 pts.

-Arm Breaker | (while mounted on FDHT enemy) C | 23.44 pts.

-Ready for Pick-up | (while standing in front of FDHT enemy) C | N/A

-Arm Snapper | (while standing at FD enemy's left side) C | 11.46 pts.

-Back Sit | (while standing in front of FDFT enemy) C | N/A

--Lazy Boy | (during Back Sit or while standing at FD enemy's right side) C
| 23.44 pts.

-Tombstone Piledriver | f+C | 23.44 pts.

-Front Catch | C or f+P+K | N/A
//Notes: Yes, this move is in the game's command list, but I thought I'd be
nice and post it here so you'll know how to perform the next few moves listed
here.//

--Northern Lights Suplex | (during Front Catch) C | 23.44 pts.

--Retribution | (during Front Catch) u+C | 23.44 pts.

--Back Catch | (during Front Catch) b+C | N/A

---Death Valley Driver | (during Back Catch) C | 23.44 pts.

---Head Grab | (during Back Catch) f+C | N/A
//Notes: This hold is listed in the game, but I'm listing it to show that it
and it's follow-ups can be performed from here as well.//

---Reverse Double Leg Grab | (during Back Catch) b+C | N/A

----STF Snapper | (during Reverse Double Leg Grab) C | 23.44 pts.

----Leg Scissors | (during Reverse Double Leg Grab) b+C | N/A

-----Knee Dislocator | (during Leg Scissors) C | 23.44 pts.

----Back Sit | (during Reverse Double Leg Grab) f+C | N/A

-----Back Catch (during Back Sit) b+C | N/A

-----Ready for Pick-up | (during Back Sit) f+C | N/A

-----Roll Over Arm Snap | (during Ready for Pick-up) C | 23.44 pts.

-----Front Catch | (during Ready for Pick-up) f+C | N/A

-----Back Catch | (during Ready for Pick-up) b+C | N/A

---Head Grab | (during Back Catch) f+C | N/A

//Notes: This hold is listed in the game, but I'm listing to show that it and its follow-ups can be performed from here as well.//

----Back Sit | (during Head Grab) f+C | N/A

----Reverse Double Leg Grab | (during Head Grab) b+C | N/A

-Arm Break | (at enemy's left side) C | 23.44 pts.

-Over-the-Shoulder Drop | (at enemy's right side) C | 23.44 pts.

-Back Catch | (at enemy's back) C | N/A

[|Other Notes: His d+K can also be performed simply by pressing K when the opponent is down.}]

-Douglas_(004)

-Spear Elbow | (facing away from opponent) P | 6.25 pts.

-Roundhouse Kick | (facing away from opponent) K | 6.25 pts.

-Ground Stomp | (while enemy is down) K | 6.25 pts.

-Sly Kick/Punch Combo | (while enemy is down) [u+K, K], K_P | [6.25, 11.98], 9.38_N/A pts.

//Notes: This is the same as his regular, and listed-in-game, df+[K, K, K]_P. The programmers must have noted how useful this combo would be on a downed opponent and subsequently given this move a new command for this situation. If you try this with df on a downed opponent you'll get his (standing) Giant Kick move, df+K. The optional P ender hits high still, so it obviously won't connect in this situation.//

-Faceplant | (during Mount on FD enemy) [P, P, P] | [9.38, 17.71, 28.65] pts.

//Notes: This seems to be the only thing Douglas can do while mounted on a FD enemy. It also ends the Mount.//

-Bitter Catch | (at opponent's front or left side) C | 12.50 pts.

-Chiropractitioner | (at opponent's right side) C | 18.75 pts.

-Stunt Guy Finisher | (at opponent's back) C | 23.96 pts.

-Heinz_(005)

-Lightning Uppercut | SSR, P | 11.46 pts.

-Body Elbow | SSL, P | 7.29 pts.

-What A Trip | SSR, K | 9.38 pts.

-Grand Kick | SSL, K | 9.90 pts.

-Overhand Cross | (facing away from opponent) P | 6.25 pts.

-Wild Axe Kick | (facing away from opponent) K | 8.33 pts.

-Rocking Out | (at enemy's right side) C | 26.56 pts.

-Bringing Down the House | (at enemy's left side) C | 25.52 pts.

[|Other Notes: His [d+P, P] can also be performed by pressing [bb+P, P].|]

-Hyoma_(006)

-Dove Releaser | df+P | 12.50 pts.

-Back Kick Death | df+K | 8.33 pts.

-Turning Gut Punch | (facing away from opponent) P | 4.17 pts.

-Spin side kick | (facing away from opponent) K | 4.17 pts.

-Back Therapy | C | 26.56 pts.

-Whiplash | f+C | 25.52 pts.

-Sudden Fall | (at enemy's right side) C | 25.52 pts.

//Notes: Hyoma recovers with his back turned to the enemy.//

-Magical Carpet Ride | (at enemy's left side) C | 25.52 pts.

-Descent Into Maelstrom | (at enemy's back) C | 29.17 pts.

-Saya_(007)

-Darknight Cormorant Variation 1 | [ub+P, P], K, K, K | 9.90, 5.21, 7.81, 5.21 pts.

//Notes: The 4th and 5th attacks will both leave Saya with her back turned to the enemy.//

-Heron Dance Variation 1 | [u+P, K, (K), K] | 14.06 pts.

//Notes: The 3rd attack leaves Saya with her back turned to the enemy.//

-Heron Dance Variation 2 |[u+P, K, (K), P], (P) | 14.06 pts.

//Notes: The 3rd and 4th attacks in this string leave Saya with her back turned to the enemy.//

-Excited Crane | uf+K | 7.81 pts.

-Swan Strike Variation 1 | [f+P, P], [P, K, (K), K] | 9.90, 14.06 pts.

-Swan Strike Variation 2 | [f+P, P], [P, K, (K), P], (P) | 9.90, 14.06 pts.

-Waterfowl Kick to Swan Strike Variation 1 | [f+K, K], [P, P], [P, K, (K), K] | 12.50, 9.90, 14.06 pts.

-Waterfowl Kick to Swan Strike Variation 2 | [f+K, K], [P, P], [P, K, (K), P],

(P) | 12.50, 9.90, 14.06 pts.

-Goliath Punch | ff+P | 15.63 pts.

-Tornado Kick to EWS | ff+K | 10.42 pts.

-Fowl Landing to BWS | df+P | 9.90 pts.

-Duck and Weave | df+K | N/A

//Notes: This seems to be nothing other than an evasive move, but is there more to it?//

-Wing Beating to EWS | d+P | 14.06 pts.

-Cowering Fowl Kick | db+K | 5.21 pts.

-Rage of the Swan | b+P | 15.63 pts.

-Backflip Evasion to Goliath Punch | bb+P, P | 15.63 pts.

-Flying High Crane to Crane Rave Variation 1 | [b+K, P], P, [K, K], [P, P], [P, K, (K), K] | 9.90, 5.21, 12.50, 9.90, 14.06 pts.

-Flying High Crane to Crane Rave Variation 2 | [b+K, P], P, [K, K], [P, P], [P, K, (K), P], (P) | 9.90, 5.21, 12.50, 9.90, 14.06 pts.

-Body Palm | SSR, P | 8.33 pts.

-Body Elbow | SSL, P | 8.85 pts.

-March of the Crane | SSR, [K, K] | 8.33, 13.54 pts.

-Jumping Tornado Kick | SSL, K | 11.98 pts.

-Overhead Wing | (facing away from opponent) P | 5.21 pts.

-Leaping Spin Kick | (facing away from opponent) K | 7.81 pts.

-Block Cutter | (while enemy is down) P | 5.21 pts.

-Stomps | (while enemy is down) K, K | 5.21, 5.21 pts.

-Dunce Punisher | C | 5.21 pts.

//Notes: If this move is used against an opponent using upper guard it does not damage them but instead breaks their guard and pushes them back.//

-Leg Wrap Takedown | f+C | 23.44 pts.

-Crazy Ostrich | (at enemy's left side) f+C | 23.44 pts.

-Early Dismissal | (at enemy's right side) f+C | 23.44 pts.

-Showing Off | (at enemy's back) f+C | 23.44 pts.

//Notes: This leaves Saya with her back turned to the enemy.//

--Stance Moves--

>>From EWS-

//Notes: All commands will take Saya back into her normal standing stance unless otherwise noted. You can cancel EWS and go back into her normal stance

more quickly by pressing any direction besides down or the D button.//

-Bulbul Drop | d | N/A

//Notes: This is a simple transition into her BWS.//

-Darknight Cormorant Variation 1 | [P, P], [(ub+P, P)], K, K, K | 9.90, 9.90, 5.21, 7.81, 5.21 pts.

//Notes: If the 2nd punch in this string hits the opponent they will be pushed too far back for the following 2 hits (the 3rd and 4th hits that is) to connect. Also, the 4th and 5th attacks will both leave Saya with her back turned to the enemy.//

-Power Peck | u+P | 5.21 pts.

-Crane's Revenge | f+P | 15.63 pts.

-Sly Gut Buster | b~P | 5.21 pts.

-Rolling Attack | f+K | 5.21 pts.

-Quiet Low | d+K | 5.21 pts.

//Notes: Saya will recover in EWS.//

-Whip Kick | b+K | 5.21 pts.

//Notes: This move will leave Saya with her back turned to the enemy.//

>>From BWS-

-Movement to BWS | f or b | N/A

-Fly and Body Twist Attack | P | 5.21 pts.

-Scoot Kick | K | 10.42 pts.

//Notes: This move leaves Saya in KDS, FUFT.//

>>From BSS-

-Swan Strike Variation 1 | [P, P], [P, K, (K), K] | 9.90, 14.06 pts.

-Swan Strike Variation 2 | [P, P], [P, K, (K), P], (P) | 9.90, 14.06 pts.

-Flying High Crane to Crane Rave Variation 1 | [K, P], P, [K, K], [P, P], [P, K, (K), K] | 9.90, 5.21, 12.50, 9.90, 14.06 pts.

-Flying High Crane to Crane Rave Variation 2 | [K, P], P, [K, K], [P, P], [P, K, (K), P], (P) | 9.90, 5.21, 12.50, 9.90, 14.06 pts.

[|Other Notes: Her BWS can be cancelled with any directional input besides forward or back, though each of the remaining directions will cancel the stance differently: pressing forward will cause her to do a forward roll; pressing up will cause her to stand directly up; pressing down will cause her to go into KDS FDHT. |]

-Yugo_(008)

-Godfist | b, b+P | 18.23 pts.

-Evasive Elbow-Eye Gouge Combo | P+K, P | 10.42, 10.42 pts.

-Pimpslap | (facing away from opponent) P | 10.42 pts.

-Turning Hook Kick | (facing away from opponent) K | 18.23 pts.

-Board Breaker | (while enemy is down) d+P | 8.33 pts.

-Ki Stomp | (while enemy is down) | d+K | 10.42 pts.

-Judo Takedown | (in front of opponent or at opponent's right side) C | 25.00 pts.

-Alienator | (in front of opponent) f+C | 25.00 pts.

-Broken Rocket | (at opponent's left side or back) C | 25.00 pts.

[|Other notes: You can both sidestep *and* enter Yugo's Kiba Dachii stance by pressing uU+P.|]

-Yuli_(009)

-3 Punch Rush 'n Kick | [P, P, P, K]_d+k | 4.69, 8.85, 12.50, 19.27_12.50 pts.

-4 Punch Rush 'n Kick | [P, P, P, P, K]_d+K | 4.69, 8.85, 12.50, 16.15, 22.40_12.50 pts.

-Pommel Kicks to KDS | d+K, K, K, P | 6.77 pts. per hit

//Notes: This is already listed in the game, but I added it here so you can see that you're able to press P to stop attacking and enter KDS after *any* one of the three kicks in the string.//

-Swaying Butterfly Kick Combo | b+K, K | 8.85, 12.50 pts.

-Lethal Heel | f+K | 12.50 pts

-Backward Roll | qcb+K | N/A

-Falling Tree | (while enemy is down) ub+P | 12.50 pts.

//Notes: To pull this off consistently be sure to press and hold up before inputting b+P. If you've pressed and are holding back as you input the u+P you will enter her OLS instead.//

-Front Flip | (while enemy is down) ub+K | 16.15 pts.

-Swinger's One Nighter | (at opponent's front or right side) C | 20.83 pts.

-Blind Elbow Assault | (at opponent's front) f+C | 25.52 pts.

-Sleeper Hit | (at opponent's left side or back) C | 32.29 pts.

--Stance Moves--

>>From OLS-

//Notes: To cancel back into her normal stance, press down or the D button.//

-FWR to OLS | f | N/A

//Notes: If you do nothing while she rolls, Yuli will recover from the roll in OLS. Keep in mind that you have access to her attacks out of FWR after you've pressed forward while in OLS too though.

>>From KDS-

//Notes: In the case that only one valid directional input is listed for one of the following commands out of KDS, you must enter the direction relative to that which Yuli's head is pointing to. In other words, "forward" equates to the direction her head is pointing in, and "back" is, you guessed it, the direction opposite of where her head is pointing.//

-Morning Stretch to KDS (with FUFT or FUHT) | f~P | 5.21 to 5.73 pts.

//Notes: This move acts as a single-hit attack when the opponent's back is towards you. If it hits the opponent's left leg it will deal 5.21 points of damage, and 5.73 if it hits the other.//

-Kicks From Hell to TAS (with FUFT or FUHT) | f~P | 23.96 pts

//Notes: This is an attack-throw variation of the above command. As such, this will only work if Yuli is close enough, and in the FUHT position with the opponent facing her. After kicking the crap out of her unlucky foe she will recover in TAS.//

-Rising Whirl Kick to TAS (with FUFT or FUHT) | f~K | 8.85 pts.

-Spring Kick to TAS (with FUHT) | b~K | 12.50 pts.

>>From TAS-

//Notes: To cancel TAS, press D or press back.//

-Reversal Back Roll to Reverse Somersault Kick | f, K | 20.83 pts.

-Spring Kick | K~f | 8.85 pts.

//Notes: Holding forward immediately after pressing the K button causes Yuli to turn around as quickly as possible.//

[|Other Notes: There is an alternate way to do Yuli's Forward Roll. The way listed in the in-game command list is qcf+P. The hidden method is bb+P.}]

-4b.Sub Characters.....(s4b)

-Akira_(010)

-Godfist | b, b+P | 18.23 pts.

-Evasive Elbow-Eye Gouge Combo | P+K, P | 10.42, 10.42 pts.

-Giant Axe Kick | (during Kiba Dachi stance) K | 18.23 pts.

-Pimp Slap | (facing away from opponent) P | 10.42 pts.

-Turning Hook Kick | (facing away from opponent) K | 18.23 pts.

-Board Breaker | (while enemy is down) d+P | 8.33 pts.

-Ki Stomp | (while enemy is down) | d+K | 10.42 pts.

-Judo Takedown | (in front of opponent or at opponent's right side) C | 25.00 pts.

-Alienator | (in front of opponent) f+C | 25.00 pts.

-Broken Rocket | (at opponent's left side or back) C | 25.00 pts.

[|Other notes: This isn't a hidden move, but you can both sidestep *and* enter Akira's Kiba Dachi stance by pressing uU+P (tap up, on the second tap, hold it and press P).|]

-Arthur_(011)

-Cartwheel Assault | uf+K | 6.77 pts.

//Notes: Ending the attack here will leave Arthur with his back turned.//

-Cartwheel Assault to Gymnast's Vault | uf+K~K | 6.77 pts.

//Notes: The second part of this move is just a huge backflip that puts Arthur on the other side of his opponent.//

-Slippery Sweep | d+K | 9.38 pts.

-Subtle Low Kick | db+K | 6.77 pts.

-Tackle to Mount | SS, C | 4.69 pts.

-Surprise Smack | (facing away from opponent) P | 6.77 pts.

-Tooth Killer | (facing away from opponent) K | 9.38 pts.

-Leg Breaker | (while enemy is down FUFT) C | 22.40 pts.

-Mount | (while enemy is down FUHT) C | N/A

//Notes: You can also go into the Mount position by pressing C while standing at FU enemy's side.//

-German Suplex | (while enemy is down FDFT) C | 33.33 pts.

-Rolling Sleeper | (while standing at FD enemy's side) C | 33.33 pts.

-Over-the-Shoulder Toss | (while enemy is down FDHT) C | 22.40 pts.

//Notes: After the enemy is tossed to the other side, they will be left on the ground FUHT.//

-German Suplex | (while enemy is down FDFT or at standing enemy's left or right side) C | 33.33 pts.

-Rolling Sleeper | (while standing at FD enemy's side) C | 30.73 pts.

-Head Toss | (while standing at enemy's front, left or right side) C | 26.56 pts.

-Cindy_(012)

-Spear Elbow | (facing away from opponent) P | 5.73 pts.

-Roundhouse Kick | (facing away from opponent) K | 5.73 pts.

-Ground Stomp | (while enemy is down) K | 5.73 pts.

-Sly Kick/Punch Combo | (while enemy is down) db+K, K_P | 5.73, 8.33_N/A pts.

//Notes: The optional P ender hits high, rendering it useless in this situation. It's yet another example of this game's incompleteness.//

-Faceplant | (during Mount on FD enemy) [P, P, P] | 8.33, 16.15, 26.04 pts.
//Notes: This seems to be the only thing Cindy can do while mounted on a FD enemy. It also ends the Mount.//

-Bitter Catch | (at opponent's front or left side) C | 11.46 pts.

-Chiropractitioner | (at opponent's right side) C | 17.19 pts.

-Stunt Guy Finisher | (at opponent's back) C | 21.88 pts.

-Genya_(013)

-Darknight Cormorant Extension | [ub+P, P], K, K, K | 10.94, 5.73, 8.33, 5.73 pts.

//Notes: The 4th and 5th attacks will both leave Genya with his back turned to the enemy.//

-Excited Crane | uf+K | 9.38 pts.

-Swan Strike to WHS Combo | [f+P, P], [P, P, P, P] | 10.94, 22.40 pts.

-Waterfowl Kick to Swan Strike Extension | [f+K, K], [f+P, P], [P, P, P, P] | 13.54, 10.94, 22.40 pts.

-Goliath Punch | ff+P | 17.19 pts.

-Tornado Kick to EWS | ff+K | 11.46 pts.

-Fowl Landing to BWS | df+P | 10.94 pts.

-Duck and Weave | df+K | N/A

//Notes: This seems to be nothing other than an evasive move, but is there more to it?//

-Wing Beating to EWS | d+P | 15.63 pts.

-Cowering Fowl Kick | db+K | 5.73 pts.

-Fly High Crane to Turning Axe Kick to Swan Strike to WHS Combo | [b+K, P], P, [K, K], [P, P], [P, P, P, P] | 10.94, 5.73, 13.54, 10.94, 22.40 pts.

-Backflip Evasion to Fowl's Spear | bb+P, P | 17.19 pts.

-Body Palm | SSR, P | 8.33 pts.

-Body Elbow | SSL, P | 8.33 pts.

-March of the Crane | SSR, [K, K] | 9.38, 15.10 pts.

-Jumping Tornado Kick | SSL, K | 13.54 pts.

-Overhead Wing | (facing away from opponent) P | 5.73 pts.

-Leaping Spin Kick | (facing away from opponent) K | 8.33 pts.

-Block Cutter | (while enemy is down) P | 5.73 pts.

-Stomps | (while enemy is down) K, K | 5.73, 5.73 pts.

-Dunce Punisher | C | 5.73 pts.

//Notes: If this move is used against an opponent using upper guard it does not damage them but instead breaks their guard and pushes them back.//

-Beat Down | f+C | 23.96 pts.

-Football Tackle | (at enemy's left side) f+C | 23.96 pts.

-Banishment | (at enemy's right side) f+C | 11.46 pts.

-Sleeper Hold | (at enemy's back) f+C | 23.96 pts.

--Stance Moves--

>>From EWS-

//Notes: All commands will take Genya back into his normal standing stance unless otherwise noted. You can cancel EWS and go back into his normal stance more quickly by pressing any direction besides down or the D button.//

-Bulbul Drop | d | N/A

//Notes: This is a simple transition into his BWS.//

-Swan Strike to Darknight Cormorant Extension | [P, P, P, P], K, K, K | 19.79, 5.73, 8.33, 5.73 pts.

//Notes: The 4th and 5th attacks will both leave Genya with his back turned to the enemy.//

-Power Peck | u+P | 5.73 pts.

-Crane's Revenge | f+P | 17.19 pts.

-Sly Gut Buster | b~P | 5.73 pts.

-Bright Wing to Fly High Crane to Turning Axe Kick to Swan Strike to WHS Combo | u+K, [K, K, P], P, [K, K], [P, P], [P, P, P, P] | 5.73, 15.63, 5.73, 13.54, 10.94, 22.40 pts.

-Rolling Attack | f+K | 5.73 pts.

-Quiet Low | d+K | 5.73 pts.

//Notes: Genya will recover in EWS.

-Whip Kick | b+K | 5.73 pts.

//Notes: This move will leave Genya with his back turned to the enemy.

>>From BWS-

-Movement to BWS | f or b | N/A

-Fly and Body Twist Attack | P | 5.73 pts.

-Scoot Kick | K | 11.46 pts.

//Notes: This move leaves Genya in KDS, FUFT.

>>From BSS-

-Swan Strike to WHS Combo | [P, P], [P, P, P, P] | 10.94, 22.40 pts.

-Fly High Crane to Kick to Swan Strike to WHS Combo | [b+K, P], P, [K, K], [P, P], [P, P, P, P] | 10.94, 5.73, 13.54, 10.94, 22.40 pts.

[|Other Notes: His BWS can be cancelled with any directional input besides forward or back, though each of the remaining directions will cancel the stance differently: pressing forward will cause him to do a forward roll; pressing up will cause him to stand directly up; pressing down will cause him to go into KDS FDHT.]]

-Kornelia_(014)

-Combo Elbow | [d+P, P] | 10.42, 19.79 pts.

-Lightning Uppercut | SSR, P | 11.46 pts.

-Body Elbow | SSL, P | 7.29 pts.

-What A Trip | SSR, K | 9.38 pts.

-Grand Kick | SSL, K | 9.90 pts.

-Turning Overhead Blow | (facing away from opponent) P | 8.33 pts.

-Scorpion Back Kick | (facing away from opponent) K | 8.33 pts.

-Collecting The Lunch Money | (at opponent's left side) C | 25.52 pts.

-For The Win | (at opponent's right side) | C | 27.60 pts.

-Mark_(015)

-Winding Uppercut | b+P | 11.46 pts.

-Chopping Elbow | d+P | 6.77 pts.

-Double Kick | K, K | 6.77, 6.77 pts.

-Leaping Boot | f+K | 6.77 pts.

-Body Blow | SSL, P | 7.81 pts.

-Elbow Smash | SSR, P | 7.29 pts.

//Notes: This attack leaves Mark with his back turned to the enemy.//

-Wrestler's Stomp | (while enemy is down) u+K | 6.77 pts.

-Mount | f+C | N/A

//Notes: Mark can also enter this stance while standing in front of FUFT enemy or at the FU enemy's sides, by pressing C.//

-Head Beating | (while mounted on FUFT enemy) C | 23.44 pts.

-Ready for Pick-up | (while standing in front of FDHT enemy) C | N/A

-Arm Snapper | (while standing at FD enemy's left side) C | 11.46 pts.

-Back Sit | (while standing in front of FDFT enemy) C | N/A

--Lazy Boy | (during Back Sit or while standing at FD enemy's right side) C | 23.44 pts.

-Front Catch | C or f+P+K | N/A

//Notes: Yes, this move is in the game's command list, but I thought I'd be nice and post it here so you'll know how to perform the next few moves listed here.//

--Northern Lights Suplex | (during Front Catch) C | 23.44 pts.

--Retribution | (during Front Catch) u+C | 23.44 pts.

--Back Catch | (during Front Catch) b+C | N/A

---Death Valley Driver | (during Back Catch) C | 23.44 pts.

---Head Grab | (during Back Catch) f+C | N/A

//Notes: This hold is listed in the game, but I'm listing it to show that it and it's follow-ups can be performed from here as well.//

---Reverse Double Leg Grab | (during Back Catch) b+C | N/A

----STF Snapper | (during Reverse Double Leg Grab) C | 23.44 pts.

----Leg Scissors | (during Reverse Double Leg Grab) b+C | N/A

-----Knee Dislocator | (during Leg Scissors) C | 23.44 pts.

-----Back Sit | (during Reverse Double Leg Grab) f+C | N/A

-----Back Catch (during Back Sit) b+C | N/A

-----Ready for Pick-up | (during Back Sit) f+C | N/A

-----Roll Over Arm Snap | (during Ready for Pick-up) C | 23.44 pts.

-----Front Catch | (during Ready for Pick-up) f+C | N/A

-----Back Catch | (during Ready for Pick-up) b+C | N/A

---Head Grab | (during Back Catch) f+C | N/A

//Notes: This hold is listed in the game, but I'm listing to show that it and it's follow-ups can be performed from here as well.//

----Back Sit | (during Head Grab) f+C | N/A

----Reverse Double Leg Grab | (during Head Grab) b+C | N/A

-Arm Break | (at enemy's left side) C | 23.44 pts.

-Over-the-Shoulder Drop | (at enemy's right side) C | 23.44 pts.

-Back Catch | (at enemy's back) C | N/A

[|Other Notes: His d+K can also be performed simply by pressing K when the opponent is down.|]

-Qingtao_(016)

-3 Punch Rush 'n Kick | [P, P], P, K_d+k | 4.69, 8.85, ?, 8.85_12.50 pts.

//Notes: The 3rd hit will not connect when attacking the opponent directly from the front.//

-4 Punch Rush 'n Kick | [P, P], P, [P, K]_d+K | 4.69, 8.85, ?, 4.69,
12.50_12.50 pts.
//Notes: The 3rd hit will not connect when attacking the opponent directly from
the front.//

-Pommel Kicks to KDS | d+K, K, K, P | 6.77 pts. per hit
//Notes: This is already listed in the game, but I added it here so you can see
that you're able to press P to stop attacking and enter KDS after *any* one of
the three kicks in the string.//

-Swaying Butterfly Kick Combo | b+K, K | 8.85, 12.50 pts.

-Lethal Heel | f+K | 12.50 pts

-Backward Roll | qcb+K | N/A

-Falling Tree | (while enemy is down) ub+P | 12.50 pts.
//Notes: To pull this off consistently be sure to press and hold up before
inputting b+P. If you've pressed and are holding back as you input the u+P you
will enter his OLS instead.//

-Front Flip | (while enemy is down) ub+K | 16.15 pts.

-Swinging | (at opponent's front or right side) C | 20.83 pts.

-Blind Elbow Assault | f+C | 25.52 pts.

-Giant Squash | (at opponent's back or left side) C | 32.29 pts.

--Stance Moves--

>>From OLS-
//Notes: To cancel back into his normal stance, press down or the D button.//

-FWR to OLS | f | N/A
//Notes: If you do nothing while he rolls, Qingtao will recover from the roll
in OLS. Keep in mind that you have access to his attacks out of FWR after
you've pressed forward while in OLS too though.

>>From KDS-
//Notes: In the case that only one valid directional input is listed for one of
the following commands out of KDS, you must enter the direction relative to
that which Qingtao's head is pointing to. In other words, "forward" equates to
the direction his head is pointing in, and "back" is you guessed it, the
direction opposite of where his head is pointing.//

-Morning Stretch to KDS (with FUFT or FUHT) | f~P | 5.21 to 5.73 pts.
//Notes: This move acts as a single-hit attack when the opponent's back is
towards you. If it hits the opponent's left leg it will deal 5.21 points of
damage, and 5.73 if it hits the other.//

-Kicks From Hell to TAS (with FUFT or FUHT) | f~P | 23.96 pts
//Notes: This is an attack-throw variation of the above command. As such, this
will only work if Qingtao is close enough, and in the FUHT position with the
opponent facing him. After kicking the crap out of his unlucky foe he will
recover in TAS.//

-Rising Whirl Kick to TAS (with FUFT or FUHT) | f~K | 8.85 pts.

-Spring Kick to TAS (with FUHT) | b~K | 12.50 pts.

>>From TAS-

//Notes: To cancel TAS, press D or press back.//

-Reversal Back Roll to Reverse Somersault Kick | f, K | 20.83 pts.

-Spring Kick | K~f | 8.85 pts.

//Notes: Holding forward immediately after pressing the K button causes Qingtao to turn around as quickly as possible.//

[|Other Notes: There is an alternate way to do Qingtao's Forward Roll. The way listed in the in-game command list is qcf+P. The hidden method is bb+P. It's a little easier to perform, so it may be useful for some of you, and even more so if you're playing this game on an emulator using a keyboard...like me :P.}]

-Sessue_(017)

-Dove Releaser | df+P | 12.50 pts.

-Back Kick Death | df+K | 8.33 pts.

-Impotent High Punch | (facing away from opponent) P | ? pts.

//Notes: This move seems to have no hitbox, hence why I used the word "impotent" in it's name.//

-Half Crescent kick | (facing away from opponent) K | 4.17 pts.

-Back Therapy | C | 26.56 pts.

-Whiplash | f+C | 25.52 pts.

-Sudden Fall | (at enemy's right side) C | 25.52 pts.

//Notes: Sessue recovers with his back turned to the enemy.//

-Magical Carpet Ride | (at enemy's left side) C | 25.52 pts.

-Descent Into Maelstrom | (at enemy's back) C | 29.17 pts.

-Steve_(018)

-Front Elbow Rush | [f+P, P, P], P | 6.77, 10.94, 14.58, 9.38 pts.

-Back Spin Elbow Rush | b+P, P, P | 9.38, 6.77, 14.06 pts.

-Gut Punch | SSR, P | 7.29 pts.

//Notes: If this move hits when performed from a position where Steve is standing directly in front of the opponent and at the "default" distance away from them ("default" meaning the distance the two characters are apart at the start of a new round), it will magically flip the opponent around so that their back is facing Steve. If you do it again from where Steve is left positioned, it will flip them back around.//

-Spinning Elbow | SSL, P | 16.67 pts.

-Straight Punch-2-Tha-Face | (while facing away from opponent) P | 6.77 pts.

-Turning Hook Kick | (while facing away from opponent) K | 6.77 pts.

-Playa's Ball | (at enemy's right side) C | 28.65 pts.

-Kicked Out | (at enemy's left side) C | 28.13 pts.

-Rough Housin' | (at enemy's back) C | 31.25 pts.

-4c.Extra Characters.....(s4c)

-Billy/Jelly_(019)

-Finger Jab | (facing away from opponent) P | 6.25 pts.

-Turning Back Kick | (facing away from opponent) K | 6.25 pts.

-Kaiya_(020)

-Darknight Cormorant Extension | [ub+P, P], K, K, K | 11.98, 6.25, 9.38, 6.25 pts.

//Notes: The 4th and 5th attacks will both leave Kaiya with his back turned to the enemy.//

-Excited Crane | uf+K | 9.38 pts.

-Swan Strike to WHS Combo | [f+P, P], [P, P, P, P] | 11.98, 21.48 pts.

-Waterfowl Kick to Swan Strike Extension | [f+K, K], [P, P], [P, P, P, P] | 15.10, 11.98, 21.48 pts.

-Fowl Landing to BWS | df+P | 11.98 pts.

-Duck and Weave | df+K | N/A

//Notes: This seems to be nothing other than an evasive move, but perhaps there is more to it than meets the eye.//

-Wing Beating to EWS | d+P | 17.19 pts.

-Cowering Fowl Kick | db+K | 6.25 pts.

-Backflip Evasion to Fowl's Spear | bb+P, P | 18.75 pts.

-Fly High Crane to Turning Axe Kick to Swan Strike to WHS Combo | [b+K, P], P, [K, K], [P, P], [P, P, P, P] | 11.98, 6.25, 15.10, 11.98, 21.48 pts.

-Body Palm | SSR, P | 10.42 pts.

-Body Elbow | SSL, P | 10.94 pts.

-March of the Crane | [SSR, K, K] | 16.67 pts.

-Jumping Tornado Kick | SSL, K | 14.58 pts.

-Block Cutter | (while enemy is down) P | 6.25 pts.

-Stomps | (while enemy is down) K, K | 6.25, 6.25 pts.

-Dunce Punisher | C | 6.25 pts.

//Notes: If this move is used against an opponent using upper guard it does not damage them but instead breaks their guard and pushes them back.//

-Beat Down | f+C | 26.56 pts.

-Shoulder Tackle | (at enemy's left side) f+C | 26.56 pts.

-Banishment | (at enemy's right side) f+C | 12.50 pts.

-Sleeper Hold | (at enemy's back) f+C | 26.56 pts.

--Stance Moves--

>>From EWS-

//Notes: All commands will take Kaiya back into his normal standing stance unless otherwise noted. You can cancel EWS and go back into his normal stance more quickly by pressing any direction besides down or the D button.//

-Bulbul Drop | d | N/A

//Notes: This is a simple transition into his BWS.//

-Dark Eagle to Darknight Cormorant Extension | [P, P, P, P], K, K, K | 21.48, 6.25, 9.38, 6.25 pts.

//Notes: The 4th and 5th attacks will both leave Kaiya with his back turned to the enemy.//

-Power Peck | u+P | 6.25 pts.

-Crane's Revenge | f+P | 18.75 pts.

-Sly Gut Buster | b~P | 6.25 pts.

-Bright Wing to Fly High Crane to Turning Axe Kick to Swan Strike to WHS Combo | u+K, [K, K, P], P, [K, K], [P, P], [P, P, P, P] | 6.25, 17.06, 6.25, 15.10, 11.98, 21.48 pts.

-Rolling Attack | f+K | 6.25 pts.

-Quiet Low | d+K | 6.25 pts.

//Notes: Kaiya will recover in EWS.

-Whip Kick | b+K | 6.25 pts.

//Notes: This move will leave Kaiya with his back turned to the enemy.

>>From BWS-

-Movement to BWS | f or b | N/A

-Fly and Body Twist Attack | P | 6.25 pts.

-Scoot Kick | K | 12.50 pts.

//Notes: This move leaves Kaiya in KDS, FUFT.

>>From BSS-

-Swan Strike to WHS Combo | [P, P], [P, P, P, P] | 11.98, 21.48 pts.

-Fly High Crane to Kick to Swan Strike to WHS Combo | [b+K, P], P, [K, K], [P, P], [P, P, P, P] | 11.98, 6.25, 15.10, 11.98, 21.48 pts.

[|Other Notes: His BWS can be cancelled with any directional input besides forward or back, though each of the remaining directions will cancel the stance differently: pressing forward will cause him to do a forward roll; pressing up will cause him to stand directly up; pressing down will cause him to go into KDS FDHT. |]

-Kazane_(021)

-Dove Releaser | df+P | 12.50 pts.

-Back Kick Death | df+K | 8.33 pts.

-Impotent High Punch | (facing away from opponent) P | ? pts.

//Notes: This move seems to have no hitbox, hence why I used the word "impotent" in it's name.//

-Half Crescent kick | (facing away from opponent) K | 4.17 pts.

-Back Therapy | C | 26.56 pts.

-Whiplash | f+C | 25.52 pts.

-Sudden Fall | (at enemy's right side) C | 25.52 pts.

//Notes: Kazane recovers with her back turned to the enemy.//

-Magical Carpet Ride | (at enemy's left side) C | 25.52 pts.

-Descent Into Maelstrom | (at enemy's back) C | 29.17 pts.

-Zhou_(022)

Pest Combo | P, [P, P], K, K, K | 6.77, 13.02, 6.77, 6.77, 6.77 pts.

Sniper Combo to Stubby Kicks | [f+P, P], K, K, K | 13.02, 6.77, 6.77, 6.77 pts.

Slap-Stubby Kick Combo | [b+P, K], K, K | 13.02, 6.77, 6.77 pts.

Stubby Kicks | [K, K], K | 13.02, 6.77 pts.

Big Backhand | (facing away from opponent) P | 6.77 pts.

Mutt Dispenser | (facing away from opponent) K | 6.77 pts.

[|Other Notes: His C throw is basically the only one he has, as inputting f+C in front of your opponent, or inputting C while standing and facing their side or back, will result in him performing his C throw. |]

=====
5.Unlisted Move Sightings.....(s5)
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In trying to find all the hidden moves I possibly could so that this FAQ would be as thoroughly informed as possible, I was sure to use the Watch Mode to aid me. I set up a mirror match with each character in the game and put the round count to five to maximize the chances of seeing a hidden move be performed. I would then watch the match until the end and hopefully find something. For the sake of time, I watched only one match, and also, I set

these CPU exhibition bouts up after I'd used the character in Training Mode so that their known moves would be fresh in my mind. Below are my findings and a little description of what the move looked like. If you are aware of any hidden moves then e-mail me at xxxxyzx@gmail.com with something like "KSF hidden move" as the subject header and state the input for the command, and the conditions required to perform it (while knocked down, back turned, etc. . . . though I'm pretty sure I got all of these) and I will add it to the FAQ and credit your name in the Credits/Thank You section.

-There are some more throws David has, which I've seen him use in Watch Mode, but haven't yet figured out how to do. I've seen him do a super power bomb type of throw, for example.

-Heinz seems to have a throw where he grabs and headbutts the opponent and let's them go.

-With Saya, I accidentally did some kind of move that resembles a person trying to bust down a door by throwing their whole body at it side-first while fighting the CPU in Normal Mode. I still need to check out her reversal attack too. Happened again on 5/28/12, the AI was punching me and I did the move as I was mashing on f+P, I think it was. It seemed like a punch reversal.

-Heinz seems to have a throw where he grabs and headbutts the opponent and let's them go. Haven't seen Kornelia do it though.

=====
6.Credits/Thank You.....(s6)
=====

- CJayC, for GameFAQs
- Konami, for making this and other cool games
- Japan, for all of its wonderful exports
- and you, for looking :)

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7 2014 RanBinRai aka Baasoromyuu|