Tobal No. 2 (Import) Super Move List

by Ben Cureton

Updated to v0.06 on Jun 6, 1997

= Tobal 2 - Super Move List - Revision 0.06 ::::::::::::::::::::::::::::::::::
This file MUST be viewed in a monospace typeface!!! 1234567890 or it will look like crap! Got that punchy? =)
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::::::::::::::::::::::::::::::::::::::
Everything in this movelist has been checked and double checked unless noted otherwise. This list contains all known moves to date, and it is updated very often, so as to bring you the newest stuff. Many thanks go out to all other Tobal 2 resource writers. We all know how much effort goes into creating FAQs and Movelists, and I didn't want to leave them unnoticed expecially seeing as I checked and confirmed my moves against theirs. If you happen to find any new moves, be sure to drop us an E-Mail. Your help will not go unnoticed.
-Ben-
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LISI INFO ::::::::::::::::::::::::::::::::::::
::Updates::
Revision 0.06 6/06
x Ill Ground Throw found! =)

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x Mary controllable projectile added
x New Fei Turn Arounds
x Gren extended distance flip added
x New Gren Turn Around-Reverse Spin Kick
Revision 0.03 5/25
x Oliems Arm Flap found! =)
x Oliems section revised
x Basic cleanup of list
Revision 0.02 5/22
x Added Mufu movelist
x Added Nork movelist
x Added Udan movelist
x Added Mark movelist
x Added Mark 2 movelist
x Corrected some minor mistakes in character moves section (Gren/Chuji)
Revision 0.01 5/21
x Everything is NEW! YAY!
::What Is Missing::
x How to get Mary to get all three breaks on all ground throws
x ILL's Complete Multipart
______
::Controller::
f - tap forward
                                    F - hold forward
                                    B - hold backward
b

    tap backward

d - tap down
                                    D - hold down
   - tap up
                                      - hold up
                                   G - Guard (R1 or R2)
H - High Attack (triangle)
M - Mid Attack (square)
                                    J - Jump (L1 or L2)
L - Low Attack (cross)
::CONVENTIONS::
   - input the first command, then the second
   - input the two commands together
   - input the second command immediately after the first
   - this move requires special timing; see the training mode for details
   - this move preceeds another (Note: indented moves are progressive)
FC - input the following command while in a crouch "from crouch"
@X - hold the previous button for X seconds
  - this move is performed while standing/rising from a crouch-guard
RUN - input the following command while running
[X] - keep "X" button held down
[] - "or" i.e. [U,U D,D] means press U,U, or D,D, on the controller
::Extra For Throw::
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```
PUSH - F after initial Front Grapple
PULL - B after initial Front Grapple
SLIDE - U or D after initial Front Grapple
::COMMENTS::
   - this move, or one of the moves listed, juggles your opponent
   - a "c" before any modifier means it must be done on counterhit
   - this move is unblockable (cannot be guarded against)
BK - this move recovers with your back turned
RC - you may go into any WS after indicated move "recovers crouching)
______
______
F,F
             Dash Forward
F,[F]
             Run Forward
B,B
             Dash Backward
B,[B]
             Run Backward
[D,D U,U]
             Side Step
[D,[D] U,[U]]
             Run Sideways
G+M
             Basic Grab
D+G+M
             Down Grab (to grab crouching characters)
G+M
             Throw Escape (precisely timed)
G+M
             Quick Recovery (precisely timed)
J+G
             Stay Down After A Fall
GRAB, B:F, B
             Push Aside (move to side of character)
B~M~[B]
             Charge Projectile (lowers health \mbox{w/more charge})
 = Release B
             Throw Projectile
_____
******
*CHUJI-WU*
*****
:: GRAPPLING TECHNIQUES::
Command
           Result
                                                     Comment
Note: For all throws, after grapple, keep G held down (unless otherwise noted)
:FRONTAL GRAPPLE:
                                                     (front)
Η
            High Punch
            Pullover Takedown
M
            Shin Kick
L
PUSH, G+M
           Trip Takedown
PUSH, B+G+M
           Ultimate Tackle
 = [G] + H...
           Face Punches (*)
 = [G]+L...
           Stomach Punches (*)
            Kick-Flip Toss
 = [G]+M
(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)
```

PULL, G+M	Kick-Flip Toss	
SLIDE, G+M	Hip Toss	(slide to enemies right)
SLIDE, G+M	Shoulder Throw	(slide to enemies left)
:ARMLOCK:		(left)
Н	Shoulder Bash	
M	Arm Twist Takedown	
L	Trip	
:HEADLOCK:		(right)
	Charles and David	
H	Chastisement Punch Neck Toss	
M L		
П	Sweep	
:WAISTLOCK:		(behind)
H	Spine Kick	
M	Pushdown	
L	Sweep	
::Special Attac	ks-Facing Toward::	
Command	Result	Comment
Н,Н,Н	2 High Punches-Roundhouse	
Н,Н,М	2 High Punches-Gut Punch	
H, H, M~M	2 High Punches-Stun Punch	
Н,Н,[М]	2 High Punches-Super Chest Punch	
H,H,[M]:L	2 High Punches-Fake Chest Punch-Sw	weep RC
Н,Н, L	2 High Punches-Sweep	RC
H,H,F+L	2 High Punches-Step In Sweep	RC
Н,М	High Punch-Side Kick	
H,L	High Punch-Sweep	RC
[M]~M	Lunging Elbow-Backfist	
$M, F+L\sim M$	Side Kick-Fake Sweep-Spinning Mid	Punch
M,F+L:M,M	Side Kick-Sweep-Rising Kick-Hop Ki	ick ^
M, F+L:M:M,M,M	Side Kick-Sweep-Rising Kick-3 Hop	Kicks ^
L,M,M	Low Kick-Side Kick-Backflip Kick	
= B	Stay Turned Around	BK
L,M:L	Low Kick-Side Kick-Shine Sweep	RC
L, L	Low Kick-Sweep	RC
F+M	Backhand Strike	
F+L	Step In Sweep	
B+H	Turning Backfist	BK
[D_U]+H	Backfist	
B+M	Backflip Kick	
[B_U_D]+L,M	Flare-Jumping Mule Kick	

[B_U_D]+L:L Double Flare Attack

Sweep

Jumping Roundhouse

Stay Turned Around

2 Roundhouse Kicks

Fake Sweep-Spinning Mid Munch Sweep-Rising Kick-Hop Kick ВК

RC

Lunge Punch

Handspring Kick

F,F+H

F,F+M

B,B+M

= B

G+H,H

G+L~M

G+L:M,M

G+L

```
G+L:M:M,M,M
                Sweep-Rising Kick-3 Hop Kicks
                Double Uppercuts
F+G+M,M
F+G+L:L:M,M
               Shin Kick Out-Sweep-Rising Kick-Hop Kick
               Big Hook-Mid Hook-Power Punch
B+G+H,M:M
               Power Fist
B+G+M~H
                                                                  !
                Stun Punch-Uppercut
B+G+M, M
[D,DUU]+M
                Chin Bash
(Note: Allthough the look the same, there are two different versions of the
Chin Bash. One knocks the opponent up a tad higher than the other... but does
a tad less damage. On the left, U+M is the higher hitting Chin Bash. Remember
to change U/D on the opposing side.)
[D,D U,U]+H
               Side Jumping Roundhouse
[D,DU,U]+M
               Body Check
               Instep Kick-Rising Kick-Hop Kick
FC,G+H,M,M
FC,G+L
               Super Sweep
WS+M,M
               Rising Kick-Hop Kick
WS+M:M,M,M
               Rising Kick-3 Hop Kicks
                Jumping Mule Kick
RUN+L,L,M
                Slide Kick-Flare-Jumping Mule Kick
::Special Attacks-Facing Away (BK)::
Command
               Result
                                                                  Comment
H,H,H,L,M,M 2 Backfists-High Kick-Low Kick-Side Kick-Handspring Kick
H,H,H,L,M:L
               2 Backfists-High Kick-Low Kick-Side Kick-Shine Sweep RC
               2 Backfists-High Kick-Low Kick-Sweep
H,H,H,L,L
               2 Backfists-Gut Punch
H, H, M
H,H,F+M
               2 Backfists-Lunge Punch
H, H, M~M
               2 Backfists-Stun Punch
H,H,[M]
               2 Backfists-Super Chest Punch
H,H,[M]:L
               2 Backfists-Fake Chest Punch-Sweep
                                                                  RC
                Jumping Mule Kick
L,M,M
                Low Kick-Side Kick-Handspring Kick
L,M:L
               Low Kick-Side Kick-Sweep
                                                                  RC
______
*****
*EPON*
*****
:: GRAPPLING TECHNIQUES::
             Result
Command
                                                                  Comment
Note: For all throws, after grapple, keep G held down (unless otherwise noted)
:FRONTAL GRAPPLE:
                                                                  (front)
Η
              High Punch
              Push Down
M
              Shin Kick
 = ~H
             Uppercut
PUSH, G+M:M
            Grab Leg Takedown-Ultimate Tackle
 = [G]+H... Face Punches (*)
  = [G] + L...
             Stomach Punches (*)
              Rolling Side Toss
  = [G]+M
(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)
```

PULL, G+M Leg Trip Up Whip Suplex (slide to enemies right) SLIDE, G+M SLIDE, G+M Quick Throw Down (slide to enemies left) :ARMLOCK: (left) Overhead Back Kick Η M Body Flip Trip Up Τ. : HEADLOCK: (right) Н Knee Μ Reverse Trip Takedown Sweep :WAISTLOCK: (behind) Η Spine Kick Neck Push Hip Toss M Sweep :: Special Attacks-Facing Toward:: Command Result Comment H, H, H, F+H, F+L, M 3 Punches-Knee-Rush Sweep-Flip Over Kick H, H, H, F+H:M 3 Punches-Knee-Flying Kick H, H, H, M 3 Punches-Reverse Elbow H,H,H,M:L 3 Punches-Reverse Arm Sweep H,H,G+H 2 Punches-Roundhouse H, H, M, M 2 Punches-Uppercut-Fan Kick Punch-Double Side Kick-Palm Strike H, M, M, M Punch-Side Kick-Sweep RC H,M,L H,M,F+M Punch-Side Kick-Mule Kick Punch-Side Kick-Super Sweep H,M:L M:H Side Kick-High Kick-Back Kick Double Side Kick M, MSide Kick-Sweep M,L L,M,M,F+H,F+L,M Low Kick-Double Side Kick-Knee-Sweep-Flip Over Kick L,M,M,F+H:M Low Kick-Double Side Kick-Knee-Flying Kick Low Kick-Side Kick-Sweep L,M,L Low Kick-Side Kick-Roundhouse L,M,H F+H:M Knee-Flying Kick F+H,F+L,MKnee-Rush Sweep-Flip Over Kick F+M~G Turn Around ВK F+MMule Kick (can go into any H string listed above) F+G+M Blazing Kick Cartwheel Kick-Sweep B+H,L B+M Fan Kick Handstand Double Kick-Cartwheel Kick-Super Sweep F,F+M:H:L F,F+L,H Sweep-Cartwheel Kick $F, F+L\sim M:L$ Reverse Elbow-Arm Sweep $F, F+L\sim G, M$ Punt Kick Knee Bash-Overhead Bash F,F+L~G:F+M F,F+H Flying Double Kick B,B+H,L Jumping Roundhouse-Sweep

```
Flip Over Kick
B,B+M
G+H, H, H, M
               Triple Roundhouse-Uppercut
               Double Roundhouse-Uppercut
G+H,H,M
G+H,M,M
               Roundhouse-Uppercut-Fan Kick
              Roundhouse-Uppercut-Sweep
G+H,M,L
G+H,F+M
               Roundhouse-Mule Kick
               Roundhouse-Stun Palm
G+H,B+M
G+L
               Sweep
                                                                    RC
[D,D U,U]+M Side Step Roundhouse
WS+M
               Rising Super Kick
              Cartwheel Kick-Sweep
RUN+H,M
RUN+M
               Running Jump Kick
RUN+L
               Slide
::Special Attacks-Facing Away (BK)::
Command
               Result
                                                                    Comment
               Overhead Strike
 = H,H,H,F+H,F+L,M 3 Punches-Knee-Rush Sweep-Flip Over Kick
 = H,H,H,F+H:M 3 Punches-Knee-Flying Kick
= H,H,H,M 3 Punches-Reverse Elbow
 = H,H,H,M:L
                  3 Punches-Reverse Arm Sweep
                   2 Punches-Roundhouse
  = H,H,G+H
                  2 Punches-Uppercut-Fan Kick
Punch-Double Side Kick-Palm Strike
 = H, H, M, M
 = H, M, M, M
= H, M, L
                   Punch-Side Kick-Sweep
                                                                    RC
 = H,M,F+M
                   Punch-Side Kick-Mule Kick
                   Fan Kick
Τ.
                   Arm Sweep
______
*****
*OLIEMS*
*****
:: GRAPPLING TECHNIQUES::
Command
              Result
                                                                    Comment
Note: For all throws, after grapple, keep G held down (unless otherwise noted)
:FRONTAL GRAPPLE:
                                                                    (front)
              High Punch
Η
              Hip Toss
М
               Shin Kick
 = ~H
              Uppercut
PUSH, G+M
              Super Knee Powerbomb
PULL, G+M
            Jumping Suplex
SLIDE, G+M
              Whip Suplex
                                                   (slide to enemies right)
SLIDE, G+M
               Quick Throw Down
                                                     (slide to enemies left)
: ARMLOCK:
                                                                     (left)
Η
              Overhand Strike
```

```
Jumping Side Suplex
M
L
                Trip Up
: HEADLOCK:
                                                                          (right)
                Nugget Punch
Η
                Side Jumping Bulldog
L
                Sweep
:WAISTLOCK:
                                                                         (behind)
Η
                Spine Kick
                Atomic Drop
M
Τ.
                Sweep
::Special Attacks-Facing Toward::
:Special Conventions:
CCA - Chicken Claw Attack
CHD - Chicken Dance
                                                 (see special section for moves)
Command
                Result
                                                                         Comment
                  3 Punches-Spinning Heel Kick
Н,Н,Н,М
                  2 Punches-Double Axe Kick
H, H, M, M
H,H,M,F+M
                 2 Punches-Front Kick-Headbutt
                  Side Punch
 = M
  = \sim M, M, M...
                  CHD
 = [U D]
                  Wing Flap Attack
   = F
                  Headbutt
(Note: Wing Flap Attack-Headbut can be continued indefinitely)
M, M
                 Double Axe Kick
M, F+M
                  Front Kick-Headbutt
                  Side Punch
 = M
 = \sim M, M, M...
                  Chicken Dance
  = [U D]
                  Wing Flap Attack
   = F
                  Headbutt
(Note: Wing Flap Attack-Headbut can be continued indefinitely)
L:L:L:L...:M Shin Kick-Infinite Shin Kicks-CCA
                  Side Punch
  = M
  = \sim M, M, M
                  CHD
  = [U D]
                  Wing Flap Attack
                  Headbutt
(Note: Wing Flap Attack-Headbut can be continued indefinitely)
F+M,M
                  Gut Punch-Rising Kick
B+H, H, H, H, H
                  Blur Punches (x5)
 = M, H, H, H
                  Gut Punch-Triple High Backfist
  = M, H, M, M
                 Gut Punch-High Backfist-Mid Punch-Gut Punch
  = M, H, M, L
                  Gut Punch-High Backfist-Mid Punch-Low Backfist
                  Gut Punch-High Backfist-Low Backfist
  = M, H, L
                                                                         RC
  = M, M
                  Gut Punch-Rising Kick
  = L:M
                  Sweep-Headbutt
  = L, F+M
                  Sweep-Headbutt
   = M
                  Side Punch
    = \sim M, M, M
                  CHD
    = [U D]
                  Wing Flap Attack
      = F
                  Headbutt
(Note: Wing Flap Attack-Headbut can be continued indefinitely)
B+H, H, H, H, L
                Quad Blur Punches-Sweep
                                                                         RC
```

```
B+H, H, H, M
                Triple Blur Punches-Inverse Roundhouse
B+M,M,(*special) Double Uppercuts(*can subtitute B+M,M for any B+H,H)
B+M,M,M,M
               Double Uppercuts-Super Uppercut-Hammer
                Jump Kick-Turnaround
F,F+H,B
                                                                   BK
F,F+H:M
               Jump Kick-CCA
               Headbutt-Side Punch
F, F+M, M
 = \sim M, M, M...
B,B+H
                High Backfist
B,B+M
                Reverse Pop Up Kick
G+H,H,H
               Triple High Backfist
               High Backfist-Mid Punch-Super Gut Punch
G+H,M,M
G+H,M,L
               High Backfist-Mid Punch-Low Backfist
G+H,L
               High Backfist-Low Backfist
G+L
                Sweep
                                                                   RC.
 = F+M
               Headbutt
 = M
                Side Punch
 = \sim M, M, M...
                CDA
 = [U D]
               Wing Flap Attack
   = F
                Headbutt
(Note: Wing Flap Attack-Headbut can be continued indefinitely)
  = :M
                Super Headbutt
F+G+M
                Quick Solar Charge
 = H
                Super Kick
  = M
                Mid Punch
 = B+M
               Super Axe Kick
 = T.
                Super Shin Sweep
WS~F+M
               Power Punch
WS~F+M~M
                CCA
  = \sim M, M, M
               CHD
[D,DU,U]+M
               Side Punch
               CHD
[D,DU,U]+M\sim M
::Special Attacks-Facing Away (BK)::
Command
               Result
                                                                   Comment
               Reverse Body Check-Overhead Kick
Н,М
               Backflip Kick
L:L:L:L...:M
              Turn Around Low Kick-Infinite Shin Kicks-CCA-Side Punch
 = \sim M, M, M
               Chicken Dance (see special section for moves)
::Special Attacks-Chicken Dance (CHD)::
                3 Side Punches
G,M,M
               2 Side Punches-Super Elbow
G,M,H
G,H
                Side Punch-Super Elbow
               Remain Dancing Infinitely
M, M, M...
:: Special Note-Chicken Claw Attack (CCA)::
You can guide the CCA whil in the air. If you land on opponents head, pressing
M repeatedly will stomp opponents head.
****
*HOM*
****
```

:: GRAPPLING TECHNIQUES::

Command Result Comment

Note: For all throws, after grapple, keep G held down (unless otherwise noted)

B+G+M Special Extention Grab

:FRONTAL GRAPPLE: (front)

H,H,H... Face Punches

M Suplex Head Drop

L,L,L... Thigh Kicks

PUSH, G+M Cartwheel Powerbomb

PULL,G+M Spinning Powerbomb

= :M Ultimate Tackle

= [G]+H... Face Punches (*)

= [G]+L... Stomach Punches (*)

= [G]+M Super Face Punches

(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)

SLIDE, G+M Hip Toss (slide to enemies right)
SLIDE, G+M Shoulder Throw (slide to enemies left)

:ARMLOCK: (left)

M Ultimate Press-Head Drop

H Spinning Elbow

L Trip

:HEADLOCK: (right)

M Reverse Flip Over H Nugget Punch

L Trip

:WAISTLOCK: (behind)

M Spinning Press
H Spine Kick
L Trip

::Special Attacks-Facing Toward::

Command Result Comment

[H] Long High Punch

= :H:H:H... Infitite Yoyo Punches

= :M Mid Yoyo Punch = :M Mid Yoyo Punch [M] Long Mid Punch

H,H,H 2 Punches-Roundhouse

H,H,M,M 2 Punches-Chin Punch-Uppercut ^

H,M,M Punch-Double Chin Punch
H,M,L Punch-Chin Punch-Sweep

H, L Punch-Sweep

L,M Low Kick-Double Hand Punch B+H,M Split Kick-Jumping Uppercut

B+H,L Split Kick-Sweep

```
Rising Uppercut-Jumping Uppercut
B+M, M
B+M,L
                Rising Uppercut-Sweep
                Double Mid Kick-High Kick
F+M,M,H
F+M,M,B+M
               Double Mid Kick-Spring Headbutt
                Double Spring Low Kick-Front Kick
F+L,L,M
F+L,M
               Spring Low Kick-Front Kick
                Spin Punch-Super Backhand
F,F+H:M
               Front Kick-Super Overhand Strike
F,F+M,H
 = M
               Spinning Backhand
 = T.
               Surprise Low Kick
 = \sim H, H, H
               Super Windup
                                                                 !
                Spinning Backhand
   = L
                Surprise Low Kick
F,F+M,M
               Front Kick-Axe Kick Stomp
F,F+M~G
               Crouch Dash
B,B+M
               Backflip
 = M, D+M
                Handstand Spinning Kick-Helicopter
                                                          (controlable)
   = [U D B F], M Hot Feet-Spring Headbutt
                Flare-Super Flare
  = L, M
 = L, L, M
               Double Flare-Super Flare
 = L, L, L, M
               Triple Flare-Super Flare
B,B+L
               Backfliping Low Spring Kick
 = H
               Low Spring Kick
 = M,M,D+M Split Kick-Handstand Spinning Kick-Helicopter (controlable)
   = [U D B F], M Hot Feet-Spring Headbutt
            Low Spring Kick-Mini Low Kicks-Low Spring Kick
 = L, L, L
G+H,M,M,M...
              Roundhouse-Infinite Spinning Mid Punches
               Roundhouse-Sweep
G+H,L
G+L
                Sweep
D+G+J
                Self Termination
WS~B+M
                Spring Headbutt
[D,DU,U]+M
               Side Step Hammer
RUN+L,M
               Hot Feet-Spring Headbutt
::Special Attacks-Facing Away (BK)::
Command
                Result
                                                                 Comment
               Long High Punch
 = :H:H:H...
               Infitite Yoyo Punches
               Mid Yoyo Punch
   = :M
               Mid Yoyo Punch
 = :M
               Long Mid Punch
[M]
               2 Punches-Roundhouse
Н,Н,Н
               2 Punches-Chin Punch-Uppercut
H, H, M, M
               Punch-Double Chin Punch
H,M,M
               Punch-Chin Punch-Sweep
H,M,L
H,L
               Punch-Sweep
                Low Kick-Double Hand Punch
L,M
______
*****
*FEI-PUSU*
*****
:: GRAPPLING TECHNIQUES::
```

Command Result Comment

:FRONTAL GRAPPLE: (front) Н, Н, Н... Face Punches Double Spin Toss Thigh Kicks L, L, L... PUSH, G+M Leg Pullout Double Spin Toss Back Rolling Flip Toss PULL, G+M = :M Ultimate Tackle Face Punches (*) = [G] + H...= [G]+L... Stomach Punches (*) Back Rolling Flip Toss (* Note: Face/Stomach Punches may be chained into Stomach/Face Punches) SLIDE, G+M Hip Toss (slide to enemies right) SLIDE, G+M Shoulder Throw (slide to enemies left) :ARMLOCK: (left) Arm Lever Double Spin Toss М Η Reverse Mid Elbow Trip : HEADLOCK: (right) Μ Double Spin Toss Nugget Punch Н Trip

:WAISTLOCK: (behind)

M Double Spin Toss
H Spine Kick
L Trip

::Special Attacks-Facing Toward::

Command Result Comment

H,H,H Double High Punch-Roundhouse

= B Turn Around BK

H,H,F+M 2 Punches-Overhead Kick H,H,B+M 2 Punches-Backflip Kick

H,M,L Punch-Spinning Side Kick-Sweep
=:M:M Shine Uppercut-Jumping Face Strike

= :M:L,L Double Low Sweeps

= :M,M,M,M Charged Super Uppercut-Aerial Roundhouse

= H~H~H:L Aerial Fury-Super Stomp Kick

= :M~L:M:L:L Fake Charge Uppercut-Sweep-Backflip Kick-Double Sweeps

M, L Side Kick-Sweep

= :M:M Shine Uppercut-Jumping Face Strike

= :M:L,L Double Low Sweeps

= :M,M,M,M Charged Super Uppercut-Aerial Roundhouse

= H~H~H:L Aerial Fury-Super Stomp Kick

= :M~L:M:L:L Fake Charge Uppercut-Sweep-Backflip Kick-Double Sweeps

L,M Low Kick-Double Hand Strike F+H,M,M Backhand-Cross Punch-Backhand

F+M Overhead Kick

= ~[B] Turn Around BK

F+L,L	Double Low Shin Kicks	
F+L,M:M	Low Shin Kick-Rising Uppercut-Jumping Uppercut	^
F+L:M	Low Shin Kick-Shin Roundhouse	
B+H:M:M	Split Kick-Rising Uppercut-Jumping Uppercut	^
B+M:M	Jumping Uppercut-Jumping Face Strike	
B+M:L,L	Jumping Uppercut-Double Sweep	
B+M~M,M,M,M	Charged Super Uppercut-Aerial Roundhouse	
= H~H~H:L	Aerial Fury-Super Stomp Kick	
B+M~M,L:M:L:L	Fake Charge Uppercut-Sweep-Backflip Kick-Double Swee	ps
B+L,L	Double Sweep	
F,F+H	Roundhouse	
= B	Turn Around	BK
F,F+[M]	Mid Backfist	^
F, F+M, M	Double Front Kick	
= M:M	Jumping Uppercut-Jumping Face Strike	
= M: L, L	Jumping Uppercut-Double Sweep	
$= M \sim M, M, M, M$	Charged Super Uppercut-Aerial Roundhouse	
$= H \sim H \sim H : L$	Aerial Fury-Super Stomp Kick	
= $M \sim M \sim L:M:L:L$	Fake Charge Uppercut-Sweep-Backflip Kick-Double Swee	ps
$F, F+L\sim M$	Double Foot Mule Kick	
F,F+L,M	Low Kick-Double Foot Mule Kick	
F,F+L:M:M	Low Kick-Shine Pop Kick-Double Foot Mule Kick	
B,B+M:L:L	Backflip Kick-Double Low Sweep	
G+H,M	Roundhouse-Jumping Uppercut	
G+L:L:M:L:L	Double Sweep-Backflip-Double Sweep	
FC,G+H	Jumping Spin Side Kick	
FC,L~M	Double Foot Mule Kick	
FC, L, M	Low Kick-Double Foot Mule Kick	
WS+F+L	Forward Roll	
WS+M:M	Rising Side Kick-Twisting Mule Kick	
WS+L~H	Twisting Mule Kick	
B+G+H	Attack Parry	
B+G+M	High/Mid Attack Reversal	
B+G+L	Low Attack Reversal	
RUN+M	Quick Spin Around Kick	
RUN+L:M:L:L	Sweep-Backflip Kick-Double Sweeps	

::Special Attacks-Facing Away (BK)::

Command	Result	Comment	
Н,Н,Н	Double High Punch-Roundhouse		
= B	Turn Around BK		
H, H, F+M	2 Punches-Overhead Kick		
H, H, B+M	2 Punches-Backflip Kick		
H, M, L	Punch-Spinning Side Kick-Sweep		
= :M:M	Shine Uppercut-Jumping Face Strike		
= :M:L,L	Double Low Sweeps		
= :M,M,M,M	M,M,M Charged Super Uppercut-Aerial Roundhouse		
$= H \sim H \sim H : L$	Aerial Fury-Super Stomp Kick		
= :M~L:M:L:L	Fake Charge Uppercut-Sweep-Backflip Kick-Double Swee	eps	
M	Backflip		
= B	Stay Turned Around	BK	
L,M	Low Kick-Double Hand Strike		

:: GRAPPLING TECHNIQUES::

Command Result Comment

:FRONTAL GRAPPLE: (front)

H,H,H... Face Punches

M D.D.T

L,L,L... Thigh Kicks

PUSH,B+G+M Giant Swing
PUSH,[G]+M Ultimate Press
= Release M Opponent Drop
= M Super Backbreaker

= X+M Super Stomach Knee Drop (X = toward Mary's chest)
= X+M Jumping Body Press (X = toward Mary's back)
= X+M Body Slam (X = toward Mary's right)
= X+M Side Head Driver (X = toward Mary's left)

PULL, G+M Suplex

SLIDE, G+M Hip Toss (slide to enemies right)
SLIDE, G+M Shoulder Throw (slide to enemies left)

:ARMLOCK: (left)

M Octopus Hold

= :M:M ? Double Octopus Finish (I can only get to the first :M)

H Reverse Backhand

L Trip

:HEADLOCK: (right)

M Bulldog

H Coconut Crush

L Trip

:WAISTLOCK: (behind)

M German Suplex H Spine Kick

L Trip

:GROUND:

F,F+G+M Ground Grab Manuever

Face Up

= At Feet Scorpion Deathlock

= At Head Neck Choke = At Left Neck Choke

= At Right Figure-4 Leglock

Face Down

= At Feet Camel Clutch
= At Head Indian Deathlock
= At Left Chicken Wing

= At Right STF

(Note: :G+M will continue all ground throws... I cant seem to get the third part to conenct though... it looks to be another :G+M but even after slowing down the FPS rate I still cannot get the third continuation of the ground throw... any suggestions? -Ben-) :STUN: F,F+G+M Powerbomb (works only on stunned opponents) :CATCH: B+G+M Ultimate Press (works only on opponents in air) = Release M Opponent Drop = MSuper Backbreaker Super Stomach Knee Drop = X+M(X = toward Mary's chest) Jumping Body Press = X+M(X = toward Mary's back) = X+MBody Slam (X = toward Mary's right) Side Head Driver = X+M(X = toward Mary's left) :Special: Ultimate Tackle (will headbutt if enemy is not in front) F+[G]+M +[G]+M = [G]+H... Face Punches (*) = [G] + L...Stomach Punches (*) Side Toss = [G]+M(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches) :: Special Attacks-Facing Toward:: Command Result Comment (Note: Mary's projectile can be controlled. After throwing, press F for more distance, press B to drop from air immediately.) 3 Punches-Mini Uppercut Stun H, H, H:M 2 Punches-Mid Shine Backhand H,H:M Н,М,Н,Н High Punch-Forearm-Face Slap-Backhand H,M,H,L High Punch-Forearm-Face Slap-Sweep High Punch-Forearm-Sweep H,M,L М,Н Front Kick-Drop Kick Front Kick-Sweep M,L Reaching Low Kick L F+H Power Backfist (turns opponent around) Elbow-Rising Hammer F+M,MF+L,L,L Triple Sliding Low Kicks Sliding Low Kick-Sliding Mid Kick-Jumping Roundhouse F+L,M,H Sliding Low Kick-Double Sliding Mid Kick F+L,M,MDouble Sliding Low Kick-Knee-Drop Kick F+L,L:M,H F+L,L:M,L Double Sliding Low Kick-Knee-Sweep B+H,H:M Round Punch-Backhand-Stun Punch B+[H] Super Hook 1 B+MShoulder Chop Super Down Strike ! B+[M]F,F+H Drop Kick F,F+MJumping Front Kick Jumping Knuckle Smash-Rising Hammer B,B+M,M G+H Jumping Roundhouse Sweep-Overhead Smash G+L,M

Low Reversal-Ultimate Tackle

B+G+L

(goto Throw Section)

Mid Punch-Jumping Roundhouse WS+M,H $WS \sim F + M$ Stun Punch RUN+H Running Drop Kick Head Dive RUN+M [D,D U,U]+M Side Step Super Punch ::Special Attacks-Facing Away (BK):: Command Result Comment ______ ***** *ILL-GOGA* ***** :: GRAPPLING TECHNIQUES:: Command Result Comment :FRONTAL GRAPPLE: (front) H,H,H... Face Punches Body Slam L, L, L... Thigh Kicks PUSH, G+M Headbutt Ultimate Tackle = [G]+H... Face Punches (*) = [G]+L... Stomach Punches (*) Side Toss = [G]+M(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches) PUSH, B+G+M Leg Grab Slam Down = :G+M:G+M Second Leg Grab Slam Down-??? (damn near impossible) SLIDE, G+M Hip Toss (slide to enemies right) SLIDE, G+M Shoulder Throw (slide to enemies left) :ARMLOCK: (left) Press Down Μ Drop Down Elbow Η L Trip : HEADLOCK: (right) Super Press Down Μ Nugget Punch Η Trip :WAISTLOCK: (behind) Ultimate Press M Η Spine Kick Trip :GROUND: F,F+G+M Ground Grab Manuever

```
Face Up
 = At Feet
               Overhead Swing
Face Down
 = At Feet
             Overhead Swing
::Special Attacks-Facing Toward::
Command
                 Result
                                                                    Comment
Н,Н,Н
                 2 Puncheses-Cross Punch
H,M,L
                 High Punch-Double Hand Strike-Front Kick
H,M~H
               High Punch-Roundhouse
H, L, H
                High Punch-Shin Kick-Hook Punch
H, L, L, H
                High Punch-Double Shin Kick-Hook Punch
H, L, L, L, H
                High Punch-Triple Shin Kick-Face Boot
                 Mid Tail Swipe
                 Shin Stomp
                                                                    RC
                 Face Boot
F+H
F+M
                 Chest Boot
F+L,H,M
               Arm Swipe-Cross Punch-Uppercut
F+L,M,M
               Arm Swipe-Rising Backhand-Power Punch
                Arm Swipe-Backhand Swipe
                                                                    RC
F+L,L
                 High Tail Swipe
B+H
                 Super High Tail Swipe
B+[H]
                                                                     1
                Roundhouse
B+M~H
B+M,L
                 Double Hand Strike-Front Kick
                Hit The Deck
B+[L]
 = L
                 Arm Swipe
 = M, M, M
               Triple Scorpion Tail Strikes
 = B+M
                Super Launch Uppercut
 = [F B]
               Crawl [Forward Backward]
 = Release L Stand Up
                                                                    RC.
F,F+H
                 Headbutt-Shin Stomp
F,F+H:H,L
               Double Headbutt-Shin Stomp
F,F+H:H:H
                 Triple Headbutt
F,F+M
                 Knee
B,B+M
                 Launch Uppercut
[D,DU,U]+M
               Sidestep Uppercut
G+H,H,M
                Right Hook-Left Hook-Uppercut
                Right Hook-Rising Backhand-Power Punch
G+H,M,M
                Right Hook-Sweep
G+H,L
                Low Tail Sweep
                                                                    RC
G+L
               Low Tail Sweep-Triple Tail Attack
G+L,M,M,M
                Hammer-Rising Hammer
F+G+M,M
B+G+M
                 Tail Flip Up
                 Tail Flip Up-Double Tail Attack
B+G+M,M,M
                 Headbutt
WS+M
                                                                    RC
WS+M,F+M
                 Headbutt-Knee
WS~F+M
                 Doublehanded Super Strike
                 Double Overhead Down Strike
WS~B+M,M
::Special Attacks-Facing Away (BK)::
Command
                 Result
                                                                    Comment
                 2 Punches-Cross Punch
Н,Н,Н
                 High Punch-Double Hand Strike-Front Kick
H,M,L
                 High Punch-Roundhouse
H,M~H
```

High Punch-Shin Kick-Hook Punch

H, L, H

H,L,L,H High Punch-Double Shin Kick-Hook Punch H,L,L,L,H High Punch-Triple Shin Kick-Face Boot

M Mid Tail Swipe L Stomp Shin Kick

GREN-KUTS

:: GRAPPLING TECHNIQUES::

Command Result Comment

Note: For all throws, after grapple, keep G held down (unless otherwise noted)

:FRONTAL GRAPPLE: (front)

H,H,H Punch-Punch-Knee
M Belly To Belly Suplex

L,L,L... Low Thigh Kicks

PUSH,G+M Side Head Drop
= :M Ultimate Tackle
= [G]+H... Face Punches (*)
= [G]+L... Stomach Punches (*)

= [G]+M Side Toss

(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)

PULL, G+M Frontal Headlock Suplex

SLIDE,G+M Whip Suplex (slide to enemies right)
SLIDE,G+M Quick Throw Down (slide to enemies left)

:ARMLOCK: (left)

M German Suplex
H Mini Stun Punch

L Trip

:HEADLOCK: (right)

M Neck Breaker H Nugget Punch

L Trip

:WAISTLOCK: (behind)

M German Suplex Toss

H Spine Kick

L Trip

::Special Attacks, Facing Toward::

:Special Conventions:

FLS - Flamingo Stance (see special section for moves)

Command Result Comment

```
2 Punches-Roundhouse-Spinning Mid Kick
Н,Н,Н,М
H,H,H,L
                 2 Punches-Roundhouse-Sweep
H, H, M:L:B+M, M 2 Punches-Gut Punch-Sweep-Double Flipkick
H,H,M:L~M:M,M:M,M 2 Punches-Gut Punch-Jump Kick-2 Gut Punches-2 Crecent Kicks
H,H,M:L~M:M,M:[M] 2 Punches-Gut Punch-Jump Kick-2 Gut Punches-FLS
H,H,M:L~M:M:L:M 2 Punches-Gut Punch-Jump Kick-Gut Punch-Jump Uppercut
H,H,M:L~M:L:M 2 Punches-Gut Punch-Jump Kick-Sweep-Jump Uppercut H,H,M:L,M: 2 Punches-Gut Punch-Jump Kick-Sweep-Rolling Kick
H,M:H
                  Punch-Gut Punch-Roundhouse
                                                         (Super String Starter)
(*Note: All attacks below can follow this starter. Take note... pressing :M
after the second Roundhouse anywhere in the string is, in effect, like
pressing the first M in the above listed starter. Also, after the second
Roundhouse, you can use :H,H to start the string over again. With EXCELLENT
timing, you can do an infinite Roundhouse chain, i.e. H, M: H, H: H, H: H, H. . . . )
  = H, H
                  Second Roundhouse-Roundhouse Finish
  = M, M:M, M
                2 Gut Punches-Double Crecent Kick
                 2 Gut Punches-FLS
  = M, M: [M]
  = M:B+M,M
                Gut Punch-Double Flip Kick
                Gut Punch-Sweep-Jump Uppercut
  = L, M
                 Sweep-Rolling Kick
  = L:M
                 Sweep-Jump Uppercut
G+H
                  Roundhouse
                                                         (Super String Starter)
(*Note: All attacks above can follow this starter. This starter, in effect,
acts exactly like the Roundhouse in the first starter (without the two attacks
ahead of it). All of the same finishers work with this starter.
                  Punch-2 Gut Punches-Sweep-Rolling Kick
H,M:M:L,M
H,M:M:L:M
                  Punch-2 Gut Punches-Sweep-Jump Uppercut
H,M,L:M
                 Punch-Gut Punch-Sweep-Jump Uppercut
                 Mini Uppercut
L:B+M,B
                  Low Kick-Double Flip Kick
F+H
                 Twist Roundhouse
                  Twist Uppercut
                 Turn Around-Reverse Spin Mid Kick
 = B:M
                Spinning Low Kick-2 Gut Punches-2 Crecent Kicks
F+L:M,M:M,M
                Spinning Low Kick-2 Gut Punches-FLS
F+L:M,M:[M]
F+L:M:L:M
                Spinning Low Kick-Gut Punch-Spinning Sweep-Jump Uppercut
B+M,M:M,M
                2 Gut Punches-2 Crecent Kicks
                 2 Gut Punches-FLS
B+M, M: [M]
B+M:L:M
                 Gut Punch-Sweep-Jump Uppercut
B+M\sim F
                 Power Punch
B+I.∼F
                 Crouch Dash
                                                                        RC
B+L\sim F+M
                 Super Uppercut
B+L:B+M,M
                Sweep-Double Flip Kick
B+L~M:M,M:M,M
                  Jump Kick-2 Gut Punches-2 Crecent Kicks
                Jump Kick-2 Gut Punches-FLS
B+L\sim M:M,M:[M]
B+L~M:M:L:M
                Jump Kick-Gut Punch-Sweep-Jump Uppercut
                Jump Kick-Sweep-Jump Uppercut
B+L\sim M:L:M
B+L~M:L,M
                 Jump Kick-Sweep-Rolling Kick
F,F+H
                  Mini Dash Roundhouse
                 Spinning Side Kick
F,F+M
F,F+L:M
                 Sweep-Jump Uppercut
                 Sweep-Rolling Kick
F,F+L,M
```

B,B+M,M

2 Crecent Kicks

```
B,B+M,L:M
                Crecent Kick-Sweep-Jump Uppercut
B,B+M,L,M
                Crecent Kick-Sweep-Rolling Kick
G+L:M
               Sweep-Jump Uppercut
G+L,M
               Sweep-Rolling Kick
               Jumping Axe Kick
                                                                 !
B+G+M
FC+H
               Reverse Roundhouse
               Step In Sweep
FC+L
                                                                 RC
[D,D_U,U]+M,M Side Step Crecent Kicks
[D,D_U,U]+[M] Side Step-FLS
WS+M
               Uppercut
 = B:M
               Turn Around-Reverse Mid Kick
WS~F+M
               Super Uppercut
WS~B+M,M
               Double Flip Kick
                Spinning Side Kick
RUN+M
RUN+L
                Step In Sweep
:: Special Attacks-Flamingo Stance (FLS)::
(Note: Keep G held down to remain in Flamingo Stance)
                Flip Over Stomp
Release G, M
               2 Crecent Kicks
               Low Kick-Double Flip Kick
L:B+M,M
               Regular Stance
[U D F B]
               Flamingo Hop
::Special Attacks-Facing Away (BK)::
Command
                Result
                                                                 Comment
                (any string starting from "H" listed in main section)
Н...
                Turn Around Punch
M
                Turn Around Low Kick
______
*****
*DOCTOR V*
*****
:: GRAPPLING TECHNIQUES::
Command
              Result.
                                                                 Comment.
Note: For all throws, after grapple, keep G held down (unless otherwise noted)
:FRONTAL GRAPPLE:
                                                                  (front)
Н,Н,Н
                Punch-Punch-Knee
L, L, L...
               Low Thigh Kicks
M:[G]+M
               Body Press-Ultimate Tackle
 = [G] + H...
               Face Punches (*)
               Stomach Punches (*)
 = [G]+L...
               Rolling Side Toss
(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)
PUSH, G+M
        Trip Takedown
PULL, G+M
               Move Behind Enemy
```

```
SLIDE, G+M
               Whip Suplex
                                                 (slide to enemies right)
SLIDE, G+M
               Quick Throw Down
                                                  (slide to enemies left)
                                                                 (behind)
:WAISTLOCK:
                Hip Toss
M
                Spine Kick
Η
                Trip
L
::Special Attacks, Facing Toward::
:Special Conventions
WBS - Wacky Boxer Stance
                                          (see special section for moves)
Command
                Result
                                                                 Comment
H,H,H,M 2 Punches-Elbow-Spinning Mid Kick
Н,Н,М
               2 Punches-Mid Kick
H,H,L
               2 Punches-Shin Kick
               Punch-Shin Kick
H,M,L
F+H,H,M
               Double Elbow-Mid Kick
F+H,H,L
F+M,M
               Double Elbow-Low Shin Sweep
               Mid Elbow-Knee
```

F+L,M,H	Shin Sweep-Mid Elbow-Roundhouse	
$F+L$, M , $H\sim M$, M	Shin Sweep-Mid Elbow-Overhead Kick-Back Kick	
B+H	Roundhouse Kick	
B+H~M,M	Overhead Kick-Back Kick	
B+M	Uppercut	^
[B]+L	Turn Around Low Kick	
B+L,M	Low Kick-High Punt Kick	^
F,F+M	Convict Kick	
B , B+H	Charging Ridgehand	!
B,B+H~M	Rear End Attack	
B,B+M,M,L	Uppercut-Gut Punch-Shin Kick	
B,[B]+M	Shining Uppercut	!
$B,[B]+M\sim M$	Mini Pop Up Uppercut	^
$B,[B]+M\sim L,L$	Fake Pop Up-Low Kick-High Punt Kick	^
G+H~B	Roundhouse-Turn Around	BK
G+L	Spinning Shin Kick	
F+G+M	Elbow Uppercut	^
B+G+H,H	Double Hard Punches	
B+G+H,M,M	Hard Punch-Down Strike-Elbow Uppercut	
B+G+M,M,M	Triple Knee	^
B+G+M:H	Knee-Roundhouse	
B+G+M:M,M	Knee-Overhead Kick-Back Kick	
B+G+M:L	Knee-Shin Kick	

B+G+M,M:L Double Knee [U_D]+H Side Step Elbow

G~[G] WBS

B+G+M,M:H

RUN+M Flip Over Kick

RUN+L Slide

::Special Attacks-Wacky Boxer Stance (WBS)::

(Note: Keep G held down to remain in Wacky Boxer Stance)

Double Knee-Roundhouse

H Jab

```
Triple Uppercut
M, M, M
L
               Shin Kick
F
              Lung Forward
 = ~H
              Super Punch
                                                               !
 = ~M
              Super Hammer
 = L
              Low Sweeping Hand
               Lean Back
              Hook Punch
               Overhead Strike
               Shin Kick
[U D]
              Sideways Dodge
 = M
               Side Uppercut
 = L
               Low Sweeping Hand
                Stun Punch
F,N+M
::Special Attacks-Facing Away (BK)::
Command
              Result
                                                               Comment
Н
              Reverse Elbow
              Back Kick
L,M,H
              Shin Sweep-Mid Elbow-Roundhouse
L,M,H\sim M,M
              Shin Sweep-Mid Elbow-Overhead Kick-Back Kick
______
*****
*CHACO-YUTANI*
*****
:: GRAPPLING TECHNIQUES::
Command Result
                                                               Comment
Note: For all throws, after grapple, keep G held down (unless otherwise noted)
:FRONTAL GRAPPLE:
                                                               (front)
H,H,H... Face Punches
              Arm Over Shoulder Toss
               Thigh Kicks
L, L, L...
PUSH, G+M
              Ultimate Tackle
              Face Punches (*)
 = [G] + H...
 = [G] + L...
              Stomach Punches (*)
 = [G]+M
               Arm Break
(* Note: Face/Stomach Punches may be chained into Stomach/Face Punches)
PULL, G+M
               Pull-in, Push-out
                                               (slide to enemies right)
SLIDE, G+M
              Hip Toss
               Shoulder Throw
                                                (slide to enemies left)
SLIDE, G+M
:ARMLOCK:
                                                                (left)
Μ
               Arm Break
               Face Bash
Η
L
               Trip
: HEADLOCK:
                                                               (right)
```

```
Arm Break
M
Η
                  Face Bash
L
                  Trip
:WAISTLOCK:
                                                                     (behind)
                 Arm Break
                  Spine Kick
Η
Τ.
                  Trip
::Special Attacks-Facing Toward::
Command
                 Result
                                                                      Comment
                 Step In Punch
[H]
                                            (can follow with any H... string)
H, H, H, M
                 2 Punches-High Palm-Mid Palm
H, H, M, M
                2 Punches-Stun Elbow-Uppercut
H,H,L
                 2 Punches-Sweep
                                                                      RC
H,H,L~M
                2 Punches-Super Kick
                Front Kick-Mid Kick
M, M
M,H
                 Front Kick-High Kick
                Front Kick-Spinning Air Kick
                 Crouch Dash
M∼G
                                                                      RC
 = H
                 Quick Grab
                Mid Palm
   = M
    = :M
                 Shine Palm
                Bomb Roundhouse
   = H
    = L:H,H Trip Up-Jumping Double Side Kick
   = [U D B F] Move Around Enemy
                                                                      ВK
                Mid Elbow
  = M
  = B+M:M:F+M
                 Smash-Palm-Body Check
                 Trip Up
                                                                      RC.
                High Palm-Mid Palm
  = F+G+H,M
                 Double Ali Kicks
L,L
                                                                      RC.
                Reverse Sweep-Super Kick
L\sim G,:L\sim M
L~G:L:L:L...
                Reverse Sweep-Infinite Step In Sweeps...
                                                                      RC.
                 Super Kick (only after odd numbered sweeps i.e. 1-3)
M∼F
                 Super Uppercut
F+M
                 Uppercut
                 High Palm-Mid Palm
F+H,M
                 Overhead Kick
[F B]+L\sim M
[F_B]+L~M:M:M... Infinite Overhead Kicks
                                                            (only if blocked)
[F B]+L,:[F B]+M Ali Kick-Tumbling MK
L~G+[U D B F]
                Limbo Stance
 = :M
                 Shine Palm
 = :H
                 Shine Guard Break
                 Roundhouse
B+H
B+M,M
                 Double Hammer
F,F+H
                 Jumping Crossover Kick
                 Stun Double Palm
F, F+M
                 Roll Over Low Sweep
F,F+L
B,B+H
                 Jump Spin Roundhouse
                                                                      ВK
B,B+M:M
                Front Flip Kick-Overhead Kick
B,B+M:M:M:M... Front Flip Kick-Infinite Overhead Kicks (only if blocked)
B,B+M~L
                 Overhead Kick
B,B+M~L:M:M:M... Overhead Kick-Infinite Overhead Kicks
                                                            (only if blocked)
                 Roundhouse
G+H
                                                                      RC
                 Sweep
 = :L:L:L...
                Infinite Step In Sweeps...
                                                                      RC
```

= ~M Super Kick (only after odd numbered sweeps i.e. 1-3) ^ G+L~M Super Kick Big Boot WS+[M][D,D U,U]+H Side Step-Roundhouse Kick Super Uppercut Slice ^ ! [D+M~D U+M~U] Side Step-Guard Break FC+H~G Spinning Side-Step Guard Break = H Body Check = M RUN+H Jumping High Kick RUN+M Reverse Body Check (close) Head Dive (far) RUN+L Slide Kick High/Mid Attack Reversal B+G+M ::Special Attacks-Facing Away (BK):: Command Result Comment Н Spinning Roundhouse Reverse Body Check М Drop Out Kick ______ ***** *MUFU* ***** :: GRAPPLING TECHNIQUES:: Command Result Comment Note: For all throws, after grapple, keep G held down (unless otherwise noted) :FRONTAL GRAPPLE: (front) Н,Н,Н... Face Punches Spinning Powerbomb L, L, L... Thigh Kicks PUSH, G+M Giant Swing Spinning Guillotine PULL, G+M Hip Toss (slide to enemies right) SLIDE, G+M Shoulder Throw (slide to enemies left) SLIDE, G+M (left) :ARMLOCK: Arm Break Μ Overhand Strike Η

:HEADLOCK: (right)

M Spinning Hip Throw
H Nugget Punch

Trip

L Trip

L

:WAISTLOCK: (behind) Spinning Air Press Μ Spine Kick Η Trip L ::Special Attacks-Facing Toward:: Command Result Comment Н,Н,Н Double Hammer-Backhand M, M, M3 Front Kicks 2 Front Kicks-2 Side Kicks-Wide Arm-Dance 2 Front Kicks-2 Side Kicks-Hop Side Kick M, M:M, M:M, H M,M:M,M,ML,H Low Kick-Handstand Kick F+H,H,H Head Clap-Double Overhead Smash F+H,M Head Clap-Front Kick F+M,H Wide Arm-Dance Low Kick-Turn Around Kick F+L,MВK F+L,L,L 3 Low Kicks F+L,L:M,M,M 2 Low Kicks-3 Front Kicks F+L,L:M,M:M,M,M 2 Low Kicks-2 Front Kicks-2 Side Kicks-Hop Side Kick F+L, L:M, M:M, M:M, H 2 Low Kicks-2 Front Kicks-2 Side Kicks-Wide Arm-Dance Handstand Kick B+M,M,M 2 Side Kicks-Hop Side Kick 2 Side Kicks-Wide Arm-Dance B+M,M:M,M,H B,B+M Super Uppercut G+H Roundhouse G+L Sweep [D,D U,U]+M Side Step Super Uppercut Head Dive Sweep RUN+L ::Special Attacks-Facing Away (BK):: Command Result Comment Double Hammer-Backhand Н,Н,Н Μ Mufu Kick Low Kick-Handstand Kick ______ ***** *NORK* ***** :: GRAPPLING TECHNIQUES:: Command Result Comment Note: For all throws, after grapple, keep G held down (unless otherwise noted) :FRONTAL GRAPPLE: (front) ??? Nork can do the throwing motion with D+G+M... ???

Command Result Comment

:: Special Attacks-Facing Toward::

H,H 2 Hook Punches

M Mid Kick

L Stomp Kick RC F+M,M,M Low Clap-2 Hammer Punches RC

B+H Super Hook

[B_U_D]+M Flame Uppercut

C+H H M Pouble Overbane

G+H,H,M Double Overhand Punches-Spinning Arm Strike

G+L Sweep

WS+M Double Handed Uppercut

::Special Attacks-Facing Away (BK)::

Command Result Comment

H,H 2 Hook Punches

M Mid Kick

L Stomp Kick RC

***** *UDAN*

:: GRAPPLING TECHNIQUES::

Command Result Comment

Note: For all throws, after grapple, keep G held down (unless otherwise noted)

:FRONTAL GRAPPLE: (front)

H,H,H... Face Punches
M Arm Whip Suplex
L,L,L... Thigh Kicks

PUSH, G+M Head Scissors Takedown

PUSH, B+G+M Monkey Flip

PULL, G+M Frankensteiner

SLIDE, G+M Hip Toss (slide to enemies right)
SLIDE, G+M Shoulder Throw (slide to enemies left)

:ARMLOCK: (left)

M Lay Back Body Press H Overhead Strike

L Trip

:HEADLOCK: (right)

M Super Bulldog H Nugget Punch

L Trip

:WAISTLOCK: (behind)

M German Suplex

Η Spine Kick L Trip :: Special Attacks-Facing Toward:: Command Result Н,Н 2 High Punches H, M: H, H, M High Punch-Gut Punch-2 Roundhouses-Front Kick Backflip Kick-Headrush-Jump Stomp = B+M,B+M:L= B+M,B+M~M,M,M Backflip Kick-Jump Kick-Reverse Flip-Backflip H,M:H,H,L High Punch-Gut Punch-2 Roundhouses-Sweep Spinning Mid Kick Shin Kick Τ. F+H Spinning Roundhouse F+H~H Super Spinning Roundhouse F+M Mini Spinning Uppercut F+L Jumping Sweep Jumping Roundhouse [B D U]+M,B+M:L Backflip Kick-Headrush-Jump Stomp [B D U]+M,B+M~M,M Backflip Kick-Jump Kick-Reverse Flip-Backflip Spinning Sweep Front Flip Kick-Backflip Kick F, F+M, MF, F+L, M, MKick Out-Reverse Flip-Backflip Spinning Roundhouse В,В+Н Super Spinning Roundhouse B,B+H~H B,B+M:L Headrush-Jump Stomp Jump Kick-Reverse Flip-Backflip B,B+M~M,M,M G+H, H, M 2 Roundhouses-Gut Punch Backflip Kick-Headrush-Jump Stomp = B+M,B+M:L= B+M,B+M~M,M,M Backflip Kick-Jump Kick-Reverse Flip-Backflip High Punch-Gut Punch-2 Roundhouses-Sweep G+H,H,M,L G+L Reverse Spin Sweep Side Cartwheel-Headrush
Side Cartwheel-Jump Stomp [D,DU,U]+M[D,D U,U]+M,M[D,D U,U]+M,L,M,M Side Cartwheel-Kick Out-Reverse Flip-Backflip Backflip Kick WS+MWS~F+M,M Reverse Flip-Backflip WS~B+M Jump Stomp ::Special Attacks-Facing Away (BK):: Command Result. Spinning Uppercut

Comment

ВK

RC

RC

RC

BK WS

RC

Comment.

BK

М Reverse Drop Kick L Jumping Sweep WS+MBackflip

***** *MARK* *****

:: GRAPPLING TECHNIQUES::

Command Result Comment

Note: For all throws, after grapple, keep G held down (unless otherwise noted)

:FRONTAL GRAPPLE: (front)

Н,Н,Н... Face Punches Shoulder Throw M Thigh Kicks L, L, L...

PUSH, G+M Monkey Flip Shoulder Throw PUSH, B+G+M

PULL, G+M Frankensteiner

SLIDE, G+M Hip Toss (slide to enemies right) SLIDE, G+M Shoulder Throw (slide to enemies left)

:ARMLOCK: (left)

Side Suplex Overhead Strike Η

Τ. Trip

: HEADLOCK: (right)

Super Bulldog Nugget Punch Н

Trip

:WAISTLOCK: (behind)

Μ German Suplex Н Spine Kick Trip

::Special Attacks-Facing Toward::

Command Result Comment

High Knee-Spinning High Kick-Round Kick Н,Н,Н High Knee-Spinning High Kick-Pop Kick H, H, M

High Knee-Axe Kick-2 Flip Kicks-2 Rolling Kicks-Jinga Kick H, M, M, M, M, M, M High Knee-Axe Kick-Sweep H,M,L RC

Front Kick-Rolling Kick M, M

Low Kick-Side Mid Kick-Reverse Mule Kick L,M,M

L,M,L Low Kick-Side Mid Kick-Reverse Sweep RC

Low Kick-Sweep-2 Backflip Kicks-Reverse Drop Kick L, L, M, M, M

F+H,H,H... Infinite Round Kicks

F+M, M Twist Kick-Twist Pop Up Kick

Handstand Kick-Front Kick-Rolling Kick B+H,M,M

B+H,L,L,M,M,M Handtand Kick-2 Sweeps-2 Backflip Kicks-Reverse Drop Kick

!

B+M Jinga Kick B+LFlare

F,F+H Helicopter Kicks

F,F+M,MRolling Kick-Jinga Kick Super Helicopter Kick B,B+H

B,B+M,MBack Handspring-Pop Up [D U]+H Side Step Inside Kick Side Cartwheel Kick [D U]+M Infinite Roundhouses G+H,H,H...

Roundhouse-Spinning Mid Kick-Super Sweep G+H,M,L

(Note: you can continue the above string with ...M, L, M, L... indefinitely)

G+L Super Sweep ^

(Note: you can continute the above sweep with ...M, L, M, L... indefinitely)

WS+M Backflip Kick Up

::Special Attacks-Facing Away (BK)::

Command Result Comment

H,H,H High Knee-Spinning High Kick-Round Kick
H,H,M High Knee-Spinning High Kick-Pop Kick

H,M,M,M,M,M,M High Knee-Axe Kick-2 Flip Kicks-2 Rolling Kicks-Jinga Kick
H,M,L High Knee-Axe Kick-Sweep RC

M Turn Around Side Kick
L Turn Around Low Kick

MARK 2

:: GRAPPLING TECHNIQUES::

Command Result Comment

Note: For all throws, after grapple, keep G held down (unless otherwise noted)

:FRONTAL GRAPPLE: (front)

H,H,H... Face Punches
M Shoulder Throw
L,L,L... Thigh Kicks

PUSH, G+M DDT

PUSH, B+G+M Shoulder Throw

PULL, G+M DDT

SLIDE, G+M Hip Toss (slide to enemies right)
SLIDE, G+M Shoulder Throw (slide to enemies left)

:ARMLOCK: (left)

M Armbreaker
H Overhead Strike

L Trip

:HEADLOCK: (right)

M Twisting Hip Toss H Nugget Punch

L Trip

:WAISTLOCK: (behind)

M German Suplex H Spine Kick

L Trip

::Special Attacks-Facing Toward::

Command	Result	Comment
н, н	Backhand-High Punch	
М, Н	Mid Punch-Quick Backhand	
М, М, Н	Mid Punch-Rising Backhand-Power Backhand	
M, M, M	Mid Punch-Rising Backhand-Delayed Punch	
M, M, L, L, L	Mid Punch-Rising Backhand-3 Tail Sweeps	RC
L, L, L	2 Low Kicks-Sweep	
L, L, H, M	2 Low Kick-Axe Kick-Super Kick	
L,L,M	2 Low Kicks-Spinning Tail Swipe	
L,H,M	Low Kick-Axe Kick-Super Kick	
L,M,M	Low Kick-Front Kick-Super Kick	
L,M,H	Low Kick-Front Kick-Super Axe Kick	
F+M	Super Punch	
F+M~M	Jumping Uppercut	^
F+M~M~H	Jumping Flip Kick	^
В+Н,Н	Handstand Kick-Straight Tail Hit	
B+M, M	Backflip Kick-Jumping Backflip	^
F, F+M	Super Hook	
В, В+Н	Super Tail	
B, B+M	Big Uppercut	^
G+H	Tail Spin	
G+[H]	Super Tail Spin	^
G+L,L,L	Triple Spinning Sweeps	RC
[D U]+H	Side Step Inside Kick	
[D U]+M	Rolling Side Kick	
WS+H	Pop Up Kick	
WS+M,M	Jinga Kick-Jumping Tail Swipe	^RC
::Special Atta	cks-Facing Away (BK)::	
Command	Result	Comment
Н,Н	Backhand-High Punch	
М, Н	Mid Punch-Quick Backhand	
М, М, Н	Mid Punch-Rising Backhand-Power Backhand	
M, M, M	Mid Punch-Rising Backhand-Delayed Punch	
M, M, L, L, L	Mid Punch-Rising Backhand-3 Tail Sweeps	RC
L,L,L	2 Low Kicks-Sweep	
L,L,H,M	2 Low Kick-Axe Kick-Super Kick	
L,L,M	2 Low Kicks-Spinning Tail Swipe	
L,H,M	Low Kick-Axe Kick-Super Kick	
	Low Kick-Front Kick-Super Kick	
L,M,M		

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::SquareSoft::	
Everyone	They Rule!!! (GREAT GAME!)
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