

Tobal No. 2 (Import) Ultimate Tobal 2 Combo Sheet

by Ben Cureton

Updated to v0.6 on Jun 5, 1997

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= Revision 0.6 | THE ULTIMATE TOBAL 2 COMBO SHEET | Updated 6/05 =
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| ..... This file MUST be viewed in a monospace typeface!!! |
| 1234567890 or it will look like crap! Got that punchy? =) |
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(Note to EGM & EGM^2... if you do, however, decide to break the law and use my stuff, I suggest you make sure it all works... you never know... where a tell-tale fake combo or two might show up... *kiss*)

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:..... INFO :.....
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This sheet is for those of you who already know how to play Tobal 2. To use this combo sheet effectively, you need to know the basic directional moves and button presses. If you need help... check out the "Tobal 2 Super Movelist" by Ben Cureton (tragic). Now get to it...

Mainly only 3-Hit combos and above are listed. The only reason certain 2-Hit combos are listed are because they do significant damage.

Certain combos will only work on specific characters. Right now, the 10 basic characters are broken up into 2 categories: Little Guys and Big Guys. Remember

Now let's finish it off with a "finisher". For this example let's just use a simple F+L. This will perform a basic Step-In-Sweep. We just did a 5-Hit juggle combo with all three basic parts. Here is how it looks on paper:

```

D+M, H,H,L, F+L                                5-Hit                                71
|         |         |                           |                           |
|         |         `-"Finisher"               Total Hits -'                   |
|         `-"Juggle Hits"                       Damage Dealt By Combo -'
`-"Initial Hit" (Launcher in this case)

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:Advanced Combos:

There are a few types of Advanced Combos. Mainly they are just modified juggle combos, with an additional element... a "Secondary Launcher". A Secondary Launcher is a move which hits an airborne opponent, putting them into a new/special "reeling" animation. You can distinguish this special animation from the regular "knock up" animation by the way the character travels while in the air. The regular flight animation is obvious: the character is knocked up, and the hardly move/twist while in the air. The special reeling animation looks much different. Usually the character will be traveling head-over-heels or be doing some very quick sidespins. Once you get the opponent into this new reeling animation, juggle hits will knock the opponent much higher into the air. This is where the big combos come out! Let's do an example:

Again let's start with the primary combo starter... the Launcher. This time we will use the alternate version of the Chin Bash [D_U]+M. (Note: the alternate version will just be U+M, since I used D+M in the example before. On the left player side... U+M knocks the opponent up slightly higher than D+M. Remember, all examples are performed from the left player side.)

Now this is where you add in the Secondary Launcher. For this example, let's use the original Chun Bash (D+M). When this connects, the opponent will go into the special "reeling" animation (head-over-heels).

Well, now that the opponent is in the air, and in the special "reeling" animation, it's your duty to take advantage. Let's just add in some basic standing High Punches (H)... Three to be exact. H, H, H. Remember that each of these punches are separate. They are not performed as a string, so make sure you pause a little bit after each punch so as to give Chuji time to recover. That way he won't go into his H,H,H string.

After each individual High Punch, you will have a small opening to add a few more hits. Since we have bounced our opponent a considerable amount of times now, he will be very low and following hits will not bounce him very high. Let's use a very fast hitting string: H,H,L. This is Chuji's 2 High Punches to Sweep string. The combo is up to 8 hits total.

Ok, now... the Finisher. Let's use the one we used before: the Step-In-Sweep (F+L). This brings the combo to a whopping 9-Hit 109 damage combo! Not to shabby eh? Here's how it looks on paper:

```

U+M, D+M, H, H, H, H,H,L, F+L                    9-Hit                                109
|         |         '-----'                   |                           | |
|         |         |                           `-"Finisher"               |                           |
|         |         `-"Juggle Hits"               Total Hits -'                   |
|         `-"Secondary Launcher"                   Damage Dealt By Combo -'
`-"Initial Hit" (Launcher in this case)

```

:Other Info:

Well... basically you should have a general idea of how to read, create, and write combos. Now you just have to come up with some. It's not very difficult. Start with a Stun or a Launcher or even a move that knocks an opponent down for a long period of time, then try to add as many hits as you can. The best way to test your combos is to play in PRACTICE MODE and set the CPU dummy to "1 Hit-Guard". That way, the dummy character will take one hit, then try to block all following hits. If you have a true combo, the dummy will not be able to block anything after the first hit. Get it? Cool...

Ok... when you have gotten basic combos down... and secondary launchers have become second nature... start working on "broken timing" combos. A "broken timing" combo is one in which you first knock your opponent into the air, then follow with a string... but you stagger the timing so more hits will connect". Example: Epon's awesome 11-Hit 116 Damage juggle. First you use her launcher (F+H). Then you follow up with her Low Kick-Double Side Kick-Knee string. Easy... Now you have to add in a "broken timing" string. Here we add her 3-High Punches-Knee string (H,H,H,F+H), but if we do it too fast, the string will fail to connect. To solve this... we do the first hit, then wait for a split second before we finish the string with H,H,F+H. Here's how it looks like paper:

```

F+H, L,M,M,F+H, H-H,H,F+H, B+M                11-Hit                116
|          '-----' |                          |                          | |
|          | |          `-"Finisher"           |                          |
|          | |          `-"Broken Timing String"  Total Hits -' |
|          | |          `-"Juggle Hits"         Damage Dealt By Combo -'
|          | |          `-"Initial Hit" (Launcher in this case)

```

Also... remember to try funky combinations of moves in your combos. Those which you think might not be the best for juggles, might turn out to be better than you thought. Many times I have found that a sweep or a low kick puts an airborne opponent into the special "reeling" animation... which of course led to new and exiting combos... Have Fun!!! More to come as we learn ourselves!

=====
:THE COMBOS :
=====

::Chuji::

:Little Guy Combos:

*Note: Due to the different launching heights of D+M/U+M, all of these combos work only from the left player side. To get them to work on the right player side, simply switch D+M/U+M. (In effect you are doing the same exact combo, but due to the fact that you are on a different side, you now must reverse the launcher command) Ie. D+M, H,M on the left right player side would be U+M, H,M...

Commands	Hits	Damage
B+G+M, D,D+M	2-Hit	62
D+M, H,M	3-Hit	48
U+M, F+G+M,M	3-Hit	54
D+M, H,L	3-Hit	55
U+M, F+G+M, B+M	3-Hit	58
D+M, H,H,M	4-Hit	59
D+M, H,H,L	4-Hit	59

D+M, H,H,H	4-Hit	63
U+M, G+H,H, B+M	4-Hit	66
D+M, L,M:L	4-Hit	68
U+M, B+G+H,M:M	4-Hit	72
B+G+M,M, F+J+M, B+G+M	4-Hit	80
WS+M, F+G+L:L,M,M	5-Hit	69
D+M, H,L, L,L	5-Hit	74
U+M, D+M, H, H, B+G+M	5-Hit	75
U+M, G+H,H, H, D+M	5-Hit	75
U+M, G+H,H, H, F+M	5-Hit	76
U+M, G+H,H, H, F,F+M	5-Hit	76
U+M, D+M, H, D+L:L	5-Hit	79
D+M, H,L, WS+M,M	5-Hit	79
U+M, G+H,H, H, B+M	5-Hit	80
D+M, L,M:L, F+L	5-Hit	80
D+M, U+M, M, M~M,M	5-Hit	85
U+M, G+H,H, H, [D,D or U,U]+M	5-Hit	94
WS+M:M,M,M, WS+M,M	6-Hit	73
U+M, G+H,H, H, H,M	6-Hit	81
U+M, D+M, H, H, H, B+G+M	6-Hit	83
WS+M,M, WS+M,M, L,L	6-Hit	83
U+M, G+H,H, H, D+L:L	6-Hit	85
U+M, D+M, H, G+H, H, D+M	6-Hit	86
U+M, G+H,H, H, H,L	6-Hit	88
U+M, D+M, H, G+H, H, [M]	6-Hit	91
U+M, D+M, H, G+H, H, F,F+H	6-Hit	91
U+M, D+M, H, G+H, H, B+M	6-Hit	91
U+M, D+M, H, G+H, H, B,B+M	6-Hit	91
B+G+M,M, F+G+M,M, B+G+M,M	6-Hit	92
B+G+M,M, D+M, H, M,F+L~M	6-Hit	96
B+G+M,M, U+M, F+G+M,M, J+M	6-Hit	98
B+G+M,M, U+M, G+H, M,F+L~M	6-Hit	99
B+G+M,M, U+M, F+G+M,M, F+L	6-Hit	100
U+M, D+M, H, G+H, H, H, L	7-Hit	88
U+M, D+M, H, G+H, H, H,M	7-Hit	92
U+M, D+M, H, G+H, H, H, F+G+M	7-Hit	92
U+M, D+M, H, G+H, H, H, D+L	7-Hit	92
B+G+M,M, G+H,H, F+G+L:L,M	7-Hit	94
U+M, D+M, H, H, G+H,H, D+L	7-Hit	94
U+M, D+M, H, G+H, H, H, F+M	7-Hit	95
U+M, D+M, H, G+H, H, H, F,F+M	7-Hit	95
U+M, D+M, H, H, G+H,H, F+L	7-Hit	96
D+M, H,L, WS+M,M, L,F+L	7-Hit	98
U+M, D+M, H, G+H, H, H, [D,D or U,U]+M	7-Hit	99
U+M, G+H,H, H, L,M:L	7-Hit	100
B+G+M,M, F+G+M,M, F+G+L:L,M	7-Hit	100
U+M, G+H,H, H, G+L:M,M	7-Hit	100
D+M, M,F+L:M,M, L,L	7-Hit	102
B+G+M,M, D+M, WS+M,M, L,L	7-Hit	102
U+M, D+M, H, H, B+G+H,M:H	7-Hit	105
B+G+M,M, U+M, F+G+M,M, B+G+M,M	7-Hit	106
B+G+M,M, F+G+M, F+G+L:L:M,M	7-Hit	107
B+G+M,M, F+J+M, WS+M,M, L,L	7-Hit	107
U+M, G+H,H, H, B+G+H,M:M	7-Hit	108
B+G+M,M, D+M, G+H, H, B+M, J+G	7-Hit	113
B+G+M,M, D+M, G+H, H, G+H, D,D+M	7-Hit	119

U+M, D+M, H, H, H, H,H,F+L	8-Hit	94
U+M, M,F+L:M:M,M,M, F+G+L	8-Hit	95
U+M, D+M, H, H, H, H,H,L	8-Hit	97
U+M, D+M, H, G+H, H, H, M,F+L	8-Hit	100
U+M, G+H,H, H, H, H,M, F+L	8-Hit	101
U+M, D+M, H, H, H, G+H,H, F+L	8-Hit	104
U+M, D+M, H, G+H, H, H,M, L	8-Hit	104
B+G+M,M, U+M, L, WS+M,M, L,L	8-Hit	108
B+G+M,M, H, L, WS+M,M, L,L	8-Hit	109
B+G+M,M, U+M, H, F+G+M,M, F+G+L:L	8-Hit	109
B+G+M,M, D+M, H, WS+M,M, L,L	8-Hit	109
B+G+M,M, G+H,H, H, L,M,M	8-Hit	113
B+G+M,M, G+H,H, H, G+H,H, F+L	8-Hit	114
B+G+M,M, D+M, G+H, WS+M,M, L,L	8-Hit	109
B+G+M,M, G+H,H, M,F+L:M,M	8-Hit	119

B+G+M,M, D+M, H, H, H, H, F+G+L:L	9-Hit	102
B+G+M,M, G+H,H, H, H, H,H,F+L	9-Hit	108
B+G+M,M, M,F+L:M:M,M,M, F+H+M	9-Hit	110
B+G+M,M, D+M, H, H, H, H,H,L	9-Hit	112
B+G+M,M, G+H,H, H, H, H,H,L	9-Hit	115
B+G+M,M, G+H,H, H, G+H,H, F+G+L:L	9-Hit	117
B+G+M,M, D+M, H, H, H, G+H,H, F+L	9-Hit	119
B+G+M,M, D+M, H, H, H, G+H,H, D+L	9-Hit	119
B+G+M,M, D+M, G+H, H, G+F+L:L:M	9-Hit	122
B+G+M,M, D+M, H, G+H, H, G+H,H, F+L	9-Hit	125
B+G+M,M, D+M, G+H, H, M,F+L:M,M	9-Hit	130
B+G+M,M, G+H,H, M,F+L:M,M, F+L	9-Hit	131
B+G+M,M, G+H,H, H, B+G+H,M:M, F+G+L	9-Hit	132
B+G+M,M, G+H,H, H, B+G+H,M:M, F+L	9-Hit	135
B+G+M,M, D+M, G+H, H, B+G+H,M:M, F+L	9-Hit	138

B+G+M,M, D+M, H, H, H, H,H,M, F+L	10-Hit	124
B+G+M,M, D+M, H, H, H, H,H,L F+L	10-Hit	124
B+G+M,M, G+H,H, H, H, H,H,L, F+L	10-Hit	127
B+G+M,M, G+H,H, H, H, H,H,M, F+L	10-Hit	127
B+G+M,M, D+M, G+H, H, H, H,H,M, F+L	10-Hit	130
B+G+M,M, D+M, G+H, H, H, H,H,L, F+L	10-Hit	130
B+G+M,M, D+M, H, H, M,F+L:M,M, D+L	10-Hit	134
B+G+M,M, D+M, H, H, M,F+L:M,M, F+L	10-Hit	136
B+G+M,M, D+M, G+H, H, M,F+L:M,M, F+G+M	10-Hit	139
B+G+M,M, D+M, G+H, H, M,F+L:M,M, B+L	10-Hit	140
B+G+M,M, D+M, G+H, H, B+G+H,M:M, F+G+L:L	10-Hit	141
B+G+M,M, D+M, G+H, H, M,F+L:M,M, F+L	10-Hit	142

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::Epon::

:Little Guy Combos:

Commands	Hits	Damage
WS+M, F+L	2-Hit	37
WS+M, F, F+L	2-Hit	42
WS+M, F, F+M	2-Hit	46
WS+M, B, B+M	2-Hit	50
B+M, F+L	3-Hit	46
F, F+H, F+L	3-Hit	48
F, F+H, F, F+L	3-Hit	52

[U_D]+H, F,F+M	3-Hit	53
WS+M, B+M	3-Hit	57
[U_D]+H, B,B+M	3-Hit	57
F+H, H, L, WS+M	4-Hit	44
F+H, L,M,L	4-Hit	49
F+H, H,M,L	4-Hit	50
F+H, H,H,H,M:L	5-Hit	46
F+H, H, L,M, F+L	5-Hit	49
F+H, H, L,M, F,F+L	5-Hit	52
F+H, H,M,L F+L	5-Hit	57
F+H, H,M,L, F,F+L	5-Hit	60
F+H, H, B+M, F,F+L	5-Hit	60
F+H, H,M,F+M, L	5-Hit	65
F+H, H,H,H, L, WS+M	6-Hit	53
F+H, H,H,H, M,M	6-Hit	54
F+H, H,H,H, M, L	6-Hit	54
F+H, H,H,M,L, L	6-Hit	59
F+H, H,H,H,F+H, G+H	6-Hit	62
F+H, H,H,M,L, WS+M	6-Hit	71
F+H, H,M,L, B+M	6-Hit	74
F+H, L,M,M,F+H, G+H	6-Hit	77
F+H, H,H,H,F+H, L, WS+M	7-Hit	67
F+H, H, L,M,M,F+H, L	7-Hit	73
F+H, H,H,M,M, F+L	7-Hit	74
F+H, H,H,M,M, F+M	7-Hit	75
F+H, H,H,H,F+H:M, L	7-Hit	75
F+H, H, L,M,M,F+H, F,F+M	7-Hit	78
F+H, H,H,M,M, F,F+M	7-Hit	79
F+H, H, L,M,M,F+H,F+L	7-Hit	80
F+H, L,M,M,F+H, L, WS+M	7-Hit	82
F+H, H,H,M,M, B,B+M	7-Hit	82
F+H, L,M,M,F+H:M, L	7-Hit	90
F+H, L,M,M,F+H, B+M	7-Hit	90
F+H, H,H,H, H,H,H, L	8-Hit	51
F+H, H,H,H, H,H,M,L	8-Hit	62
F+H, H,H,H,F+H, H, L, WS+M	8-Hit	71
F+H, H,H,H,F+H, M:H	8-Hit	72
F+H, H,H,H,F+H, H, M,L	8-Hit	72
F+H, L,M,M,F+H, H, M,L	8-Hit	84
F+H, L,M,M,F+H, H, L, WS+M	8-Hit	86
F+H, L,M,M,F+H, M:H	8-Hit	87
F+H, H, L,M,M,F+H:M, L	8-Hit	88
F+H, L,M,M,F+H, H,H,G+H	8-Hit	88
F+H, L,M,M,F+H, M,L, F+M	8-Hit	90
F+H, H,H,H,F+H, H,H, B+M	9-Hit	80
F+H, L,M,M,F+H, H,H,H,M	9-Hit	90
F+H, L,M,M,F+H, H,H,M,L	9-Hit	91
F+H, L,M,M,F+H, H,H, B+M	9-Hit	95
F+H, L,M,M,F+H, H,M,M,M	9-Hit	109
F+H, H,H,H,F+M, H, H,M, B+M	10-Hit	90
F+H, H,H,H,F+H, H,H,M,M	10-Hit	90
F+H, L,M,M,F+H, H,H,H,F+H,F+L	10-Hit	96
F+H, L,M,M,F+H, H,H,M,M	10-Hit	105

F+H, L,M,M,F+H, H, H,M, B+M	10-Hit	105
F+H, H,H,H,F+H, H, H,H,H,F+H,F+L	11-Hit	88
F+H, H,H,H,F+H, H, H,H,M,M	11-Hit	94
F+H, H,H,H,F+H, H,H,H,F+H, B+M	11-Hit	98
F+H, L,M,M,F+H, H, H,H,H,F+H,F+L	11-Hit	103
F+H, L,M,M,F+H, H, H,H,M,M	11-Hit	109
F+H, L,M,M,F+H, H,H,H,F+H, B+M	11-Hit	116
F+H, H,H,H,F+H, H, H,H,H,F+H, B+M	12-Hit	105
F+H, L,M,M,F+H, H, H,H,H,F+H, B+M	12-Hit	117

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::Oliems::

:Little Guy Combos::

Commands	Hits	Damage
B,B+M, M, L	3-Hit	51
B,B+M, M, M	3-Hit	51
B,B+M, F+M, G+L	3-Hit	57
B,B+M, M-M	3-Hit	62
B,B+M, M,F+M, L	4-Hit	76
B,B+M, N,F+M, B,B+M	4-Hit	76
B,B+M, M,F+M,M	4-Hit	79
B,B+M, M,F+M, G+L	4-Hit	79
B,B+M, M,F+M, F+J+M	4-Hit	83
B,B+M, H,H,M, L	5-Hit	65
B,B+M, H,H,M, F+J+L	5-Hit	66
B,B+M, H,H,M-M	5-Hit	75
B,B+M, H,H,M,F+M, [U_D]	6-Hit	77
B,B+M, H,H,M,F+M, L	6-Hit	89
B,B+M, H,H,M,F+M, G+L	6-Hit	92
B,B+M, H,H,M,F+M, F+J+M	6-Hit	96
B,B+M, M,F+M, [U_D],F+M, G+L	6-Hit	100

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::Hom::

:Little Guy Combos:

Commands	Hits	Damage
B+M,M, F+M	3-Hit	60
B+M,M, F+L	3-Hit	61
B+M,M, J+L	3-Hit	70
B+M,M, G+L	3-Hit	70
B+M, H, L, F+M	4-Hit	61
B+M, H, L, F+L	4-Hit	63
B+M, H, L, G+L	4-Hit	68
B+M, H, L, J+L	4-Hit	69
B+M,M, F,F+M,M	4-Hit	87
B+M, H,M,L, F+M	5-Hit	74

B+M, H,M,L, F+L	5-Hit	76
B+M, H,M,L, G+L	5-Hit	81
B+M, H,M,L, J+L	5-Hit	82
B+M, H,L, F,F+M,M	5-Hit	86
B+M, H,H,M,M, F+M	6-Hit	81
B+M, H,H,M,M, F+L	6-Hit	83
B+M, H,H,M,M, J+M	6-Hit	86
B+M, H,H,M,M, G+L	6-Hit	90
B+M, H,M,L, F,F+M,M	6-Hit	99

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::Fei::

:Little Guy Combos:

Commands	Hits	Damage
F+M, G+L	3-Hit	42
F+M, F+L	3-Hit	46
F+M~[B], M	3-Hit	46
F+M, B+L	3-Hit	53
F,F+[M], G+H, G+L	3-Hit	64
F,F+[M], G+H, F,F+L	3-Hit	68
F,F+[M], B+M, B,B+M	3-Hit	71
F,F+[M], B+M:L	3-Hit	71
F,F+[M], B,B+M, F+J+G	3-Hit	75
F,F+[M], F,F+H,B, M	3-Hit	84
F,F+[M], F,F+H, B+L	3-Hit	91
WS+M:M, F,F+L:M	4-Hit	53
F,F+[M], H,H, F,F+L	4-Hit	55
WS+M:M, L,M	4-Hit	56
F+M~[B], L,M	4-Hit	62
F,F+[M], M,L, F,F+L	4-Hit	63
F,F+[M], H,H,H	4-Hit	66
F,F+[M], F,F+M,M, F+L	4-Hit	70
F,F+[M], L,M, B+L	4-Hit	75
F,F+[M], B+M, L,M	4-Hit	79
F,F+[M], B+M, F,F+M,M	4-Hit	79
F,F+[M], H,H,F+M, G+L	5-Hit	62
F,F+[M], H,H, L,M	5-Hit	69
F,F+[M], H,M,L, B+L	5-Hit	74
F,F+[M], H,H,F+M, B+L	6-Hit	84
F,F+[M], H,M,L:M, L	6-Hit	87
F,F+[M], H,M,L:M, B+L	6-Hit	95
F,F+[M], H,M,L:M:L	6-Hit	101

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::Mary::

:Little Guy Combos::

Commands	Hits	Damage
B,B+M,M, B+L	3-Hit	80
WS~F+M, B+[M], F+J+M	3-Hit	85

B,B+M,M, M, L	4-Hit	91
B,B+M,M, M, H	4-Hit	98
WS~F+M, B, B+M,M, B+L	4-Hit	100
B,B+M,M, B, B, H, M, L	5-Hit	91
B,B+M,M, F+L, L, L	5-Hit	93
B,B+M,M, B, B, H, M, L	5-Hit	96
WS~F+M, B, B+M,M, F+G+M, L	5-Hit	107
WS~F+M, B, B+M,M, M, H	5-Hit	118
WS~F+M, B, B+M,M, F+J+M, F+G+M	5-Hit	122
B, B+M,M, F+L, L:M, L	6-Hit	111
WS~F+M, B, B+M,M, F+L, L, L	6-Hit	113
B, B+M,M, F+L, L:M, H	6-Hit	117
WS~F+M, B, B+M,M, B, B, H, M, L, L	7-Hit	118
WS~F+M, B, B+M,M, B, B, H, H, H, L	7-Hit	120
WS~F+M, B, B+M,M, B, B, H, H:M, G+L	7-Hit	130
WS~F+M, B, B+M,M, F+L, L:M, L	7-Hit	131
WS~F+M, B, B+M,M, F+L, L:M, H	7-Hit	137

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WS~F+M, B, B+M,M, F+J+M, F+G+M, X+G+M, F, F+G+M:G+M (don't even worry!!)

Only because this combo is, to date, the hardest combo* in the game, I feel I should give it it's own explanation. First it starts off with a Stun Punch (WS~F+M), then... go immediately into the Jumping Knuckle Smash-Rising Hammer (B,B+M,M), after that, the hard part begins... wait for Mary's hand to come back down to her side, then immediately press F+J+M... make sure that you are doing the full length/full height kick... now... this is the hardest part of the combo... the grab. If the combo went smoothly up to this point, Mary's back should be toward the screen. Quickly press B+G+M to grab the opponent out of the air. If you can do it... the combo is smooth sailing from here on. Now just slam down the opponent with the Super Stomach Knee Drop (X+G+M - "X" is the direction of Mary's chest) then pick them off the ground with a quick F, F+G+M:G+M. Truthfully, veteran players should be able to escape the two throw parts, but since this combo surprises even the person performing it when it happens, you probably won't get very many escapes... =)

* Like I said... technically not a "combo"... it's almost 100% guaranteed if you can perform it... (not 100% damage... i mean completability =)...)

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::Ill::

:Little Guy Combos:

Commands	Hits	Damage
B+G+M, H, H, H	4-Hit	92
B+L, B+M, B+G+M, H, M	4-Hit	126
B, B+M, H, L, L, L	5-Hit	70
B+L, B+M, H, L, L, L	5-Hit	80
B, B+M, F+L, H, M, B+L, L	5-Hit	88
B+G+M, H, L, L, L	5-Hit	90
B, B+M, G+H, M, M, G+L	5-Hit	93
B+L, B+M, B+G+M, H, F+G+M, M	5-Hit	123

B,B+M, F+L,H,M, M, L	6-Hit	107
B,B+M, G+H,H,M, H,M	6-Hit	124
B+L,B+M, G+H,H,M, H,M	6-Hit	134
B+L,B+M, B+G+M, H,M, B+G+M, L	6-Hit	170
B+L,B+M, B+G+M, H, H,M, B+G+M, L	7-Hit	175
B,B+M, H,L,H, B+G+M-M,M, L	8-Hit	125
B+L,B+M, H,L,H, B+G+M-M,M, L	8-Hit	125
B,B+M, G+H,H,M, G+H,H,M, L	8-Hit	138
B,B+M, G+H,H,M, F+L,M,M, L	8-Hit	145
B+G+M H,L,H, B+G+M,M,M, L	8-Hit	150
B+L,B+M, G+H,H,M, F+L,M,M, L	8-Hit	155
B,B+M, G+H,H,M, G+L,M,M,M, L	9-Hit	127
B,B+M, F+L,H,M, F+J+M, B+G+M,M,M, L	9-Hit	155
B,B+M, G+H,H,M, F,F+M, B+G+M,M,M, L	9-Hit	164
B+L,B+M, F+L,H,M, F+J+M, B+G+M,M,M, L	9-Hit	165
B+G+M-M,M, H,M, B+G+M,M,M, L	9-Hit	170
B+L,B+M, G+H,H,M, F,F+M, B+G+M,M,M, L	9-Hit	174
B+L,B+M, B+G+M H H,M, B+G+M,M,M, L	9-Hit	192
B+L,B+M, B+G+M, H,M,L, F,F, B+G+M,M,M, L	9-Hit	210
B,B+M, G+H,H,M, G+H,H,M, B+G,M,M,M	10-Hit	163
B,B+M, G+H,H,M, F,F+H,L, B+G+M,M,M, L	10-Hit	167
B,B+M, G+H,H,M, [G+H,M_ G+H,H], B+G+M,M,M, L	10-Hit	171
B+L,B+M, G+H,H,M, G+H,H,M, B+G,M,M,M	10-Hit	173
B+L,B+M, G+H,H,M, F,F+H,L, B+G+M,M,M, L	10-Hit	177
B,B+M, G+H,H,M, F+G+M,M, B+G+M,M,M, L	10-Hit	178
B,B+M, G+H,H,M, F,F+H:H, B+G+M,M,M, L	10-Hit	178
B,B+M, G+H,H,M, G+H,L, B+G+M,M,M, L	10-Hit	181
B+L,B+M, G+H,H,M, [G+H,M_ G+H,H], B+G+M,M,M, L	10-Hit	181
B+L,B+M, G+H,H,M, F+G+M,M, B+G+M,M,M, L	10-Hit	188
B+L,B+M, G+H,H,M, F,F+H:H, B+G+M,M,M, L	10-Hit	188
B+L,B+M, G+H,H,M, G+H,L, B+G+M,M,M, L	10-Hit	191

:Big Guy Combos:

Commands	Hits	Damage
G+F+M,M G+B+M,M,M, H,H,H, L	9-Hit	154

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::Gren::

:Little Guy Combos:

Commands	Hits	Damage
WS~B+M, F+M, L, B+M	4-Hit	68
WS+M, L:B+M,M, B+G+M	5-Hit	81
WS~B+M, L:B+M, G+H,M:B+M	6-Hit	81
WS+M, L:B+M, L:B+M,M	6-Hit	90
WS+M, L:B+M, [F]+M, L~F+M	6-Hit	90
WS~B+M, L:B+M, [F]+M, L~F+M	6-Hit	90
WS+M, H,M:M:L,M	6-Hit	91
WS~B+M, L:B+M, G+H, H,H,L	7-hit	83

WS+M, L:B+M, H,H,H,L	7-Hit	88
WS+M, H,M:M:L, L,B+H	7-Hit	90
WS+M, L:B+M, G+H,L:M, L	7-Hit	105
WS+M, L:B+M, G+H,L:M, B+L	7-Hit	112
WS+M, L:B+M, G+H,L:M, J+L	7-Hit	113
WS+M, L:B+M, H, H,H,H,L	8-Hit	95

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::Doctor V::

:Little Guy Combos:

Commands	Hits	Damage
G~[G],F,N+M, F+G+M	2-Hit	76
G~[G],F,N+M, B,M,B@2	2-Hit	180
B+M, B+G+M, F,F+M	3-Hit	51
B+M, B+G+M, B,F+L	3-Hit	58
G~[G],F,N+M, F+G+M, F,F+M	3-Hit	71
G~[G],F,N+M, F+G+M, B,F+L	3-Hit	79
B+M, B+M, F+G+M, F,F+M	4-Hit	65
B+M, F+M,M, B+F+L	4-Hit	75
G~[G],F,N+M-M,M, B+M	4-Hit	81
G~[G],F,N+M, B+M, B+M, B,B+M	4-Hit	85
G~[G],F,N+M-M,M, F+L	4-Hit	86
G~[G],F,N+M-M,M, [U_D]+L	4-Hit	86
B+M, B+M, H, B,B+M, B+G+M	5-Hit	76
G~[G],F,N+M, F+L,M,H~M~M	5-Hit	92
B+M, B+M, B+G+M,M:H	5-Hit	96
G~[G],F,N+M, B+M, B+M, F,F+M, F+L	5-Hit	99
G~[G],F,N+M, B+M, B+M, G+H, F+L	5-Hit	100
G~[G],F,N+M, F+L,M,H, J+L	5-Hit	100
G~[G],F,N+M, B+M, B+M, F+G+M, F+L	5-Hit	106
B+M, B+M, B+G+M,M:L, L	6-Hit	89
B+M, B+M, H, H, F+G+M, B,F+L	6-Hit	92
B+M, B+M, H, H, B,B+M, B,F+L	6-Hit	92
B+M, B+M, H, H, F+H:M	6-Hit	95
B+M, B+M, B+G+M,M,M, L	6-Hit	99
B+M, B+M, B+G+M,M,M, F,F+M	6-Hit	106
G~[G],F,N+M, B+M, F+L,M,H~M~M	6-Hit	106
G~[G],F,N+M, B+M, B+M, B+L,M, F+L	6-Hit	109
B+M, B+M, B+G+M,M,M, B,F+L	6-Hit	113
G~[G],F,N+M, B+M, B+M, F+M-M, F+L	6-Hit	116
B+M, B+M, H, H, F+M,M, B,F+L	7-Hit	102
B+M, B+M, H, H, B,B+M,M,L	7-Hit	109
B+M, B+M, H, H, F+H:M, B,F+L	7-Hit	110
B+M, B+M, H, B+H,M,M, B,F+L	7-Hit	119
G~[G],F,N+M, B+M, B+M, B+G+M,M,M, F,F+M	7-Hit	133
G~[G],F,N+M, B+M, B+M, B+G+M,M,M, B,F+L	7-Hit	140
B+M, B+M, H, H, H, H,M,L	8-Hit	102
G~[G],F,N+M, B+M, B+M, H, H, F+M,M, B,F+L	8-Hit	129
G~[G],F,N+M, B+M, B+M, H, H, B,B+M,M,L	8-Hit	136

G~[G],F,N+M, B+M, B+M, H, H, H, H,M,L	9-Hit	119
G~[G],F,N+M, B+M, B+M, H, H, H, F+M,M, L	9-Hit	120

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 ::Chaco-Yutani::

:Little Guy Combos:

Commands	Hits	Damage
[D+M~D_U+M~U], F+J+M, M~G,M	3-Hit	80
M~G,H,L:M,M, G+L	4-Hit	45
M~F, M:H, L	4-Hit	59
M~F, B+M,M, B,B+M~L	4-Hit	62
M~F, G+L~M, M, M~G,M	4-Hit	71
WS+[M], M, L,L	4-Hit	72
M~F, M~F, F+J+M, F+L~M	4-Hit	73
M~G,B+M:M:F+M, F,F+L	4-Hit	91
M~G,H,L:M,M, L,L	5-Hit	51
M~F, B+M,M, L,L	5-Hit	59
M~F, M,M, L,L	5-Hit	59
M~F, M~F, B+M,M, F+L~M	5-Hit	76
M~F, M~F, M~F, F,F+M, F,F+M	5-Hit	85
[D+M~D_U+M~U], M~F, B+M,M, F+L~M	5-Hit	86
M~F, M~F, M~F, F+J+M, F+L~M	5-Hit	87
M~F, M~F, M~F, F+J+M, F,F+M	5-Hit	89
[D+M~D_U+M~U], M~F, M~F, F+J+M, F+L~M	5-Hit	97
M~F, H,H,L, L,L	6-Hit	52
M~F, H,H,L~M, H, M~G,M	6-Hit	71
[D+M~D_U+M~U], H,H,L~M, H, M~G,M	6-Hit	81
M~F, M~F, M~F, M~F, F+L:M	6-Hit	86
M~F, M~F, M~F, M~F, M, B,B+M	6-Hit	90
M~F, M~F, M~F, M~F, M, F+L~M	6-Hit	90
M~F, M~F, M~F, M~F, M~F, F,F+L	6-Hit	94
M~F, M~F, M~F, M~F, M~F, F+L~M	6-Hit	94
M~F, M~F, M~F, M~F, F+H, F,F+L	6-Hit	95
[D+M~D_U+M~U], M~F, M~F, M~F, F+L:M	6-Hit	96
M~F, M~F, M~F, M~F, F,F+M, F,F+L	6-Hit	97
M~F, M~F, M~F, M~F, F,F+M, F+L~M	6-Hit	97
M~F, M~F, M~F, F+H,M, F+L~M	6-Hit	98
[D+M~D_U+M~U], M~F, M~F, M~F, M, F+L~M	6-Hit	100
M~F, M~F, M~F, M~F, F+J+G, F+L~M	6-Hit	101
[D+M~D_U+M~U], M~F, M~F, M~F, M~F, F+L~M	6-Hit	104
[D+M~D_U+M~U], M~F, M~F, F+H, F,F+L	6-Hit	105
[D+M~D_U+M~U], M~F, M~F, F+H,M, F+L~M	6-Hit	108
[D+M~D_U+M~U], M~F, M~F, M~F, F+J+M, F,F+L	6-Hit	111
M~F, M~F, M~F, M~F, M~F,RUN+M	6-Hit	114
[D+M~D_U+M~U], M~F, M~F, M~F, M~F, RUN+M	6-Hit	124
M~G,H,L:M,M, H, M:H, L	7-Hit	80
M~F, G+L~M, H, H, M,H, F+L~M	7-Hit	85
[D+M~D_U+M~U], G+L~M, H, H, M,H, F+L~M	7-Hit	95
M~G,H,L:M,M, H, H,H,H, L	8-Hit	74

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 ::Mufu::

:Little Guy Combos::

Commands	Hits	Damage
B,B+M, G+H, G+L	3-Hit	72
B,B+M, F+L,L,L	4-Hit	66
B,B+M, B,B+M, L, J+G	4-Hit	80
B,B+M, B,B+M, L,H	4-Hit	86
B,B+M, F+H, F+L,L,L	5-Hit	76
B,B+M, F+L,L,L, L	5-Hit	78
B,B+M, J+M, F+L,L,L	5-Hit	85
B,B+M, G+H, F+L,L,L	5-Hit	92
B,B+M, F+M, F+L,L,L	5-Hit	100
B,B+M, H,H, F+L,L,L	6-Hit	84
B,B+M, B,B+M, L, F+L,L,L	6-Hit	95
B,B+M, M,M:M,M,M	6-Hit	130
B,B+M, F+L,L,L, F+L,L,L	7-Hit	98
B,B+M, M,M,M, F+L,L,L	7-Hit	115
B,B+M, B,B+M, M,M, F+L,L,L	7-Hit	119
B,B+M, B+M,M,M, F+L,L,L	7-Hit	126
B,B+M, B+M,M:M, F+L,L,L	7-Hit	130
B,B+M, B,B+M, M,M:M,M,M	7-Hit	151

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::Nork::

:Little Guy Combos:

Commands	Hits	Damage
[U_D_B]+M, F+J+L	2-Hit	85
WS+M, F+M,M	3-Hit	55
WS+M, B+H, J+L	3-Hit	86
WS+M, [U_D_B]+M, run up, F+J+L	3-Hit	94
WS+M, G+H,H,M	4-Hit	136

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::Udan::

:Little Guy Combos:

Commands	Hits	Damage
F,F+M,M, L, WS~B+M	4-Hit	100
F,F+M,M, L, F,F+M	4-Hit	103
F,F+M,M, L, B+L	4-Hit	103
F,F+M,M, L, F,F+M	4-Hit	103
F,F+M,M, H, F,F+M,M	5-Hit	118
F,F+M,M, L, L, B,B+M	5-Hit	120
F,F+M,M, B+M,B+M~M,M	5-Hit	150
F,F+M,M, L, L, L, F+L	6-Hit	115

F,F+M,M, L, L, L, B+L	6-Hit	115
F,F+M,M, L, L, L, F,F+M	6-Hit	123
F,F+M,M, L, L, L, B,B+M	6-Hit	130
F,F+M,M, L, WS+M, L, WS~B+M	6-Hit	131
F,F+M,M, L, WS+M, L, F,F+M	6-Hit	134
F,F+M,M, L, WS+M, L, F+L	6-Hit	134
F,F+M,M, L, M, L, F+L	6-Hit	134
F,F+M,M, L, WS+M, L, B,B+M	6-Hit	141
F,F+M,M, L, L, WS+M, B,B+M	6-Hit	141
F,F+M,M, L, WS+M, H,H, L	7-Hit	133
F,F+M,M, L, WS+M, H,H, B+M	7-Hit	151
F,F+M,M, L, WS+M, H,H, F+M	7-Hit	151
F,F+M,M, L, WS+M, H,H, B,B+M	7-Hit	158
F,F+M,M, L, M, H,H, F,F+M,M	8-Hit	158

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:Mark:

:Little Guy Combos:

Commands	Hits	Damage
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::Mark 2::

:Little Guy Combos:

Commands	Hits	Damage
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B,B+M, M,M,L,L,L	6-Hit	104
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:Dog: (hehe... for fun!)

:Little Guy Combos:

Commands	Hits	Damage
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F+J+G, F+M	2-Hit	19
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F+H, F+L	2-Hit	29
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F,F+M, F+L	2-Hit	34
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F+H,H, F+L	3-Hit	36
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F+H,H,H, F+L	4-Hit	42
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F+H,H,H, L, F+L	5-Hit	52
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F+H,H,H, M, F+L	5-Hit	56
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EVERYONE!!! YOU GUYS KICK ASS! =) (hehe...)

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