

Block Low	db	does not block overheads
Air Block	b (only works when you are descending from your jump)	
Dash Forward	f, f (press and hold)	
Multi Air Attacks	can perform multiple air normals in the span of one jump	
Glitch Cancels	this game allows you to cancel from many of the special moves that end up in the air; you can cancel into other special moves (including ground based special moves)	
Dizzy Recovery	move directions and tap P and K rapidly when dizzied	

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3. Characters
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* 3.1 Watts *

Colors

Start - Yellow armor and Blonde hair
LK - Vermilion armor and Vermilion hair

Throw

Shoulder Toss	f/b + MP/HP close	f and b determine where opponent is thrown
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Basic Move

N/A

Command Moves

Torpedo	Dash Forward, P	
Flying Dropkick	Dash Forward, K	
Short Slide	d + HK	must be blocked low

Special Moves

Tornado Pilebuster	360 + P close	unblockable
Tower Bridge	qcb, db, d + P close	unblockable

Ball Watts	b, db, d, db, b, f + P	
Hammer Knuckle	hcb + P	
Super Cross Chop	Hold P for 2 seconds, release	LP=short, MP=medium, HP=far
Super Dropkick	Hold K for 2 seconds, release	LK=short, MK=medium, HK=far

* 3.2 Jian *

Colors

Start - Gray shirt and Orange Red pants
LK - Lavender Pink shirt and Magenta pants

Throws

Bearhug	f/b + MP close	
One Handed Toss	f/b + HP close	f and b determine where opponent is thrown

Basic Moves

Foot Tap	LK	must be blocked low
Charging Headbutt	HK	two parts that can strike the opponent

Command Moves

Dashing Headbutt	Dash Forward, P
Flying Knee Strike	Dash Forward, K

Special Moves

Super Dash Upper	hcf + P	LP=short, MP=medium, HP=far
Guruguru Punch	Charge b for 1.25 seconds, f + P	
Kamitsuki	d, b, db + P	overhead
Rolling Powerbomb	u, uf, f, df, d + P close in air	unblockable
Bombbomb Rolling	Charge d for 1.25 seconds, u + K	LK=short, MK=medium, HK=far; overhead; use b/f to slightly control Jian after he bounces off opponent; if opponent is in the corner you can hold f and continue to bounce off of them with the Bombbomb Rolling

* 3.3 Ranmaru *

Colors

Start - Red costume
LK - Blue costume

Throw

Hurricanrana f/b + MP/HP close f and b determine where
opponent is thrown

Basic Move

N/A

Command Moves

Flying Sting Punch Dash Forward, P
Flying Jump Kick Dash Forward, K

Special Moves

Mu Sora Yabu qcf + P
Ryuusei Da f, qcf + P LP=short, MP=medium,
HP=far; move is rather
glitchy where you can
perform another special
move immediately after
Ryuusei Da (tight
timing window)
Gawa Ten Mashita Punch hcf + P overhead
Drop Down b this allows you to drop
down and perform the
elbow attack early;
overhead
Kuuchuu Hiza Atemi qcb + P close in air unblockable
Aoi Kaminari qcf + K close in air unblockable
Raijin Ashi hcf + K
Air Raijin Ashi hcf + K in air overhead

* 3.4 Syoh *

Colors

Start - Red costume
LK - Brown costume

Basic Moves

Backfist And Dig	MP	2 hits
Double High Kick	HK	2 hits

Command Moves

Dash Elbow	Dash Forward, P	
Flying Jump Kick	Dash Forward, K	
Crouch Backfist And Dig	d + MP	2 hits

Special Moves

Honoo Kiba	qcf + P	LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process
Chi Kiba	f, hcf + P	LP=slow, MP=medium, HP=fast; will go under other projectiles but will collide with another Honoo Kiba as both will be "destroyed" in the process; must be blocked low; can Dash Forward and completely step over maneuver
Honoo Ryu	b, hcb + P	
Kaminari Ryu	tap P rapidly	
Chou Kami Ashi	f, qcf + K	LK=short, MK=medium, HK=far; move is rather glitchy where you can perform another special move immediately after Chou Kami Ashi (tight timing window)
Kaiten Ashi	qcb + K	LK=short, MK=medium, HK=far
Air Kaiten Ashi	qcb + K in air	LK=short, MK=medium, HK=far

 * 3.6 Altia *

Colors

Start - Green costume
 LK - Blue costume

Jutting Kick HK

Command Moves

Flying Claw Strike Dash Forward, P
Flying Jump Kick Dash Forward, K
Crouch Jutting Kick d + HK

Special Moves

Gold Fang hcf + P LP=short, MP=medium, HP=far; move is rather glitchy where you can perform another special move immediately after Gold Fang (tight timing window)
Silver Fang Dash Forward, f, df, d + P second part is an overhead
Sonic Nail f, b, f + P LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process
Cross Nail qcf, uf + P in air overhead
Head Crush d, d + P in air dive must touch opponent (blocked or not) to perform the entire maneuver
Neko Kick hcb + K
Sonic Leg qcb + K in air

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* 3.9 Zeno *

Colors

Start - Purple body w/ Gray armor
LK - Gray body w/ Purple armor

Throw

Rough Toss f/b + MP/HP close f and b determine where opponent is thrown

Basic Move

N/A

Command Moves

Flying Straight Punch	Dash Forward, P	
Flying Side Kick	Dash Forward, K	
Short Slide	d + HK	must be blocked low

Special Moves

Atomic Phobos	Charge b for 1 second, f + P	LP=slow, MP=medium, HP=fast; will bounce back if he collides with a projectile (will not take damage from initial collide)
Zeno Smash	f, hcf + P	will collide with other projectiles as both will be "destroyed" in the process
Zeno Blade	qcf + K	move is rather glitchy where you can perform another special move immediately after Zeno Blade (tight timing window)
Illusion Kick	b, f, b, f + K	

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4. Code

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Unlock Zeno

At the Vs Mode character select screen press: L, R, X, L, R, A

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5. Conclusion

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5.1 What's Missing/Needed

- Corrections and clean up
- Missing moves?
- Any other Desperation attacks?
- If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

5.2 Credits

- System Vision
- Toshiba EMI
- Gamefaqs
- And me for writing this faq

