

SEGA®

A SEGA SATURN EXCLUSIVE



FIGHTERS MEGAmix™

SEGA SATURN™



"the ultimate team-up-Fighting Vipers and Virtua Fighter 2"
- Game Informer

81073



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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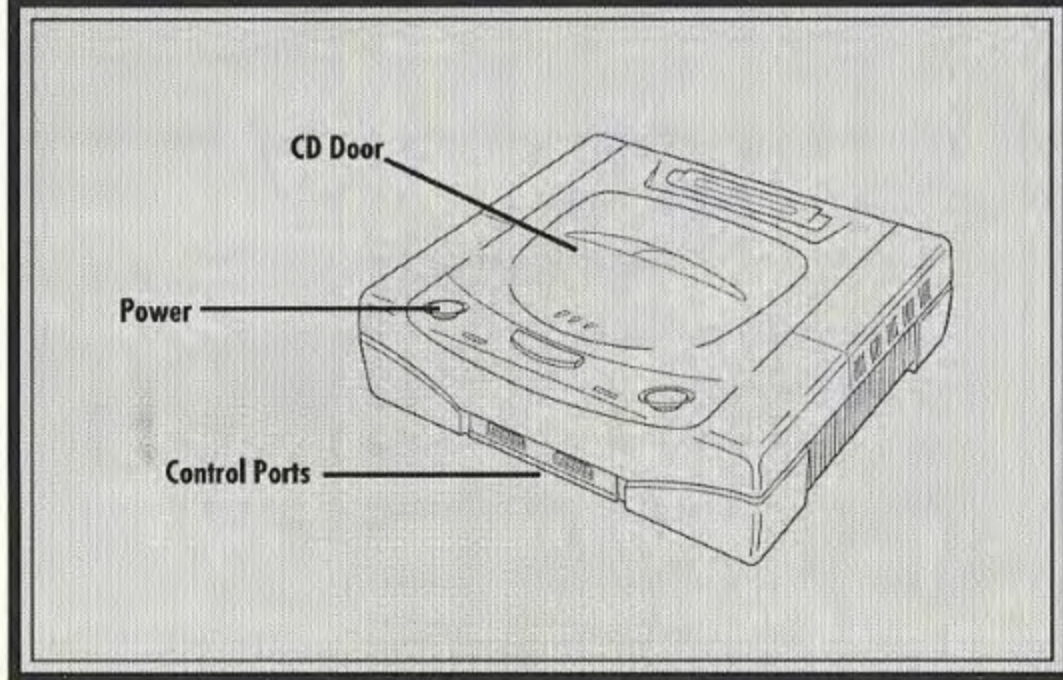
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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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Your Sega Saturn



1. Set up your Sega Saturn™ system by following the instructions in the Sega Saturn instruction manual. Plug in Control Pad 1 (Sega Saturn Control Pad™ or Sega Saturn 3D Control Pad™). For 2-player games, plug in Control Pad 2 also.
Note: *Fighters Megamix™* is for one or more players.
2. Place the *Fighters Megamix* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the onscreen Control Panel, simultaneously press Buttons A, B, C and Start on the Control Pad. When the Title screen appears, press again to access the Control Panel.
5. To reach the System Settings control panel, hold down the right or left shift button (Button L or R) while pressing the Reset button on the Sega Saturn console.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Quick Start

Can't wait to jump into the action? Here are some quick tips to get you where you want to go. Press Start from the *Fighters Megamix* Title screen to enter Mode Select. In Mode Select, select one of the following modes:

1P Mode	Fight against the CPU in one of several battle courses (see pp. 5-6)
Survival Mode	See how many opponents you can flatten before time runs out (see pp. 7-8)
VS Mode	Play against a friend or the CPU (see pp. 9-10)
Team Battle Mode	Pick teams and fight in elimination team play versus the CPU or a friend (see pp. 11-12)
Training Mode	Work on your moves against a practice dummy (see pp. 13-14)
Records	View the best records for 1P and Survival Mode (see p. 14)
Options	Change the configurations for several aspects of play, or sample sounds heard in the game (see pp. 15-16)

The default key commands for the Control Pad in the fighting modes are:

D-Pad	Control direction and movement	Button X	P+D
Start	Pause/restart game	Button Y	K+D
Button A	[D]efense	Button Z	P+K+D
Button B	[P]unch	Button L/R	Escape
Button C	[K]ick		

A Note on the Megamix System

Fighters Megamix is a hybrid game incorporating some of the most popular features of both the *Virtua Fighter 2* and *Fighting Vipers* fighting styles, with some new tricks from *Virtua Fighter 3* thrown into the mix. Some of the things to watch out for:

Body Armor The Fighting Vipers are wrapped up nice and tight in protective armor. The armor can be destroyed, but only with certain attacks. When they lose their armor, the Vipers are more vulnerable and exposed. (And more likely to catch a cold.)

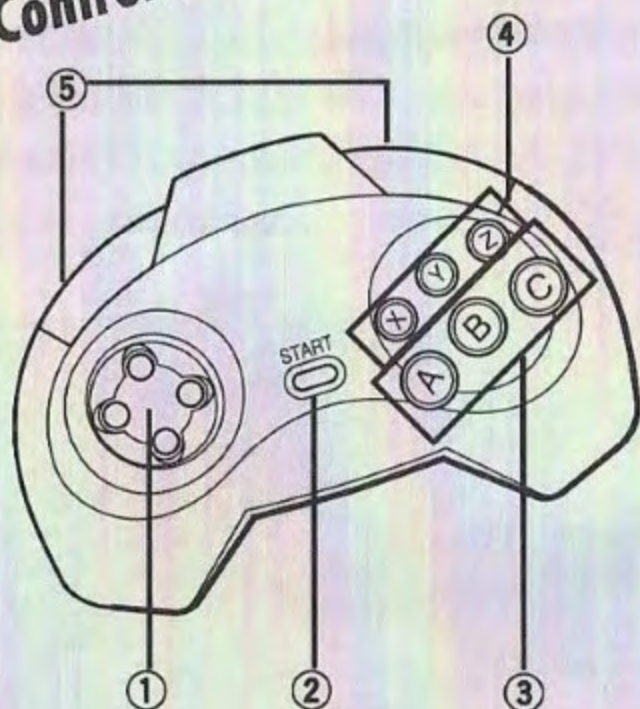
Walls/No Walls There are two kinds of stages in *Fighters Megamix*—those with walls and those without. The Virtua Fighters may feel more comfortable with the borderless freedom of No Wall stages (especially now that there's no Ring Out). Vipers, on the other hand, are accustomed to the nowhere-to-run environments of a cozy razor-wire cage or in a candy glass elevator on the 70th floor.

Escape Straight from the ROM of *Virtua Fighter 3™*, the hottest arcade fighting game around, the Escape command adds a new dimension (the third) to every fighter's range of motion. Step aside from a charging foe and let the physics of momentum work its magic.

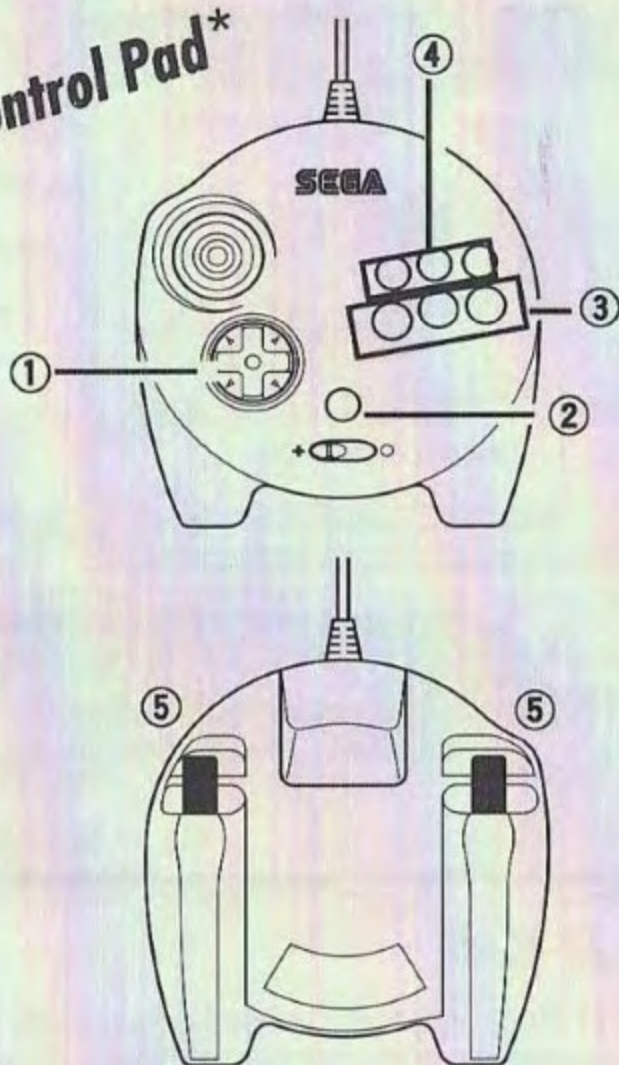
Each fighting mode has a slightly different set of rules and conditions, but the objective is essentially the same: knock your opponent's Life Gauge down to zero before losing your own Life or running out of time. See the sections relating to each individual fighting mode for details.

Take Control

Control Pad



3D Control Pad*



***Note:** The 3D Control Pad can be used in the + Mode. It functions the same as the Control Pad.

①

D-Pad

Control fighter direction and movement

②

Start

Pause/restart game



③

Button A

[D]efense

③

Button B

[P]unch

③

Button C

[K]ick



④

Button X

P+D

④

Button Y

K+D

④

Button Z

P+K+D

⑤

Button L/R

Escape



See The Commands section on pages 16-17 for a description of the fighting moves.

Note: The Controls can be re-configured in Key Config (see p. 16).

Press Buttons A, B, C and Start simultaneously from any point in the game to return to the Title screen.

Starting the Game

Title Screen



The *Fighters Megamix* Title screen appears following the Sega and AM2 logos. Watch the animated sequence that follows, or press Start to move forward to Mode Select. In Mode Select, press the D-Pad UP/DOWN to highlight modes and Button A or C to select the highlighted mode.

Consider Your Choices...



1P Mode

1P Mode allows you to select a fighter and fight your way through preset courses of opponents. See pages 5-6 for details.

Survival Mode

In Survival Mode, the object is to defeat as many opponents as possible within the time allotted. See pages 7-8 for details.

VS Mode

You can play individual matches against the CPU, or another human-controlled fighter in VS Mode. See pages 9-10 for details.

Team Battle Mode

Team Battle Mode lets you create a team of fighters to pit against a CPU-controlled team, or one controlled by another player. See pages 11-12 for details.

Training Mode

Hone your skills by practicing all of the moves for any fighter against a CPU-controlled dummy. See pages 13-14 for details.

Records

Check out the records for 1P Mode course clear times and Survival Mode wins. See page 14 for details.

Options

In Options, you can adjust several gameplay settings, reconfigure the Control Pad and sample the sounds heard throughout *Fighters Megamix*. See pages 15-16 for details.

Mode Select



Fighting Modes

1P Mode

1P Mode is for one player only. A second player cannot join in during 1P Mode play. When you select 1P Mode in the Mode Select screen, the Fighter Select screen appears. When you first start playing *Fighters Megamix*, some fighters are hidden and can't be selected. These secret characters appear as you make progress in the game and fulfill certain conditions.

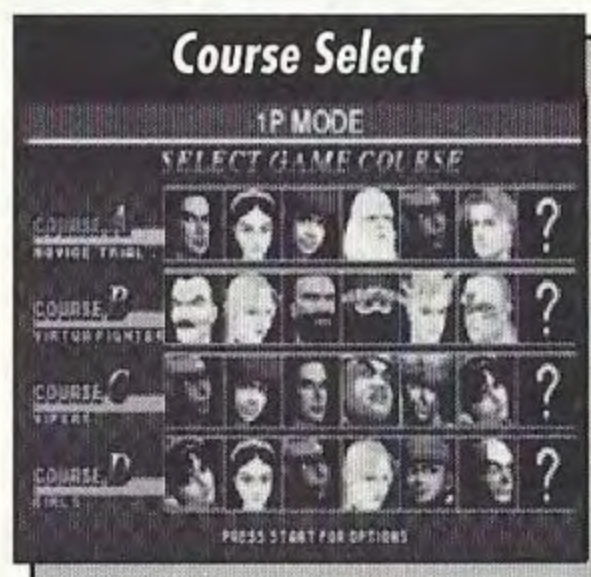


1P Mode Fighter Select

Press the D-Pad in any direction to highlight the fighter you wish to use, and Button A, C, X or Z to select the fighter. Press Start to access the 1P Mode Options screen. (See Options on page 15 for info on the 1P Mode Options.) Press Button Y to return to Mode Select.

Course Select

After you select a fighter, the Select Game Course screen appears. Each course features seven opponents. At the beginning of the game, there are four courses to choose from. More appear as you successfully clear the original courses. Highlight courses by pressing the D-Pad UP or DOWN. Press Button A or C to select the course. Press Start to access the 1P Mode Options screen (see page 15). Press Button B to return to the Player Select screen. Press Button Y to return to Mode Select.



How to Win

In each 1P Mode course, you face a series of fighters that you must defeat in order to clear the course. Each match is a best of three contest (see page 15 for how to change the Match Point). You win rounds either by reducing your opponent's Life Gauge to zero, or by having more Life than your opponent remaining when time expires. Each fight takes place in the Stage Setting corresponding to your opponent.



The 1P Mode Ring

Armor Gauge*	The condition of armor (for fighters wearing it). Green indicates the armor is intact. Red indicates the armor has been destroyed. Oww! — <i>That had to hurt.</i>
Life Gauge	The amount of Life remaining to the fighter. When it comes to Life Gauges, bigger is definitely better.
Wins	The number of rounds won by the fighter in the current match.
Number of Rounds	The number of rounds needed to win the match.
Time Remaining	The number of seconds till the fat lady sings.
Total Time	The total amount of time your fighter has managed to slug it out so far.
Stage Number	Self-explanatory.

***A note about the Armor Gauge:** This gauge only appears for fighters wearing armor. When a fighter who was wearing armor loses it that fighter becomes more vulnerable to damage. Fighters who don't wear armor have a single, unchanging defensive rating.

Pause

Press Start to pause a fight in progress. The Pause Options menu appears. Press the D-Pad UP/DOWN to scroll through the options, and Button A, C or Start to select.



Game Over

When your fighter loses a match (as happens to the best of 'em), the scary *You Lost* message appears. But wait, you still have the option of continuing! Press Start to resume play from the beginning of the match you just got whopped in. Or, if the competition was just too tough, let the countdown timer expire to see the *Game Over* message, with all that it implies.



Name Entry

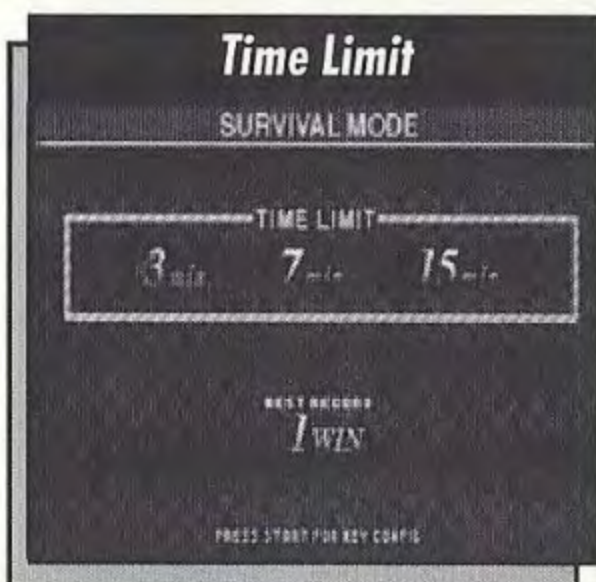
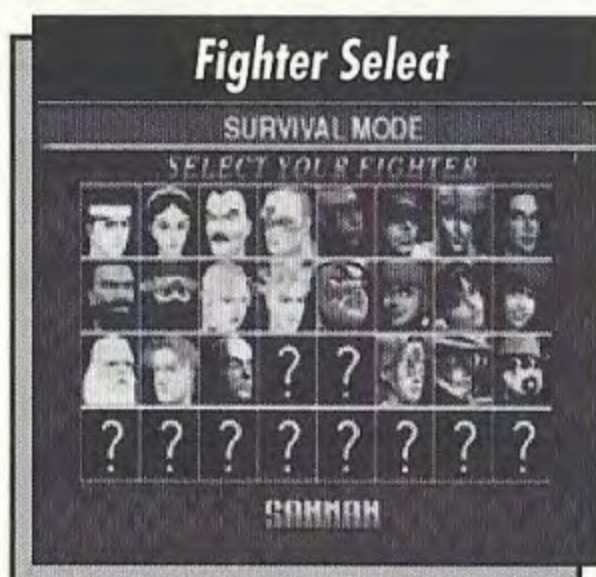
You must be pretty good if you got this far. You probably don't even need to be told that you can enter your initials by pressing the D-Pad LEFT/RIGHT to scroll through the characters and Button A or C to select. Pressing Button B deletes a character, just like selecting the back arrow.

Survival Mode

Survival Mode is a one-player only mode where you fight against the clock. A second player cannot join a Survival Mode game. The object is to defeat as many CPU-controlled opponents as possible in the time allotted. Your fighter does not recover Life between matches, so a good defense becomes critical, especially when you try a long time limit game.

Survival Mode Fighter Select

When you select Survival Mode from the Mode Select screen, the Fighter Select screen appears. Select your fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen (see page 16) for info on Key Config).



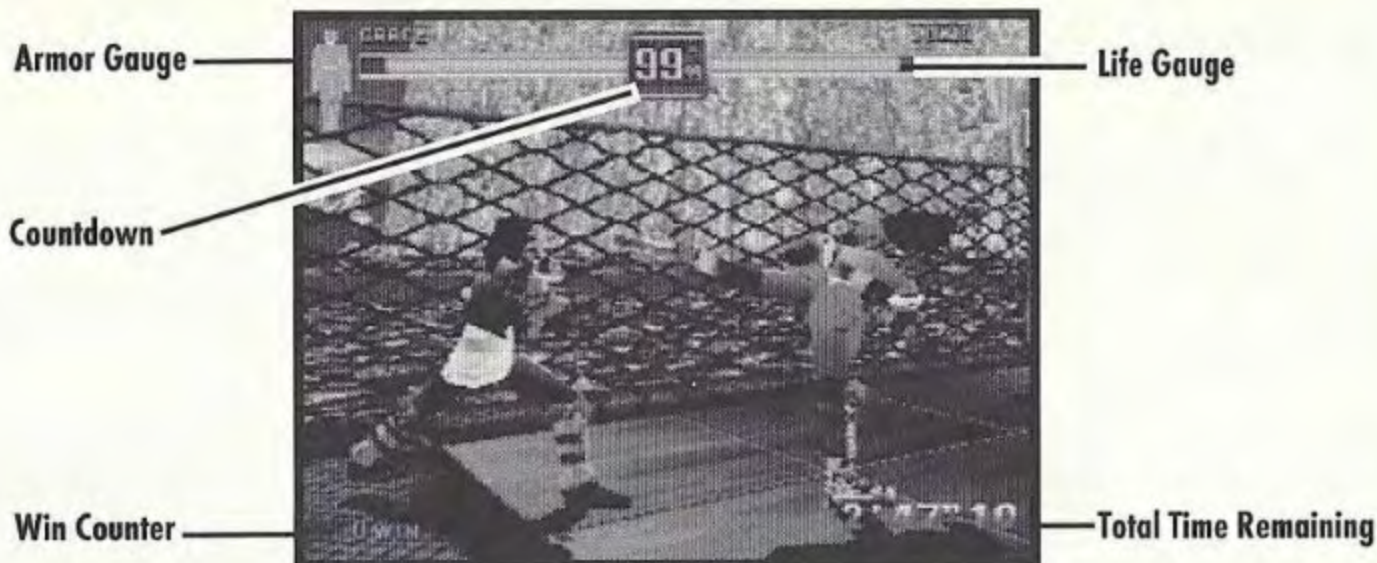
Time Limit

When you have selected a fighter, the Survival Mode Time Limit screen appears. Choose from 3, 7 or 15 minutes for the total play time. Press the D-Pad LEFT/RIGHT to highlight a time limit, and Button A or C to select. Press Button B to go back to Fighter Select, or Button Y to return to Mode Select. Press Start to access the Key Config screen (see page 16).

The Rules

Survival Mode pits you against two foes: the other fighters, and the clock. The object is to KO as many opponents as possible in the time limit given. Your fighter starts the first round with a full Life Gauge, but doesn't recover any Life at the start of subsequent rounds. Your opponents come at you in a fixed order (it's the same every time), and you face each opponent for one round only. In Survival Mode, the computer does significantly less than normal damage per attack to the player than in other modes. Lucky you.





The Survival Mode Ring

- Armor Gauge** Shows the condition of the fighter's armor (for those who have it). See the note on page 6.
- Life Gauge** Shows how much Life the fighter has left. Remember, in Survival Mode once you lose Life, you're not gonna get it back.
- Countdown** Begins counting down to zero when there are less than 100 seconds to go until Game Over.
- Time Remaining** Counts down from the original time limit (3, 7 or 15 minutes).
- Win Counter** Shows the number of fights that you've won so far.

And furthermore...



Other Survival Mode screens

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight options and Button A, C or Start to select.

Game Over

The Survival Mode game ends when A) you lose all your Life and get KO'd or B) the time limit expires. You can't continue a Survival Mode game. That's that.

Name Entry

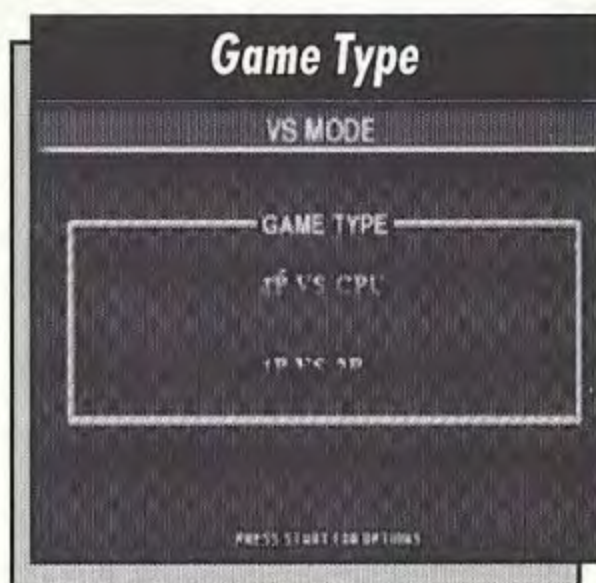
So you beat the old record, huh? Then you've heard it all before: press the D-Pad LEFT/RIGHT to highlight a character, and Button A, C or Start to select it. Press Button B or select the back arrow to delete a character.

VS Mode

VS Mode is a fighting mode for one or two players. When you select VS Mode from the Mode Select screen, the VS Mode Game Type screen appears.

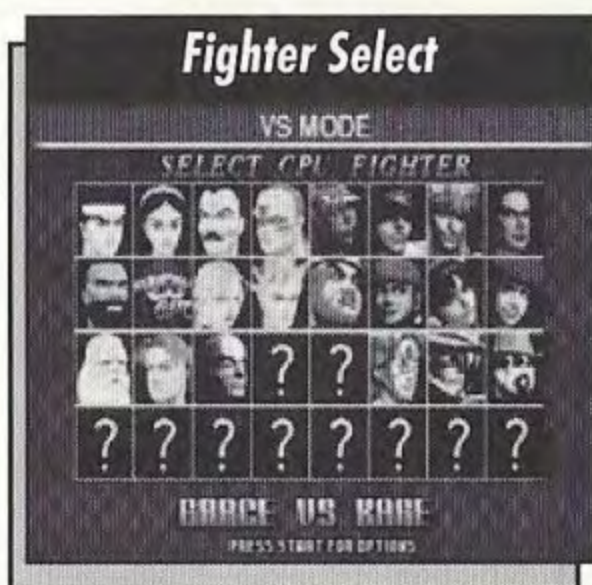
VS Mode Game Type

Select either **1P vs CPU** or **1P vs 2P** (you can only select **1P vs 2P** if a Control Pad is plugged into both Control Ports). Press the D-Pad UP/DOWN to highlight a Game Type, and Button A or C to select. Press Start to access the VS Mode Options screen (see page 15), or Button Y to return to Mode Select.



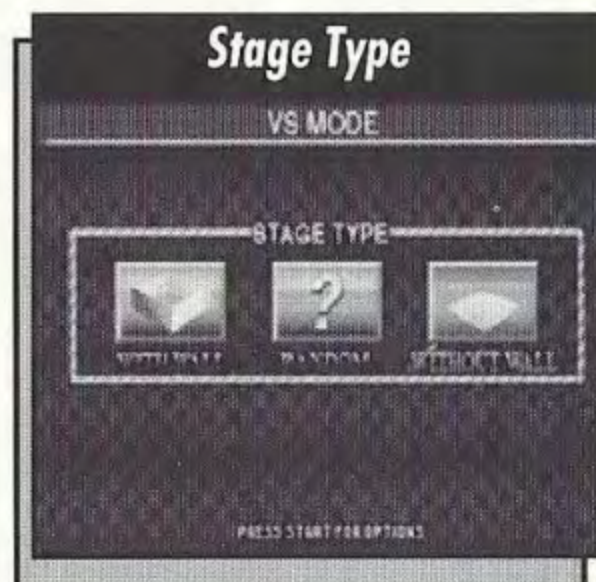
VS Mode Fighter Select

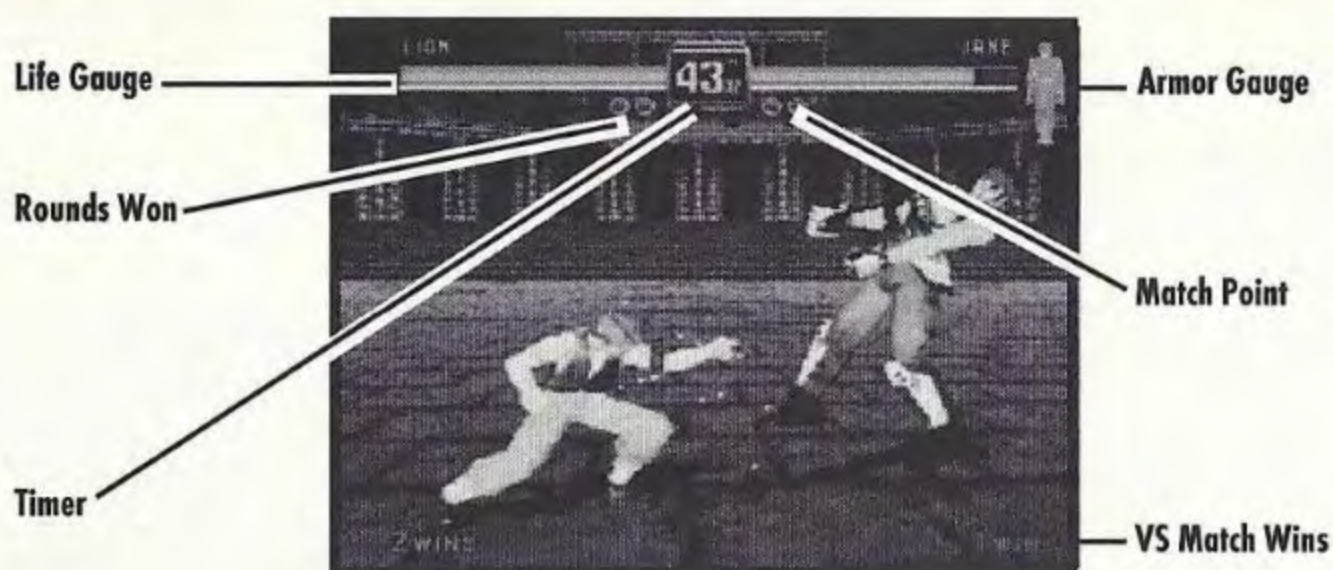
After you select a Game Type, the VS Mode Fighter Select screen appears. Select a fighter just like in 1P Mode (see page 5). In a one-player fight against the CPU, first select the fighter you want to use, then select the fighter you want the CPU to control. If you're playing a two-player game, both players must select a fighter using their own Control Pads. Press Button B to go back to VS Mode Game Type, Button Y to return to Mode Select, or Start to access the VS Mode Options screen.



VS Mode Stage Type

Once you've picked the fighters, the VS Mode Stage Type screen appears. You can decide the settings for your fights. Choose from **With Wall** (for *Fighting Vipers*-style enclosed rings), **Without Wall** (for *Virtua Fighter*-style fights on the open range) or **Random** (to let the CPU assign the arena). Press the D-Pad LEFT/RIGHT to highlight a Stage Type, and Button A or C to select. Press Start to access the VS Mode Options screen, Button B to go back to VS Mode Fighter Select or Button Y to return to Mode Select.





The VS Mode Ring

Armor Gauge	Shows how the armor is holding up (for fighters wearing it). See page 6.
Life Gauge	Shows how much more punishment the fighter can take and remain standing.
Timer	Shows the amount of time left in the round.
Rounds Won	Displays the number of rounds the fighter has won in the current match.
Match Point	Shows how many rounds the fighter needs to win the match.
VS Match Wins	Tallies the number of match wins for each player in VS competition so far.

Wait — That's not all!

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight an option and Button A, C or Start to select.



Game Over

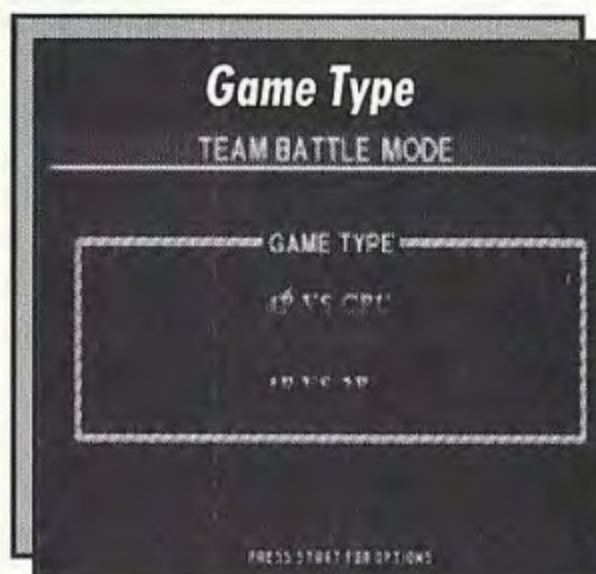
The VS Mode Fighter Select screen appears after every match, whether you win or lose. The VS Mode Fighter Select screen displays a running tally of the number of wins recorded by each player in VS Mode fights. This Win-Loss record is maintained until you exit VS Mode. There is no option to continue after losing a VS Mode match, however you can select the same two fighters to duke it out again any number of times.

Team Battle Mode

Not satisfied controlling only one highly dangerous fighting machine? Why not try Team Battle Mode, where you can make teams of up to eight of your favorite fighters to pit against a team controlled by the CPU or some unlucky human opponent.

Team Battle Mode Game Type

After you select Team Battle Mode from the Mode Select screen, the Team Battle Mode Game Type screen appears. Select **1P vs CPU** or **1P vs 2P**, as in the VS Mode Game Type screen (see page 9). The **1P vs 2P** type can only be selected when there are Control Pads connected to both Control Ports.



Team Battle Mode Team Select

Once you have selected a game type, it's time to choose up sides. You can choose teams of one to eight fighters. Press:

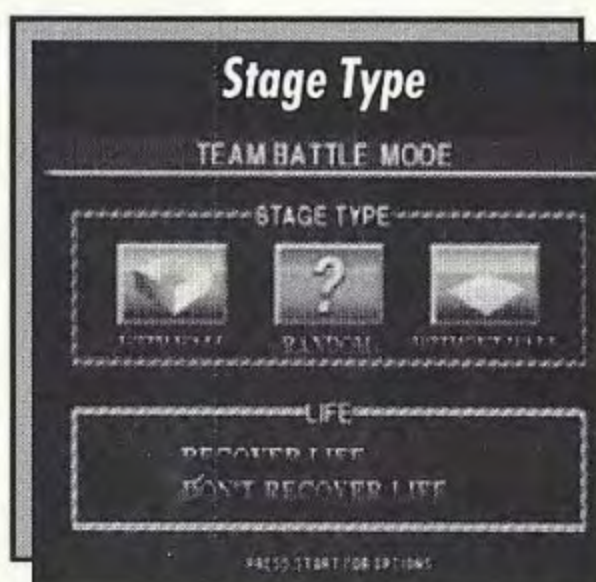
D-Pad	to highlight the names of fighters
Button A, C, X or Z	to select a highlighted fighter
Button B	to cancel the previous selection
Button L or R	to finish making selections
Button Y	to return to Mode Select
Start	to access Team Battle Mode Options (see page 15)



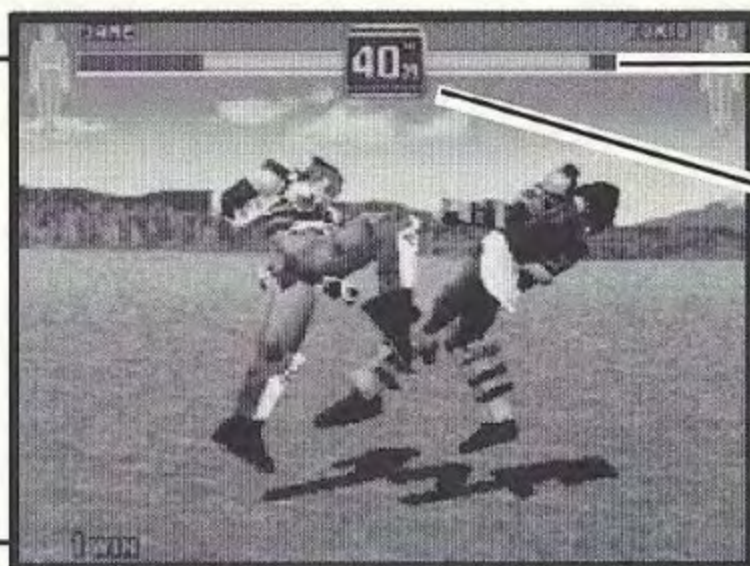
When you finish making selections, or have selected eight fighters, an **OK** prompt appears. Press Button A, C, X or Z to confirm, or Button B to cancel and return to the lineup. In **1P vs CPU** fights, the CPU automatically selects a team with the same number of fighters as you have selected. In **1P vs 2P** fights, the players can select teams with different numbers of fighters. Both players can select the same fighters, and you can pick the same fighter to appear any number of times on a team lineup.

Team Battle Mode Stage Type

When the teams have been set, the Team Battle Mode Stage Type screen appears. First select a Stage Type (**With Wall**, **Without Wall** or **Random**) just like in VS Mode Stage Type (see page 9). Next, choose whether or not to have the fighters' Life Gauges refill after every round. Press the D-Pad UP/DOWN to highlight either **Recover Life** or **Don't Recover Life**. Press Button A or C to make your selection. Press Button B to go back up to Stage Type select. Press Button Y to return to Mode Select, or Start to access the Team Battle Mode Options (see page 15).



Armor Gauge



Life Gauge

Timer

Wins

The Team Battle Ring

- | | |
|--------------------|---|
| Armor Gauge | Shows how the armor is holding up (for fighters wearing it). See page 6. |
| Life Gauge | Shows the amount of Life left for the fighter. |
| Timer | Shows the amount of time left in the round. |
| Wins | Displays the number of rounds the fighter has won in the current Team Battle. |

And last but not least...

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight an option, and Button A, C or Start to select.



Game Over

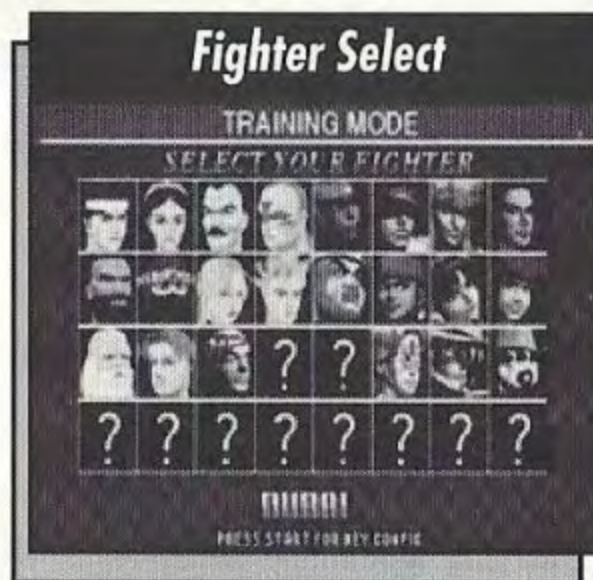
The Team Battle Mode fight ends when all the members on one team have been defeated. After the last match has been decided, the Result screen appears. The Result screen shows the winning team and a fighter-by-fighter breakdown of matches won and lost. The total number of matches won for each team is also displayed at the bottom of the screen. Press Button A, C or Start to return to Team Battle Mode Game Type from the Result screen.

Training Mode

Did you ever want to hit somebody who couldn't hit back? Training Mode gives you that chance (and it's legal!), letting you practice the moves for any of the fighters on a defenseless training dummy. Training Mode also lists the name of every move and its button commands for every fighter, which makes it a quick reference guide for checking out your fighter's arsenal of attacks.

Training Mode Fighter Select

When you select Training Mode in Mode Select, the Training Mode Fighter Select screen appears. Select a fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen, or Button Y to return to Mode Select.



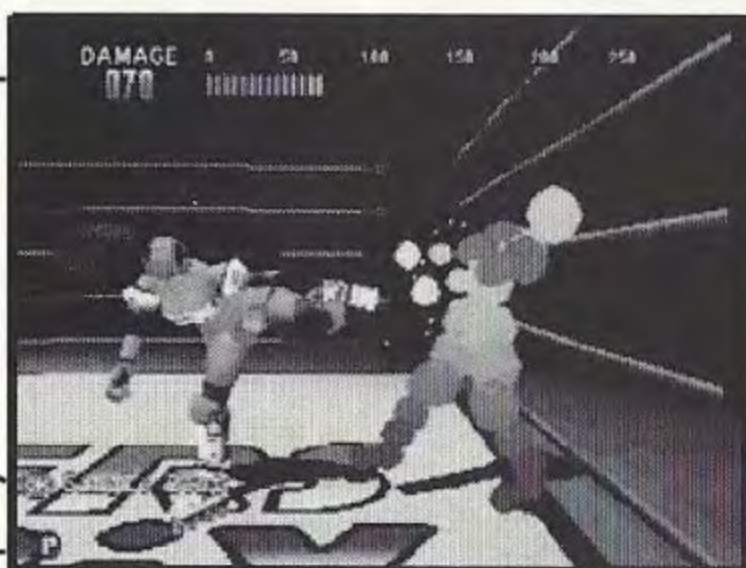
The Training Mode Ring

After you select the fighter you want to use, the Training Mode ring appears. You begin Training Mode facing your training partner, a dummy controlled by the CPU. Press Start to bring up the Command List (see page 14) for your fighter, or take a few moments to pummel the CPU-drone with impunity.

Damage

Move Name

Commands



Damage	Shows the amount of damage dealt by the current attack (or attack combination).
Move Name	Displays the move currently being practiced.
Commands	Shows the button commands and necessary conditions for the selected move.



The Command List

Press Start while in Training Mode to call up the Command List, which shows the moves, button commands and conditions for each of your fighter's moves. Press Start to return to the Training Mode ring when you get to a move you want to practice. You can continue practicing moves indefinitely.

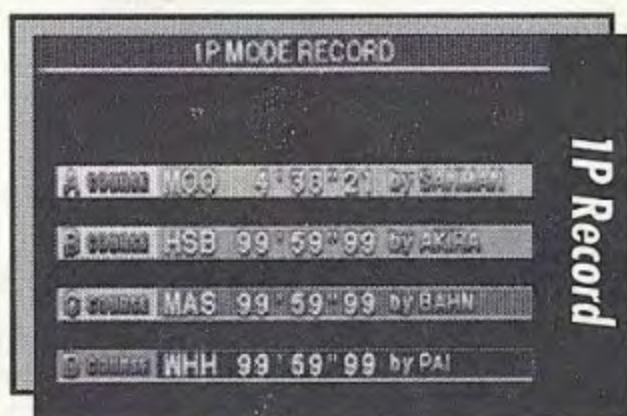
When you want to stop training and get back to the

real McCoy, press Start to bring up the Command List, then press the D-Pad RIGHT to highlight EXIT and Button A or C to select. This returns you to the Training Mode Fighter Select screen.



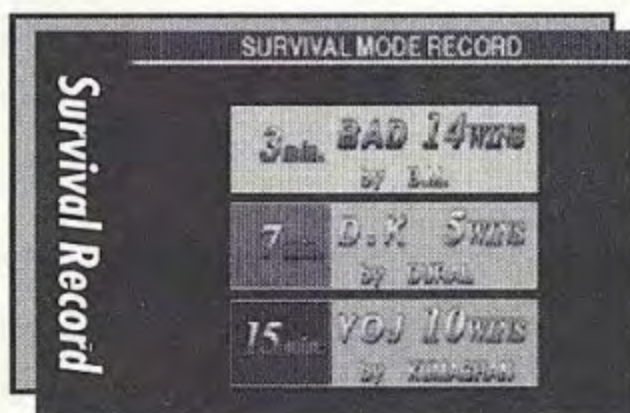
Records

Records lists the best course clear times for every course you've finished in 1P Mode, and the best wins records for Survival Mode. When you enter Records from the Mode Select screen, the Record Select screen appears. Press the D-Pad UP/DOWN to highlight the record type you want to check out, and Button A or C to enter.



1P Mode Records

Shows the top clear time, fighter used and player initials for every 1P Mode course completed. When you finish gloating, press Button B to return to Record Select or Button Y to go back to Mode Select.

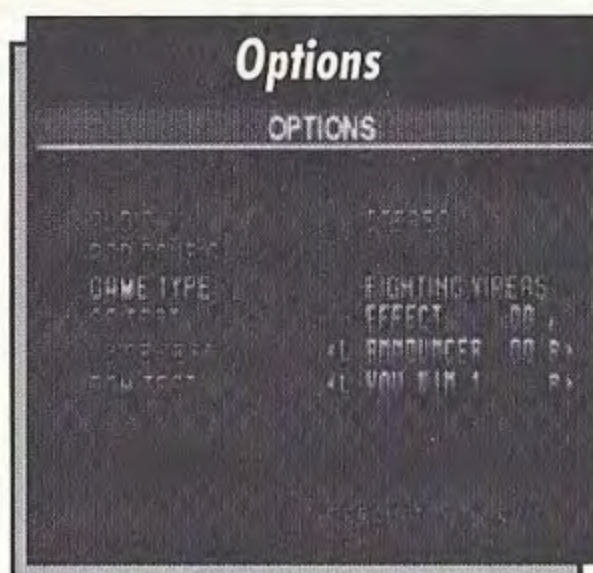


Survival Mode Records

Shows the record number of wins, fighter used and player initials for each Survival Mode time limit. Press Button B to return to Record Select or Button Y to go back to Mode Select when you get tired of patting yourself on the back.

Options

In addition to the main Options screen, there are individual Options screens for the 1P, VS and Team Battle modes. In all Options screens, press the D-Pad UP/DOWN to highlight options, and LEFT/RIGHT to make changes within the highlighted option. Press Button B from any part of the Options menu to highlight EXIT. In the Main Options screen, press Start or Button Y to return to Mode Select. In the 1P, VS and Team Battle Mode Options screens, press Start or Button Y to return to the screen from which you accessed the Options screen.

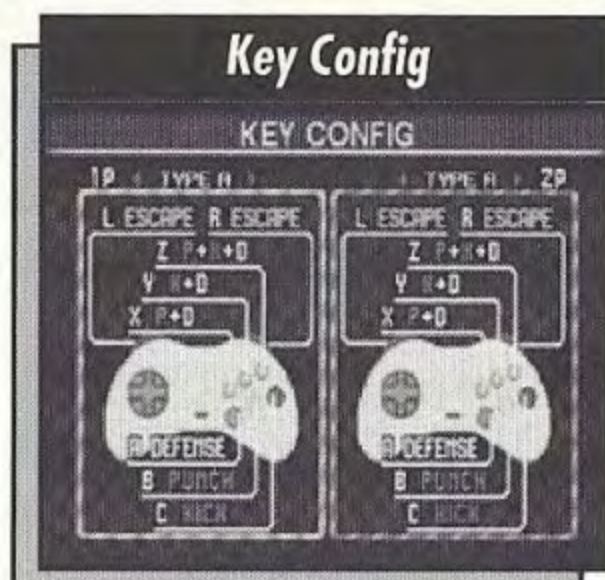


Some options are available in more than one Options screen. They are as follows: **MO**=Main Options, **1P**=1P Mode Options, **VS**=VS Mode Options and **TB**=Team Battle Mode Options

SOUND	Select Stereo or Mono (monaural). (MO)
KEY CONFIG	Press Button A or C to access the Key Config sub-page. For more information on how to reconfigure the Control Pad, see Key Config page 16. (MO, 1P, VS, TB)
GAME TYPE	Select either <i>Virtua Fighter</i> or <i>Fighting Vipers</i> gameplay type. The two game types feature differences in the way the fighters move when knocked into the air (see the Air Recovery note on page 17), and in the way special attacks affect fighter armor. (MO)
SOUND EFFECTS	Press the D-Pad LEFT/RIGHT to cycle through the sound effects, and Button A or C to play. (MO)
VOICE TEST	Press the D-Pad LEFT/RIGHT or L/R to cycle through the voices, and Button A or C to play. Press L or R to select a new character. (MO)
BGM	Press the D-Pad LEFT/RIGHT or L/R to cycle through the background music tracks, and Button A or C to play. (MO)
DIFFICULTY	Choose from Very Easy, Easy, Normal, Hard or Very Hard for the toughness of the CPU-controlled fighter. (1P, VS, TB)
MATCH POINT	Set the number of rounds (1–5 in VS Mode; 2–5 in 1P Mode) required to win a match. (1P, VS)
TIME LIMIT	Set the time limit for each round of fighting to 10, 30, 45 or 60 seconds. Or select NO LIMIT for fights without a time limit. (1P, VS, TB)
STAGE (w/WALL)	Choose one of 16 stages with walls to hold your fights in, or IN ORDER, to play them one after the other. (VS)
STAGE (w/o WALL)	Pick one of 16 stages without walls, or IN ORDER to try them all in sequence. (VS)
LIFE	Set the amount of damage each fighter takes per hit. A shorter Life Bar indicates relatively more damage per hit, a longer bar means the fighter is stronger and takes less damage per hit. (VS, TB)
DEFAULT	Press Button A or C to reset all the options to their default values. (MO, 1P, VS, TB)
EXIT	Press Button A or C to finish configuring options. (MO, 1P, VS, TB)

Key Config

Key Config features four pre-set Control Pad configurations, and four *Edit* settings that you can set yourself. In Key Config, press the D-Pad LEFT/RIGHT to scroll through the configuration names. Press Button B to select the highlighted configuration and return to the screen from which you accessed Key Config. You can set the configurations for Control Pads 1 and 2 independently.

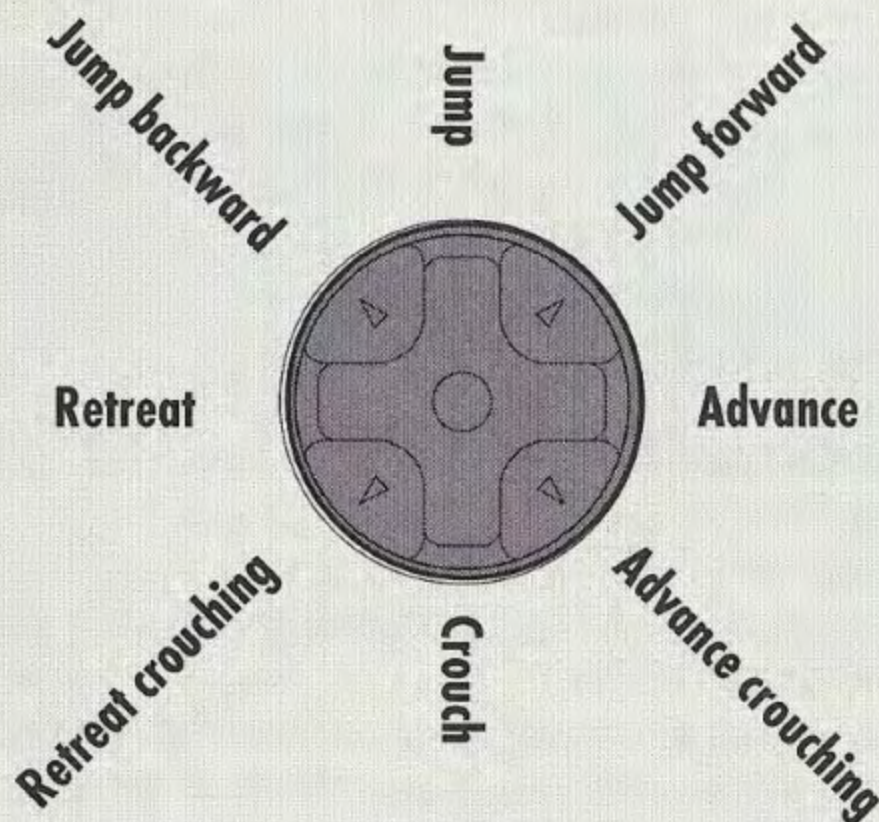


Key Config Edit

There are four *Edit* configurations available. Press Start when the *Edit* Control Pad (number 1, 2, 3 or 4) you want to configure appears onscreen. You can set the commands for all the buttons except the D-Pad and Start. You can also assign the same command to more than one button. Press the button you want to set a command for to highlight the button name, then press the D-Pad LEFT/RIGHT to cycle through the list of commands available for that button. When you finish configuring the *Edit* Control Pad, press Start.

The Commands

The commands described in this section are all default commands for a fighter facing right. For fighters facing left, reverse the commands. The movement commands (jump, advance, retreat and crouch) can be used in conjunction with attacks or defenses to produce special attacks. See the moves lists on pages 18 – 39 for the commands for each fighter's moves.





A	[D]efense
B	[P]unch
C	[K]ick
L/R	Escape
+	Press simultaneously
⇒	Press the D-Pad in the direction shown (yellow)
→	Press the D-Pad and hold (red)
X	Functions as B+A
Y	Functions as C+A
Z	Functions as A+B+C

Moves

[D]efense	[P]unch	[K]ick	Escape
Press Button A to execute a standing guard or ↓+A to guard against low attacks.	Press Button B to throw a high punch, or ↓+B to aim your sights lower.	Press Button C to kick 'em high, ↓+C to kick 'em low.	Press Button L or R to make a nifty sidestep to the left. Press ↓+L or ↓+R to dodge right.

- Dash** Press the D-Pad forward twice (⇒ ⇒) to dash in that direction.
- Throw** Press A+B in close-range situations to execute your fighter's basic throw attack. Some fighters have several throws to choose from (see the individual moves lists), but they can all throw using A+B.
- Stomp** Press ↑ B to jump on a fallen foe. Some fighters have more than one attack to use against downed opponents (see the individual fighters' moves lists).
- Quick-Up** When you get knocked down by an opponent's attack, you have several options. You can lie there stunned and sprawling, or you can do something to regain your feet and dignity. Press the D-Pad LEFT/RIGHT/UP/DOWN to roll in that direction as you get up. Press Button A, B or C repeatedly to speed your recovery. Press Button L/R to do a handspring recovery.
- Air Recovery** When you get sent flying into the air, you can perform the Air Recovery move to get your bearings in mid-air and land on your feet. The Air Recovery can only be performed in the *Fighting Vipers* Game Type (see Options, page 15). Press A+B+C or Button L or R to perform an Air Recovery.
- VF3 Moves** Each fighter from *Virtua Fighter 2* has an expanded arsenal of moves straight from the arcade hit *Virtua Fighter 3*. These attacks can only be performed by VF2 fighters, but they work equally well against characters from both VF2 and *Fighting Vipers*. The VF3 moves are marked with a bullet (•) in the individual fighters' moves lists.



Chuusui		P	• Souka Hasui		⇒ P+K
Housui		↓ P	Youhou		⇒ ⇒ P
Shoutai		K	Renkantai		⇒ ⇒ KK
Sokutai		⇒ K	• Ryusoushiki		⇒ K+D
Youzentai		↓ K	• Baho Chouchuu		⇒ K+D ⇒ P
Kenhaisui	opponent behind	P	• Shuuraha Oukou Kazan		⇒ K+D ⇒ P
Hairakuheki	opponent behind	↓ P			⇐ ⇒ ⇒ P+K
Kenhaisui	opponent behind	↓ P	Bonken		P+K+D
Haitai	opponent behind	K	Hageki Unshin Soukohou	close range	P+K+D
Hashitsutai	opponent behind	↓ K			⇐ ⇒ P+K
Chisentai	opponent behind	↓ K			↓ ⇐ or ⇒ P
Soukahou	opponent down	⇒ P	Doppo Choushitsu		K+D; release D
Gekihousui	opponent down	⇐ P	Kaiko		⇒ P+D
Rakuho Shasui		⇐ +P	Gekiho Honko		↓ P+D
Rakuhosui		⇐ P	Toushin Soutai	close range	P+D
Choushitai		⇐ K	• Kyuho Chouchuu	close range to side	P+D
Toukyaku		↑ +K	• Taisetsukou	close behind opp.	P+D
Rakugeki Sousui		↑ ⇒ P	• Shishi Hougetsu	close range	⇒ P+D
Hidantai		↑ ⇒ K	• Shishi Hougetsu	close range	⇒ P+D
Fuumon Toukai		↑ ⇐ K		back to wall	
Fujintai	in mid-air	↑ K	Shinpo Riko	close range	⇐ P+D
Kansuitai		PK	Daiden Housui	close range	⇐ ⇒ P+D
Hachimon Kaida		PP	Shin Iha	close range	⇐ ⇒ P+D
Jouho Chouchuu		⇒ P	Youshi Senrin	close range	⇐ ⇒ P+D
Rimon Chouchuu		⇒ ⇒ P	Junho Honko	close range	⇐ ↓ P+D
Yakuho Chouchuu		⇒ ⇒ ⇒ P	Gaimon Chouchuu	vs. mid-body P	⇐ P+K
• Jouho Shoushou		⇐ ⇒ P	Tanyokuchou	vs. high K	⇐ P+K
• Chozan Housui		⇐ ⇒ P+K	Gaimon Chouchuu	elbow counter	⇐ P+K
• Tenzankou		⇐ ⇒ P+K+D	Jouho Shoukou	vs. mid-body K	⇐ P+K
Tetsuzankou		⇐ ⇒ ⇒ P+K	• Senpuu Soudou	knee counter	⇐ P+K
Mouko Kouhazan		↓ ⇒ P	• Shoutenkou	somersault counter	⇐ P+K
• Baho Shoukou		↓ ⇒ P+K	Honshin Tanda	vs. low P	↓ P+K
Byakko Soushouda		↓ ⇐ ⇒ P	Souhakushu	vs. low K	↓ P+K



Danken		P	Sokudan Gasane		⇨ PK
Jizuridan		↓ P	• Rasen		⇨ P
Tsukikaeshi Geri		K	• Rasen Urageri		⇨ PK
Nakageri		⇨ K	Fuusenjin		P+K
Surigeri		↓ K	Rakusenjin		⇒ P+K
Uraha	opponent behind	P	Rakusenjin Kaeshi		⇒ P+KP+K
Urarendan	opponent behind	↓ P	• Youin Senjin		⇨ P+K
Gyakugeri	opponent behind	K	• Senpuujin		↓ P+K
Hangetsu Geri	opponent behind	↓ K	• Kagetou		⇒ ↓ ⇨ P
Hairyuusou	opponent behind	↑ K	Zenten		⇨ ⇨ ↓ ⇨ ⇨
Uratsumu Geri	opponent behind	⇨ K	Kouten		⇒ ⇨ ↓ ⇨ ⇨
Senpuu Geri	opponent behind	⇨ K	Zentenkou	after Zenten/Kouten	⇒ ⇨ ↓ ⇨ ⇨ P
Rakujin Kaeri		⇨ ⇨ P	Shinsodan	after Zenten/Kouten	⇨ ⇨ ↓ ⇨ ⇒ P
Uratsumuji Geri		⇨ ⇨ K	• Kagetou	after a roll	⇒ ↓ ⇨ P
Ryuubisen		⇨ ⇨ K+D	Senpuugeri		⇨ K
Hiendan	opp. down; near	↑ P	Jibashiri		⇨ K
Asuka	opp. down; mid	↑ P	Ryuuei Kyaku		⇒ ⇒ K
Hishougeki	opp. down; far	↑ P	Fushin Hiza Geri		↓ ⇒ K
Kakato Otoshi	opponent down	⇨ K	• Engetsu Geri		⇨ K+D
Shutou		↑ +P	• Ura Suisha		⇨ K+D
Tobi Seiken		↑ P	Tsumuji Geri		↓ K+D
Tobi Maegeri		↑ +K	Genyou		⇨ K+D
Tobi Kakato Otoshi		↑ K	Suisha Geri		⇨ K+D
Jitsumuji	before landing	↑ K	Hagaryuu		⇒ ⇒ K+D
Rakuyou		↑ ⇒ P	Rairyuu Hishou Kyaku		⇒ ⇒ P+K+D
Hishougeri		↑ +K	Kaiten Jizuri Kyaku		⇨ ⇨ ↓ ⇨ ⇒ K
Marutageri		↑ K	Kouten Jizuri Kyaku		⇒ ⇨ ↓ ⇨ ⇨ K
Tobi Kakato Geri	in mid-air	↑ K	Taitou	close range	P+D
Fushin Engetsu Geri		↑ ⇒ K	• Fushin Randangeki	close range	⇨ P+D
Kaiten Enzui Geri		↑ ⇨ K	• Jungyaku Jizai	close range	⇒ P+D
Rakuyou Senpuudan	from a distance	⇨ +K	Tougasumi	close range	⇨ P+D
Resshou		PP	• Fugasumi	close range	⇨ ↓ P+D
Resshou Kyaku		PPK	Kage Gasumi	close range	⇨ ⇒ P+D
Sandan Geki		PPP	Kouenraku	close range	⇨ P+D
Sandan Urageri		PPPK	• Izuna Otoshi	close range	⇨ P+D ↑ P+D
Sandan Fuujin Kyaku		PPP ⇨ K	Hauragasumi	close behind opp.	P+D
• Resshou Rasen		PP ⇨ P	• Kirigasumi	close range to side	P+D
• Sandan Rasen Urageri		PP ⇨ PK	• Yamigasumi	opp. close behind	↑ P+D
Hagasane		PK	Hauragasumi	behind opponent	P+K+D
Hiji Uchi		⇒ P		opponent crouching	
Gansetsuha		⇨ P	Kotegaeshi	vs. high P	⇨ P+K
Sokudan		⇨ P	• Jisuberi	while running	↓ K



Straight Lead	P	• Elbow Knuckle Low Spin Kick	⇒ PP ↓ K
Squat Straight	↓ P	Spinning Back Knuckle	⇐ P
Vertical Hook Kick	K	Double Spin Knuckle	⇐ PP
Middle Kick	⇒ K	Spinning Slant Back Knuckle	⇐ P ↘ P
Toe Kick	↓ K	Spinning Arm Kick	⇐ PK
Low Kick	↓ K	Spinning Low Spin Kick	⇐ P ↓ K
Side Hook Turn	⇐ ⇐ P	Smash Hook	⇒ P
Spinning Kick Turn	⇐ ⇐ K	• Hook Combo 2	⇒ PP
Turn Knuckle	opponent behind P	• Triple Hook	⇒ PPP
Turn Knuckle Side Kick	opponent behind; PK left foot forward	• Lightning Straight	⇒ PPP ⇒ P
Turn Knuckle Spinning Kick	opponent behind; PK right foot forward	• Lightning Hook	⇒ PPPP
Turn Knuckle Low Spin Kick	opponent behind P ↓ K	Slant Back Knuckle	⇐ P
Turn Slant Back Knuckle	opponent behind ↓ P	Slant Low Spin Kick	⇐ PK
Turn Slant Low Spin Kick	opponent behind ↓ PK	Punch High Kick	⇒ PK
Turn Kick	opponent behind K	• Combo Elbow Knuckle Spin Kick	⇒ PP ⇒ PPK
Turn Low Spin Kick	opponent behind ↓ K	• Combo Elbow Knuckle Low Kick	⇒ PP ⇒ PP ↓ K
Soccer Ball Kick	opponent down ⇒ K	Beat Knuckle	P+K
Jumping Knee Stomp	opponent down ↑ P	• Beat & Back Knuckle	P+KK
High Jump Knee Stomp	opponent down ↑ P	• Beat Combo Back Knuckle	P+KP
Elbow	↑ +P	• Beat & Knuckle Spin	P+KPK
Step Straight	↑ P	• Beat & Knuckle Low Spin	P+KP ↓ K
Step Hook Kick	↑ K	• Kick Back Knuckle	KP
Step Heel Kick	before landing ↑ K	• Combo Knuckle Spin Kick	KPK
High Jump Kick	↑ +K	• Combo Knuckle Low Spin	KP ↓ K
High Jump Middle Kick	↑ K	Double Spinning Kick	KK
Jumping Hook Knuckle	↑ ⇒ P	• 2-Way Spin Kick	K ↓ K
High Jump Drop Kick	↑ ⇒ K	Knee Kick	⇒ K
Jump Over Kick	↑ ⇐ K	Dash Hammer Kick	⇒ ⇒ K
High Jump Heel Kick	in mid-air ↑ K	Side Hook Kick	⇐ K
Punch Spin Kick	right foot forward PK	• Double Middle Kick	⇒ KK
Punch Side Kick	left foot forward PK	• Double Low Kick	↓ KK
Punch Low Spin Kick	P ↓ K	Somersault Kick	⇐ K
Jab Straight	PP	Spinning Kick	K+D
Double Punch Snap Kick	PPK	Spinning Kick • Low Spin Kick	K+D ↓ K+D
• Double Punch Knee Kick	PP ⇒ K	Leg Slicer	↓ K+D
• Double Punch Low Spin Kick	PP ↓ K	• Spin Heel Sword	⇐ K+D
Flash Piston Punch	PPP	Middle Spin Kick	⇐ ⇒ K+D
• Combo Elbow	PP ⇒ P	Lightning Kick	↓ P+KKKKK
• Combo Elbow Spin Kick	PP ⇒ PK	• Lightning Storm	⇐ P+KKKKK
• Jab Straight Back Knuckle	PP ⇐ P	• Lightning Glow	⇐ P+KKKK ↓ K
• Combo Back Knuckle Spin	PP ⇐ PK	Northern Light Bomb	close range P+D
• Jab Double Straight	PP ↑ P	• Neck Slashing	close range to side P+D
Rising Elbow	⇒ P	Face Crusher	close behind opp. P+D
Elbow Spin Kick	⇒ PK	Neck Breaker Drop	close range ⇒ ⇒ P+D
• Elbow Back Knuckle	⇒ PP	Knee Strike	close range ⇒ ⇐ P+D
• Elbow Knuckle Spin Kick	⇒ PPK	• Sadistic Hanging Knee	close range ⇒ ⇒ P+D
		• Switch Step	↓ ↓



Straight Lead		P	Snap Side Chop		↘ P
Squat Straight		↓ P	• High Kick Straight		KP
Vertical Hook Kick		K	• Double Thrust Kick		KK
Middle Kick		↘ K	Illusion Kick		↘ KK
Low Kick		↓ K	Mirage Kick		↘ KKK
Back Knuckle		↔ ↔ P	• Illusion Jack Knife		↘ KK → K
Back Kick Spin Turn		↔ ↔ K	• Illusion Low Kick		↘ KK ↔ K
Spin Turn Kick		↓ ↔ K	Jack Knife Kick		↓ K
Double Spin Kick		↓ ↔ KK	Jack Knife Side Kick		↓ KK
Turn Knuckle	opponent behind	P	• Double Low Kick		↓ KK
Turn Low Straight	opponent behind	↓ P	Knee Kick		→ K
Turn Kick	opponent behind	K	Double Step Knee		→ K → K
Dragon Kick	opponent behind	→ K	Dash Knee		→ → K
Turn Rising Kick	opponent behind	↘ K	Double Kick		↔ K
Turn Low Spin Kick	opponent behind	↓ K	• Dragon Smash Cannon		↘ K
• Running Knee	while running	K+D	• Full Spin Heel Kick		↑ +K
Soccer Ball Kick	opponent down	↘ K	Rising Knee		↓ → K
Jumping Knee Stomp	opponent down	↑ P	• Rising Knee Combo		↓ → KK
Jumping Knee Stomp	opponent down	↑ P	Somersault Kick		↘ K
Step Straight	before landing	↑ P	Toe Kick		↓ P+K
Step Hook Kick		↑ K	• Toe Kick • Jack Knife		↓ P+KK
Step Round Kick		→ K+D	Spin Kick		K+D
Round Kick		↑ K+D	• Spin Edge Kick		↔ K+D
Step Heel Kick	before landing	↑ K	Leg Slicer		↓ K+D
High Jump Middle Kick		↑ +K	• Low Spin Kick		↘ K+D
High Jump Kick		↑ K	Side Hook Kick		↘ K+D
Jumping Hook Knuckle		↑ → P	Tornado Kick		↘ K+D
Dragon Kick		↑ → K	• Spin Heel Sword		↘ K+D
Jump Over Kick		↑ ↔ K	Front Suplex	close range	P+D
High Jump Heel Kick	in mid-air	↑ K	• Shellbreak Elbow	close range to side	P+D
Punch High Kick		PK	Back Drop	close behind opp.	P+D
Punch Side Kick		P ↓ K	Back Drop	close behind opp.	P+K+D
Jab Straight		PP		opponent crouching	
Double Punch Snap Kick		PPK	Neckbreaker Drop	close range	→ → P+D
Flash Piston Punch		PPP	• Lightning Knee Smash	close range	↔ P+D
Combo Rising Knee		PPPK	• Lightning Knee Smash	close range	↔ P+D
Combo Rising Kick		PPP ↑ K		facing wall	
Combo Somersault Kick		PPP ↘ K	• Leg Hold Throw	close range	↔ → P+D
Rising Elbow		→ P	• Rolling Face Crush	close range	↘ P+D
• Elbow Side Chop		→ P ↘ P	• Moonsault		↘ P
Double Joint Butt		→ PK	• Heel Kick Moonsault		↑ K ↑ P
• Elbow Heel Sword		→ P ↔ K			



Chuusui		P	Renshou		⇒ PP
Souchuiken		↓ P	Renshou Senpuutai		⇒ PPK
Katsumentai		K	Renkanshou		⇒ PPP
Senchuutai		⇒ K	Renshou Tenshinkyaku		⇒ PPPK
Sensaitai		↓ K	Renshou Tenshin Soukyaku		⇒ PPP ↓ K
• Hien Tenshinshou		⇐ ⇐ P	Renshou Haitenkyaku		⇒ PPP ⇐ K
• Hien Senpuukyaku		⇐ ⇐ PK+D	Shajoushou		⇒ P
• Enjin Senpuukyaku		⇐ ⇐ K+D	• Renkan		⇒ P ⇒ P+K
Haichuiken	opponent behind	P	Chuugeki		⇒ P
Haihakushuu	opponent behind	↓ P	• Hou Ousoushou		⇒ P ⇐ ⇒ P
Haichutai	opponent behind	K	• Souko Reppa		⇒ P+K
Zakasentai	opponent behind	↓ K	• Kosoushou		⇐ ⇒ P
Kokyaku Haiten	opponent behind	⇐ K	Junpo Chuushou		⇒ ⇒ P
• Toukuu Haishou	opponent behind	↑ K+D	• Enshishou		⇐ ⇒ ⇒ P
Toushuugeki	opponent down	⇒ K	• Renshuu Senpuu		KK
Kousou Raishuu	opponent down	↑ P	• Kuukyaku Chuushou		⇒ K ⇒ P
Kousou Renshuu	opponent down	↑ P	• Kyuukyaku Renkan Koshou		⇒ K ⇒ P ⇐ ⇒ P
Toukuu Shasou		↑ +P	• Tenshin Risenkyaku		↓ KK
Toukuu Chuiken		↑ P	• Rensen Saitai		↓ KK
Rekka Kosenkyaku		↑ +K	• Renkan Sensaitai		↓ KK ↓ K
Toukuu Chuukyaku	before landing	↑ K	• Rensen Tenshin Soukyaku		↓ KK ↓ KK+D
Tenshin Soutai	before landing	↑ ↓ K	Taitou Risenkyaku	rising from crouch	K
Hishuutai		↑ +K	Kokyaku Haiten		⇐ K
Toukuu Tankyaku		↑ K	Toukuu Kokyuukyaku		⇒ K
Touraku Sousuiken		↑ ⇒ P	Chisoutai		⇒ ↓ K
Toukuu Soutai		↑ ⇒ K	Senpuuga		K+D
Kokyaku Haishou		↑ ⇐ K	Ensenshuu		↓ K+D
Toukuu Fujinkyaku	in mid-air	↑ K	Kuukoukyaku		⇒ K+D
Renkentai		PK	• Koryuu Tenshinkyaku		⇐ ⇐ ↓ ⇒ ⇒ K+D
Renshou		PP	Kensha Touraku	close range	P+D
• Haisen Renshou		P ⇐ P	• Tenshin Souhashou	close range to side	P+D
• Tenshin Soukoushou		P ⇐ P ⇒ P	• Kohai	close behind opp.	P+D
Souken Senpuutai		PPK	• Raiden Nyuurin	close range	⇒ P+D
Raigeki		PPP	Ryuusha Senten	close range	⇐ P+D
Renkan Tenshinkyaku		PPPK	Tenshin Hainshou	close range	⇐ ⇒ P+D
Renkan Tenshin Soukyaku		PPP ↓ K	• Daichi Toushou	close range	⇒ ⇒ P+D
Renkan Haitenkyaku		PPP ⇐ K			
Shakashou		⇒ P			



Chuukun		P	• Enshi Souchou	⇒ ⇒P
Souchuukun		↓P	• Hien Dantai	⇒ ⇒PK
Koushuutai		K	• Ensei Kosouha	↓⇒P
Senchuutai		⇒K	• Koen Senkyaku	KK
Sensaitai		↓K	• Renka Sentai	↓K
Haihou sui	opponent behind	P	• Rensen Soukyaku	↓KK
Hairen Housui	opponent behind	↓P	Taitou Risenkyaku	rising from crouch K
Haichuusai	opponent behind	K	Koutankyaku	⇒ ⇒K
Zaka Toutai	opponent behind	↓K	Hien Tankyaku	⇒ K
• Honshin	while running	K	Hien Rekkyaku	⇒ KK
Rai'in Shouda	opponent down	⇒P	Haitenkyaku	⇒ K
Enshuu Raigeki	opponent down	↑P	• Rensen Haitenkyaku	⇒ K⇒K
Enshuu Kouraigeki	opponent down	↑P	Senpuuga	K+D
Toukuu Souchou		↑+P	• Enbu Renkyaku	⇒K+D
Hishitai		↑+K	Enjin Senpuukyaku	⇐K+D
Sokushuutai		↑K	Ensenshuu	↓K+D
Hientoukyaku		↑+K	• Honshin Soukyaku	⇒K+D
Hienkaikyaku		↑K	• Tenshin Haitenkyaku	⇒K+D
Rakugeki Souken		↑⇒P	Tenshin Soutou	close range P+D
Hienyoushuu		↑⇒K	• Zenshuu Haitenkyaku	close behind opp. P+DK+D
Enhaishuu		↑⇐K	• Haishin Choushou	close range to side P+D
Hishou Bujinkyaku	in mid-air	↑K	• Shun'en Katou	close behind opp. P+D
Renkentai		PK	• Raishin Nyuurin	close range ⇒P+D
Renshou		PP	Hien Honko	close range ⇒P+D
Souken Senpuutai		PPK	Toushin Inshou	close range ⇒⇒P+D
Raigekishou		PPP	Tenchi Touraku	close range ⇒⇐P+D
Renkan Tenshinkyaku		PPPK	Senpuu Enjin	close range ⇐⇒P+D
• Renkan Koutankyaku		PPP⇒K	Seien Katou	close range ⇐↓P+D
Renkan Tenshin Soukyaku		PPP↓K	• Kuuretsu Tenhou	close range ↓⇒P+D
Renkan Haitenkyaku		PPP⇐K	Enpuu Renshou	close range ⇒P+K+D
Kyuuchuushou		⇒P		opponent crouching
Jouho Chuushou		⇐P	Ensen Hairyuu	vs. high P ⇐P+K
• Soukasui		⇒P	Rasen Anshou	vs. high K ⇐P+K
• Souka Rensui		⇒PP	Hien Hairyuu	elbow counter ⇐P+K
• Souka Rensuishou		⇒PP⇒P	• Shitsuten Toukai	knee counter ⇐P+K
• Souka Rensuikyaku		⇒PPK	Kakyaku Senten	vs. mid-body K ⇐P+K
Rikensui		⇐P		



Straight Hammer		P	Reverse Sledgehammer		↓⇒P
Low Hammer		↓P	Back Chop		P+K
High Kick		K	• Tomahawk Flash		⇒P+K
Facelift Kick		⇒K	• Grizzly Lariat		⇒P+K
Low Smash		↓K	• Arrow Knuckle		↓P+K
Rolling Hammer	opponent behind	P	• Short Shoulder		⇐⇒P+K
Back Low Hammer	opponent behind	↓P	• Double High Kick		KK
Rolling Hammer	opponent behind	↓P	Knee Blast		⇒K
Back Kick	opponent behind	K	Drop Kick		⇒K
Back Drop Kick	opponent behind	↓K	Low Drop Kick		⇒↓K
Elbow Drop	opponent down	⇒P	Neck Cut Kick		K+D
Elbow	opponent down	↑P	Sawbutt		⇒K+D
High Elbow	opponent down	↑P	Flying Knee Kick		⇒⇒K+D
Somersault Drop	opponent down	↑K	Front Roll Kick		⇐⇒K+D
Sliding Shoulder	while running	P+K	Brain Buster	close range	P+D
Step Hammer		↑+P	• Cyclone Whip	close range to side	P+D
Toe Crush		↑+K	• Cross Arm Breaker	close range to side	P+K+D
Toe Crush		↑K		opponent crouching	
Hammer Edge	before landing	↑K	German Suplex	close behind opp.	P+D
Rising Toe		↑+K	Dragon Suplex	close behind opp.	⇐P+D
Hammer Kick		↑K	German Suplex	close behind opp.	P+K+D
Jumping Lariat		↑⇒P		opponent crouching	
Missile Kick		↑⇒K	• Frankensteiner	close range	⇒P+D
Back Side Kick		↑⇐K	• Arm Whip	close range	⇒⇒P+D
Heel Crush	in mid-air	↑K	Steiner's Screwdriver	close range	⇒⇒P+D
Hammer Kick		PK	Giant Swing	close range	⇐⇐↓⇒P+D
Jab Straight		PP	• Catch	close range	⇒P+D
One-Two Upper		PPP	• Push	close range	⇒P+D⇒P+D
• Elbow Smash		PP⇒P	• Front Neck Chancery	close range	⇒P+DP+D
• Combo Elbow Bat		PP⇒P⇐P	• Slingshot Front Suplex	close range	⇒P+D⇐P+D
• Combo Double Arm Suplex	close range	PP⇒P⇐P+K+D	• Change	close range	⇒P+D⇒P+D
Body Blow		⇒P	• German Suplex	close range	⇒P+D⇒P+DP+D
• Dragonfish Blow		⇒PP	• Push	close range	⇒P+D⇒P+D⇒P+D
Sonic Upper		⇒P	• Tiger Suplex	close range	⇒P+D⇒P+D⇐P+D
Vertical Upper		⇒P	Side Suplex	close range	↓P+K+D
Elbow Bat		⇐P		opponent crouching	
Comet Hook		⇐P	Double Arm Suplex	close range	⇐P+K+D
• Tomahawk Chop		⇒P		opponent crouching	
• Neck Rolling Throw	close range	⇒P⇒P+D	• Captured	vs. high K	⇐P+K
Shoulder Attack		⇐⇒P	Dragon Screw	vs. mid-body K	⇐P+K

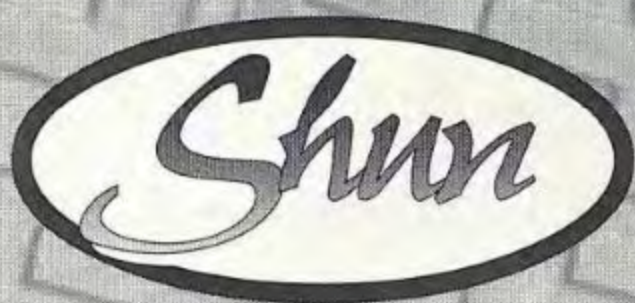


Straight Knuckle		P
Low Knuckle		↓ P
Upper Kick		K
Middle Kick		↘ K
Vertical Kick		↓ K
Spin Knuckle	opponent behind	P
Back Double Hammer	opponent behind	↓ P
Spin Knuckle	opponent behind	↓ P
Back Kick	opponent behind	K
Back Heel Kick	opponent behind	↓ K
Stomping	opponent down	↘ P
Body Press	opponent down	↑ P
Raiden Drop	opponent down	↑ P
• Running Body Press	while running	P+K
Running Hip Attack	while running	K+D
Hammer Down		↑ +P
Heel Drop		↑ +K
Step Knuckle		↑ P
Jump Kick		↑ K
Pushing Kick	before landing	↑ K
Killing Bite		↑ +K
Jump Hammer		↑ P
Flying Low Kick		↑ K
Rising Sun Hammer		↑ ⇒ P
Jumping Foot Stomp		↑ ⇒ K
Rear Kick		↑ ⇐ K
Heel Stomp Jump	in mid-air	↑ K
Knuckle Kick		PK
Double Knuckle		PP
One-Two Upper		PPP
• Combo Kenka Hook		PP ⇐ P
Elbow Bat		⇒ P
Elbow Hammer		⇒ P ⇐ P
Dash Elbow		⇒ ⇒ P
Elbow Upper		⇒ ⇒ PP
Smash Upper		⇒ P
Double Upper		⇒ PP
Triple Upper		⇒ PP ⇒ P
Vertical Upper		⇒ P
Elbow Stomp		⇐ P
• Kenka Hook		⇐ ⇒ P
• Tornado Hammer		⇒ ⇐ P
• Kenka Upper		⇒ ⇒ P
Double Hammer Down		⇐ ⇒ P

• Rising Hammer		⇐ ⇒ PP
Middle Hell Stomp		⇒ P+K
Hell Bank Hammer		↓ P+K
Head Attack		⇐ ⇒ P+K
• Stomach Crush		⇐ ⇒ P+K
• Lift-Up Throw	close range	⇐ ⇒ P+K ↓ P+D
• Killing Toe Kick		KK
• Killing Toe Kick Hammer		KKP
Knee Attack		⇒ K
Kenka Kick		⇒ ⇒ K
• Knee Push		⇐ K
• Knee Hammer		⇐ KP
Heel Attack		⇐ ⇒ K
Toe Kick		↓ K
Toe Kick Hammer		↓ KP
Toe Kick • Splash Mountain	close range	↓ K ↓ ⇒ ⇒ P+D
• Low Kick		⇒ K+D
• Ducking Low		↓ K+D
Back Flip	close range	P+D
• Coconut Crush	close range to side	P+D
• Corkscrew Knuckle	close range to side opponent crouching	P+K+D
Backbreaker	close behind opp.	P+D
Backbreaker	close behind opp. opponent crouching	P+K+D
Power Slam	close range	⇒ P+D
• Back Throw	close range	⇐ P+D
• Wall Wipe Throw	close range back to wall	⇐ P+D
Body Lift	close range	⇐ P+D
Head Butt	close range	⇐ ⇒ P+D
Double Head Butt	close range	⇐ ⇒ P+D ⇒ P+D
• Head Crush	close range	⇐ ⇒ P+D ⇐ P+D
Triple Head Butt	close range	⇐ ⇒ P+D ⇒ P+D ⇒ P+D
• Head Crush 2	close range	⇐ ⇒ P+D ⇒ P+D ⇐ P+D
Front Backbreaker	close range	⇐ ⇒ ⇒ P+D
Splash Mountain	close range	⇒ ⇒ P+D
Power Bomb	close range opponent crouching	⇒ P+K+D
Iron Claw	close range opponent crouching	↓ P+K+D
Machine Gun Knee Lift	close range opponent crouching	↓ ⇒ P+K+D



Tousui		P	• Rensen Haikoushu	⇐ PP
Katousui		↓ P	• Tenshin Tourou Renkyaku	⇐ PPK
Senshintai		K	Tougekisui	⇐ P
Dantai		⇐ K	Tougekirensui	⇐ PP
Atsutai		⇐ K	Senshippo	⇒ ⇒ P
Senshou Haiten		⇐ ⇐ P	• Shinpo Tourou Soushu	⇐ ⇐ P
Koushuutai		⇐ ⇐ K	Shippo Shousenshu	↓ ⇒ P
Kasentai Haiten		⇐ ⇐ K+D	Souji Senpuu	⇒ P+K
Hairen Senshou	opponent behind	P	Touho Haisoushu	⇐ P+K
Haiho Soushuu	opponent behind	↓ P	Touho Soushu	↓ P+K
Touhai Senshou	opponent behind	↓ P	Taizan Soukoushu	⇐ P+K
Kousenkyaku	opponent behind	K	Juuchou Senshou	⇐ P+K
Kaikakyaku	opponent behind	↓ K	• Rensentai	KK
• Rakusenshu	opponent down	⇐ P	Koushu Teishitsu	⇒ K
Rakushoukyaku	opponent down	⇐ P	Zensoutai	↓ KK
Hitenrakutai	opponent down	↑ P	Tousentai	↓ KK+D
Toukuu Gekishou		⇐ +P	Senpuutai	⇐ +K
Rakuho Tousui		⇐ P	Katoutai	⇐ +KK
Toukuu Haigekishou		⇐ +P	Jinten Kuukyaku	⇐ K
Toukuu Shoukyaku		⇐ K	Senkyutai	⇐ K
Chisou Shoukyaku	before landing	⇐ K	• Fujinkyaku	⇒ ⇒ K
Chouhi Dantai		↑ +K	• Fujin Rentankyaku	⇒ ⇒ KK
Hichuu Sentai		↑ K	Shichi Soutai	⇐ K+D
Toukuuraku Sousui		↑ ⇒ P	Kousoutai	↓ K+D
Toukuuraku Soutai		↑ ⇒ K	Tenshin Ryouinkyaku	⇒ ⇒ K+D
Toukuuraku Haitai		↑ ⇐ K	Hatoushu Shuutai	close range P+D
Rakufujintai	in mid-air	↑ K	• Honshin Teishitsu	close range to side P+D
Rensuitai		PK	Renkoushu Haishuu	close behind opp. P+D
Koushu Rensui		PP	• Haika Senten	close range ⇐ P+D
Renkan Senshou		PPP	Shichisei Tenbunshuu	close range ⇐ P+D
• Rensui Soushu		PP ↓ P	• Shichisei Chouhihozen	close range ⇐ P+D
Banchuu		⇒ P	• Shichi Chouhihozen	close range ⇐ P+D
• Banchuu Renkanshu		⇒ PP	facing wall	
Seninshou		⇐ P	Saishuu Houkou	close range ⇒ ⇒ P+D
Rakugekishou		⇐ PP	• Hitensou Kuukyaku	close range ⇐ ⇒ P+D
Soukoushu		⇐ P	• Touzan Honshakyaku	close range ↓ ⇒ P+D
Rensoukoushu		⇐ PP	Tenshin Soukoushu	close range ⇒ ⇐ ⇐ P+D
• Haitenkoushu		⇐ P		



Chougeki		P		
Fukuchougeki		↓ P		
Koushuutai		K		
Sokutankyaku		↘ K		
Kyousentai		↓ K		
Chougeki Haiten		↔ ↔P		
Asen Kaikyaku		↔ ↔K		
Haihanshou	opponent behind	P		
Haika Hanshou	opponent behind	↓ P		
Haihanshou	opponent behind	↓ P		
Haisentai	opponent behind	K		
• Teitoukyaku	opponent behind	↓ K		
Rasen Suichuu	opponent down	↘ P		
Chuubu Soutenkyaku	while running	K		
Touchihan Soushou		↑ +P		
Rakuho Chougeki		↑ P		
Saikatai		↑ K		
Jigentai	before landing	↑ K		
Toukikyaku		↑ +K		
Kuuh Tankyaku		↑ K		
Soushou Tourakugeki		↑ ⇒ P		
Soutai Rakushuu		↑ ⇒ K		
Haisoutai Rakushuu		↑ ↔ K		
Rakuhi Shoutai	in mid-air	↑ K		
Gekiten Sentai		PK		
Rengeki		PP		
• Rengeki Kashuu	after 4 drinks	PP ↓ K		
• Rengekikou Kashuutai	after 4 drinks	PP ↓ KK		
Saishu Renkangeki		PPP		
• Nansenshuu		⇒ PK		
• Nansenshuu		⇒ PPK		
• Nansenshuu		⇒ PPPK		
Gyovin Haishu		↘ P		
• Gyovin Senshu	after 5 drinks	↘ PP+K		
• Gyovin Renkan Tankyaku	after 5 drinks	↘ PP+KK		
Getsugasaigeiki		↘ P		
Ousougeki		↔ P		
Haisenchuu		↘ P		
• Haisenchuu Kaikakyaku		↘ PK		
• Shinpo Suikoushu		↔ ↘ P		
Chouwan Ryouken		↓ ↘ ⇒ P		
• Chouwan Saishu	after 3 drinks	↓ ↘ ⇒ P↔ P		
Tenshin Souchuushou	+ 3 drinks	P+K		
Hiten Hougeki		↘ P		
Zensen Soutai	after 1 drink	↓ P+K		
Renzensen Soutai	after 2 drinks	↓ P+KK		
Renkan Zensen Soutai	after 3 drinks	↓ P+KKK		
Toukuu Hitenhou	after 6 drinks	⇒ ⇒ P+K		
• Renho Chougeki		KK		
• Renshuu Kaishu		KKP		
• Renshuu Haikashou		KK ↓ P		
Gyoushin Toutai		↔ K		
Koushuu Katai		↘ K		
Koushuu Rentai		↘ KK		
Ryuubikyaku		↑ K		
Chuubu Soutenkyaku		⇒ ⇒ K		
Tanhi Chougeki		K+D		
Ousoushu		K+DP		
Toukyaku		↓ K+D		
Senpuu Soutai		↓ K+D		
Haitou Rensenkyaku		↘ K+D		
Honshin Rensenkyaku		↔ K+D		
Zabantetsu		↓ ↓		
• Saikeikyaku	after Zabantetsu	K		
Saikeikyaku	after Zabantetsu	↓ K		
• Zainshu	after Zabantetsu + 3 drinks	P+K+D		
• Tentouritsu	after Zabantetsu goes into handstand	↔		
• Oushin	after Zabantetsu	↓ ↓		
• Oushin		↔ ↘ ↓ ↘ ⇒		
• Nehansenkyaku	after Oushin	K		
• Nehanshuusui	after Oushin	KP		
• Gyoushin Toutai	after Oushin	KPK		
• Rengeki Kashuu	after Oushin & 6 drink	KP ↓ K		
• Nehan Rengeki Katai	after Oushin & 6 drink	KP ↓ KK		
• Nehan Sousoukyaku	after Oushin	→ K		
• Nehan Soukyaku	after Oushin	↓ K		
Tentouritsu	goes into handstand	⇒ ↘ ↓ ↘ ↘		
Toushin Renkyaku	after Tentouritsu	K		
• Tenshin Suishukou	after Tentouritsu	P+K		
• Soushoutai	after Tentouritsu	K+D		
Honshin Sousentai	close range after Tentouritsu	P+D		
• Suiho Tenshinchuu	close range +3 drinks	P+D		
• Tenshin Tenshuu Richuu	close range to side	P+D		
• Tenshin Souko	close range	↘ P+D		
• Gyovinshu	+1 drink	↓ P+K+D		



Danken		P	Yousenryuu		⇒ ⇒K+D
Renshou		PP	Fushin Renkyaku		⇒ ⇒ ⇒K+D
Renkan Senshou		PPP	Beat Knuckle		P+K
Hagasane		PK	Hell Stomp		↓ P+K
Punch Side Kick		P ↓ K	Rikenchuu		⇐ P+K
Combo Elbow		PP ⇒ P	Stomach Crush		⇐ ⇒ P+K
Combo Elbow Somersault		PP ⇒ P ↖ K	Tetsuzankou		⇐ ⇒ ⇒ P+K
Jump Straight Back Knuckle		PP ⇐ P	Rakusenjin	rising from crouch	⇒ P+K
Combo Back Knuckle Spin		PP ⇐ PK	Rakusenjin Kaeshi	rising from crouch	⇒ P+KP+K
Jisuridan		↓ P	Rairyuu Hishoukyaku		⇒ ⇒ P+K+D
Shakashou		⇐ P	Back Knuckle Turn		⇐ ⇐ P
Shakasoushou		⇐ P	Ryuubisen		⇐ ⇐ K+D
Rising Elbow		⇒ P	Haihakushou	opponent behind	↓ P
Elbow Hammer		⇒ P ⇐ P	Touhai Senshou	opponent behind	↓ P
Double-joint Bat		⇒ PK	Hairen Senshou	opponent behind	P
Hanchuu Renkanshou		⇒ PP	Back Drop Kick	opponent behind	↓ K
Elbow Somersault		⇒ P ↖ K	Jisentai	opponent behind	↓ K
Level Back Chop		⇐ P	Turn Kick	opponent behind	K
Slant Back Knuckle		⇐ P	Hairyuusou	opponent behind	↑ K
Slant Low Spin Kick		⇐ PK	Toukuu Shashou		↑ +P
Chouho Chouchuu		⇒ ⇒ P	Toukuu Chuken		↑ P
Shoulder Attack		⇐ ⇒ P	Hiten Hougeki		↗ P
Double Hammer Down		⇐ ⇐ P	Roundhouse Kick		↑ +K
Rising Hammer		⇐ ⇐ PP	Choushitai		↑ K
Chouwan Ryouken		↓ ⇐ ⇒ P	Jisen	in mid-air	↑ K
Dragon Upper	after 1 drink	⇒ ⇐ ↓ P	Hien Youshuu		↗ K
Double Dragon Upper	after 2 drinks	⇒ ↓ ⇐ P	Hien Rekkyaku		↗ KK
		⇒ ↓ ⇐ P	Kokyaku Haiten		↖ K
Koushuutai		K	Toukyaku		↑ +K
Kouen Rokyaku		KK	High Jump Kick 1		↑ K
Knee Kick		⇒ K	High Jump Kick 2	before landing	↑ K
Renkantai		⇒ ⇒ KK	High Jump Kick 3		↑ ⇐ K
Dantai		⇐ K	High Jump Kick 4		↑ ⇒ K
Surigeri		↓ K	Rakuyou Senpuudan	from a distance	↗ +K
Jack Knife Kick		↓ K	Suiho Tenshinchuu	close range	P+D
Jack Knife Side Kick		↓ KK	Tougasumi	close range	⇐ P+D
Chisoutai		⇒ ↓ K	Kouenraku	close range	⇐ P+D
Haitou Rensenkyaku		⇐ ⇐ K	Neckbreaker Drop	close range	⇒ ⇒ P+D
Gyoushin Toutai		⇐ K	Giant Swing	close range	⇐ ⇐ ↓ ⇐ ⇒ P+D
Asen Kaikyaku		⇐ ⇐ K	Backbreaker	close behind opp.	P+D
Taitou Risenkyaku	rising from crouch	K	Enpuu Senrin	close range	⇒ P+K+D
Rising Knee	rising from crouch	⇒ K		opponent crouching	
Tanhi Chougeki		K+D	Machine Gun Lift	close range	↓ ⇒ P+K+D
Ousoushu		K+DP	Backbreaker	close range	P+K+D
Saw Butt		⇒ K+D		opponent crouching	
Denyou		⇐ K+D	Body Press	opponent down	↑ P
Side Hook Kick		⇐ K+D	Kousou Renshuu	opponent down	↑ P
Shichi Soutai		⇐ K+D	Soccer Ball Kick	opponent down	⇐ K
Ensenshuu		↓ K+D	Somersault Drop	opponent down	↑ K
Suishageri		↖ K+D	Ensen Hairyuu	vs. high P	⇐ P+K
Tobizengeri		↑ K+D	Rasen Anshou	vs. high K	⇐ P+K

Justice Jab	P	Belly Flop Punch	⇒ ↓ P+K+DP
Open Chest	PP	Belly Flop Kick	⇒ ↓ P+K+DK
Open Arm	PPP	Thrust Punch Air	↑ +P
Open Roll	PPK	Jump Hammer	↑ P
Open Spin	PK	Jump Toe	↑ +K
Sit Jab	↓ P	Front Jump Toe	↗ +K
Open Upper	⇒ P	Air Rolling Sawbutt	↑ K
Open Elbow	⇒ P	Air Dive	↑ ↓ K
Elbow Blow	⇒ PP	Front Air Kick	↑ ⇒ K
Lightning Arrow		Back Air Kick	↑ ⇐ K
⇒ PP ↓ ⇒ P		Flare Toe	before landing ↑ K
Open Arm Blow	⇒ PPP	Flare Kick	before landing ↑ ↓ K
Roll Kick	K	Jump Hammer	↑ +P
Reactor	KP	Tricks	↖ K
Combo Reactor	KPP	Rolling Saw Butt	↑ +K
Combo Reactor Plus	KPPP	Hopping Kick	↑ K
Combo Edge	KPK	Low Cut Kick	before landing ↑ ↓ K
Combo Maxi Edge	KPPK	Middle Hop Spin Kick	↗ +K
Combo Tricks	KPP ↖ K	Wall Throw	close range P+D
Combo Beat Edge	KPPPK	Snap Stole	close range ⇐ P+D
Combo Reactor Cossack	KPPP ↓ K	Shoulder Throw	close range ⇒ ⇐ P+D
Combo Tricks Pro	KPPP ↖ K	Grand Axel	close range ⇒ ⇐ P+K+D
Snap Knee	⇒ K	Back Wall Rush	close range P+D
Blockbuster	⇐ K	facing wall	
Low Kick	↓ K	Dead End Double Knee	close range ⇐ ⇒ K
Long Roll Kick	→ K	facing wall	
Middle Kick	⇒ K	Tag Hand Wall Crush	close range P+D
Clutch Step	⇒ KK	back to wall	
Double Clutch Step	⇒ KK ⇒ K	Back Suplex	close behind opp. P+D
Standing Toe Kick	rising from crouch K	Eagle Landing	opponent down ↑ +P
Heel Drop	↑ +D ↓ K	Spit Kick	opponent down ↓ K
Spin-off Kick	K+D	Turn Punch	opponent behind P
Spin-off Sunrise	K+DK	Turn Punch Jab	opponent behind PP
Spin Float	K+DKK	Turn Punch Roll Kick	opponent behind PK
Spin Cossack	K+D ↓ K	Turn Roll Kick	opponent behind K
Catapult Kick	⇒ K+D	Low Spin Kick Turn	opponent behind KP
Catapult High	⇒ K+DK	Spin Kick Turn	opponent behind ↑ +K
Catapult Mid	⇒ K+D ⇒ K	Low Turn Punch	opponent behind ↓ P
Catapult Low	⇒ K+D ↓ K	Turn Low Spin Kick	opponent behind ↓ K
Pro Dancer	⇒ K+D	Running Straight	while running P
Starlight Dancer	⇒ K+D ⇒ K	Fire Darts	while running K
Low Spin Kick	↓ K+D	Running Tackle	while running P+D
Low Spin Punch	↓ K+DP	Sliding Kick	while running ↓ K
Low Spin High	↓ K+DK	Running Tricks	while running ↖ K
Low Spin Low	↓ K+D ↓ K	Hop Spin Kick	while running ↑ +K
Triple Low Spin	↓ K+D ↓ KK	Running Jump Kick	while running ↗ +K
Belly Flop	⇒ ↓ P+K+D	Neck Slashing	close range to side P+D

GRACE

Single Beat	P	Knuckle Hammer	↑ P
Dual Beat	PP	Jump Toe	↑ +K
Triple Beat	PPP	Front Jump Toe	↗ +K
Quad Beat	PPPP	Air Rolling Sawbutt	↑ K
Vulcan Beat	PPPPP	Air Dive	↑ ↘ K
Wall Zap	near wall PPP	Front Air Kick	↑ ⇒ K
Beat Blockbuster	PPK	Back Air Kick	↑ ⇐ K
Beat High Kick	PK	Flare Toe	before landing ↑ K
Beat Turn Leg	PKK	Flare Kick	before landing ↑ ↘ K
Beat Low Spin	P ↘ K	Knuckle Hammer	⇩ +P
Sit Beat	↓ P	Somersault Kick	↻ K
Sit Beat Spin	↓ PK	Coin	⇩ +K
Block Slap	⇐ P	Hopping Kick	⇩ K
Tip Slap	⇒ ⇒ P	Blade Cutter	before landing ⇩ ↘ K
Ice Leg	K	Wall Throw	close range P+D
Leg Beat	KP	Scratch Heart	close range P+D
Turn Leg	KK		facing wall
Vulcan Leg	KKK	Shoulder Through	close range ↘ ⇐ P+D
Sit Camel	↓ K	Ice Nemesis	close range ⇒ ⇐ P+K+D
Blockbuster	⇐ K	Tag Hand Wall Crush	close range P+D
Blade Slash	↑ +D ↓ K		back to wall
Leg Launch	↘ ↘ K	Back Suplex	close behind opp. P+D
Camel Kick	↘ K	Frankensteiner	close range ↘ P+K+D
Camel Spin	↘ KK		in mid-air
Camel Spin Cutter	↘ KKK	Smart Dive	opponent down ⇩ +P
Camel Spin High	↘ K ⇒ ⇒ K	Spit Kick	opponent down ↘ K
Black Ice	P+K	Turn Beat	opponent behind P
Cross Kick	K+D	Turn Double Beat	opponent behind PP
Cross Step	K+DK	Turn Kick	opponent behind K
Cross Step Launch	K+DKK	Spin Kick Turn	opponent behind ⇩ +K
Cross Blade	K+D ↘ K	Low Turn Beat	opponent behind ↘ P
Cross Blade Launch	K+D ↘ KK	Low Spin Kick Turn	opponent behind ↘ K
Long Axis	⇒ K+D	Running Beat	while running P
Long Axis Turn	⇒ K+DK	Dash Blade	while running K
Sit Spin	↘ K+D	Running Tackle	while running P+D
Sit Spin 2	↘ K+DK	Dash Coin	while running K+D
Sit Spin 3	↘ K+DKK	Sliding Kick	while running ↘ K
Sit Spin 4	↘ K+DKKK	Somersault Kick	while running ↻ K
Sit Spin 5	↘ K+DKKKK	Shell Break Elbow	close range to side P+D
Knuckle Hammer	↑ +P		

BAHN

Genkotsu	P	Chousousen Kick	↑ K
Zagenkotsu	↓ P	Side Kick	before landing ↑ K
Hiji Teppou	↔ P	Low Cut Kick	before landing ↑ ↓ K
Choushuu Kareito	→ P	Middle Rolling Sawbutt	↗ +K
Tetsu Hiji	⇒ P	Kabenage	close range P+D
Dou Hiji	⇒ ⇒ P	Taoshi	close range ↔ P+D
Hiji Combo	⇒ ⇒ P ⇒ P	Gekichoupan	close range ↔ ⇒ P+K+D
Hiji Tetsuzan	⇒ ⇒ P ↔ ⇒ P+K	Shin Iha	close range ↘ ⇒ P+D
Kenkabi	↘ P	Setsuna Otoshi	close range P+D ↔ ↔ P+D
Dragon Upper	⇒ ↓ ↘ P	Oroshigane	close range P+D
Double Dragon Upper	⇒ ↓ ↘ P ⇒ ↓ ↘ P	facing wall	
Konjou Hiji	↔ ⇒ P	Tag Hand Wall Crush	close range P+D
Jingi Gekitouha	↘ ↘ P	back to wall	
Kouhadan	↔ ↓ ↘ P	Kotsuban Wari	close behind opp. P+D
Rekkou Hadan	↔ ↓ ↘ PP	Tokkou	opponent down ↑ +P
Rekka Kouhadan	↔ ↓ ↘ P ⇒ ↓ ↘ P	Todome	opponent down ↓ P
Ashige	K	Indou	opponent down ↓ PP
Shita Ashige	↓ K	Taiman Kick	opponent down ↓ K
Yakuza Kick	↘ K	Turn Knuckle	opponent behind P
Sokkou Ashige	⇒ ⇒ K	Double Turn Knuckle	opponent behind PP
Tetsuzankou	↔ ⇒ ⇒ P+K	Turn Kick	opponent behind K
Chouban	P+K+D	Spin Kick Turn	opponent behind ↑ +K
Knuckle Hammer	↑ +P	Low Turn Punch	opponent behind ↓ P
Chousousen	↑ +K	Low Spin Kick Turn	opponent behind ↓ K
Zenbi Sousen	↗ +K	Running Straight	while running P
Air Rolling Sawbutt	↑ K	Running Tackle	while running P+D
Air Dive	↑ ↓ K	Running Tetsuzankou	while running P+K
Front Air Kick	↑ ⇒ K	Running Knee	while running K
Back Air Kick	↑ ↔ K	Sliding Kick	while running ↓ K
Flare Toe	before landing ↑ K	Hop Spin Kick	while running ↑ +K
Flare Kick	before landing ↑ ↓ K	Running Jump Kick	while running ↗ +K
Knuckle Hammer	↑ +P	Hiyuu Fuchouchuu	close range to side P+D
Rolling Sawbutt	↑ +K		

RAXEL

Jab	P	Air Rolling Sawbutt	↑ K
Light Spin	PP	Front Air Kick	↑ ⇒ K
Light Through	PPP	Back Air Kick	↑ ⇐ K
Light Through Squash	near wall PPP	Flare Kick	before landing ↑ ↓ K
Looks That Kill	PPK	Flare Toe	before landing ↑ K
Jab High Kick	PK	Air Dive	↑ ↓ K
Sit Jab	↓ P	Hopping Hammer	↯ +P
Lightning Upper	⇐ P	Somersault Kick	↶ K
Elbow Cut	⇒ P	Rolling Sawbutt	↯ +K
Knuckle Back Claw	⇒ PP	Hopping Kick	↯ K
Light Hand	⇒ PPP	Leg Killer	before landing ↯ ↓ K
Knuckle Claw Kick	⇒ PK	Wall Throw	close range P+D
Upper	↯ P	Detroit Lockdown	close range ↯ +D ↓ P+D
Double Upper	↯ PP	Death Cannon	close range ⇒ ⇒ P+D
Guitar Thrust	⇒ ⇒ P	Dangerous Noise	close range ⇐ ⇒ P+D
Flying V	↯ ↯ P	Wall Squash	close range P+D
Flying Screw	↯ ↯ PP		facing wall
High Kick	K	Tag Hand Wall Crush	close range P+D
Back Off Ditch	KK		back to wall
Low Side Kick	↓ K	Death Drop	close behind opp. P+D
Blockbuster	⇐ K	Flying Task	opponent down ↯ +P
Standing High Kick	rising from crouch K	Guitar Crush	opponent down ↓ P
Kick Away	⇒ K	Gravepost	opponent down ↓ ↓ P
Back Off Kick	→ K	Spit Kick	opponent down ↓ K
Middle Kick	↯ K	Turn Punch	opponent behind P
Motor Crew	↯ KP	Turn Punch Jab	opponent behind PP
Low Spin Combo	↯ KP ↓ K+D	Turn Kick	opponent behind K
Death Spin Combo	↯ KP ⇒ K+D	Spin Kick Turn	opponent behind ↯ +K
Sky Screamer	K+D	Low Turn Punch	opponent behind ↓ P
Death Spin Kick	⇒ K+D	Low Spin Kick Turn	opponent behind ↓ K
Death Spin Slash	⇒ K+D ↓ ↯ ⇒ K	Running Straight	while running P
Death Spin Roller	⇒ K+D ↓ ↯ ⇒ K ⇐ ↯ ↓ ↯ ⇒ K	Running Tackle	while running P+D
Sliding Kick	↓ K+D	Running Knee	while running K
Jump Hammer	↑ +P	Sliding Kick	while running ↓ K
Jump Hammer	↑ P	Running Somersault	while running ↶ K
Jump Toe	↑ +K	Hop Spin Kick	while running ↯ +K
Front Jump Toe	↗ +K	Running Jump Kick	while running ↗ +K
		Sliding Leg Scissors	close range to side P+D

SANMAN

Sanman Punch	P
One-Two Punch	PP
Sanman Punch Kick	PK
One-Two Hammer	PPP
One-Two Crush	near wall PPP
One-Two Hip	PPK
Sanman Punch Upper	P → P
Boost Kick	P → PK
Low Punch	↓ P
Elbow Smash	→ → P
Power Knock	← → P
Double Power Knock	← → PP
Triple Power Knock	← → PPP
Sanman Upper	→ P
Double Upper	→ PP
Double Upper Hip	→ PPK
Jack Knife Throw	→ P+D
Ignition Punch	→ P
Generator Punch	→ PP
Fire Generator Punch	→ PPP
Atomic Generator Punch	→ PPPP
Fusion Generator Punch	→ PPPPP
Power Hammer	↓ P+K+D
Round Trip Hammer Throw	↓ P+K+DP+D
Double Power Hammer	↓ P+K+D ↓ P
Sanman Kick	K
Low Sanman Kick	↓ K
Blockbuster	← K
Middle Sanman Kick	→ K
Leg Throw	↓ K+D
Hip Bomber	P+K+D
Double Hip Bomber	P+K+DP+K+D
Sky Burner	↑ P
Knuckle Hammer	↑ → P
Jump Toe	↑ +K
Front Jump Toe	↗ +K
Hip Four	↑ K
Front Air Kick	↑ → K
Back Air Kick	↑ ← K
Rider Kick	before landing ↑ ↓ K
Rider Toe	before landing ↑ K
Air Dive	↑ ↓ K
Sanman Hammer	↑ +P
Rolling Sawbutt	↑ +K

Hopping Kick	↑ K
Leg Breaker	before landing ↑ ↓ K
Middle Rolling Sawbutt	↗ +K
Sanman Ten Pin	close range P+D
Backbone Crack	close range → ← P+K+D
Overdrive	close range → ↓ ↓ ↓ ← P+D
Full Overdrive	close range → ↓ ↓ ↓ ← P+D → ← P+D
Final Overdrive	close range → ↓ ↓ ↓ ← P+D → ← P+D ← ↓ → ↑ ← P+D
Bear Hug	close range → ← P+D
Elephant Hug	close range → ← P+D ← ← P+D
Giant Swing	close range ← ↓ ↓ ↓ → P+D
Pile Driver	close range → → P+D opponent crouching
Spark Scratch	close range P+D facing wall
Sanman Bomb	close range facing wall ← → P+D
Power Hunting	close range facing wall ↓ P+D opponent crouching
Tag Hand Wall Crush	close range P+D back to wall
Willy Drop	close behind opp. P+D
Max Trip	opponent down ↓ ← → P near opp. head
Giant Swing 2	opponent down ← ↓ ↓ ↓ → P+D near opp. feet
Sitting Slam	opponent down ↑ +P
Megaton Stomp	opponent down ↓ K
Turn Knuckle	opponent behind P
Turn Knuckle Punch	opponent behind PP
Turn Kick	opponent behind K
Spin Kick Turn	opponent behind ↑ +K
Low Turn Punch	opponent behind ↓ P
Low Spin Kick Turn	opponent behind ↓ K
Sanman Attack	while running P
Running Hip Bomber	while running K
Sliding Kick	while running ↓ K
Hop Spin Kick	while running ↑ +K
Running Jump Kick	while running ↗ +K
Full Face Crush	close range to side P+D

JANE

Clap Knuckle	P	Rolling Sawbutt	↕ +K
Double Clap	PP	Hopping Kick	↕ K
Knuckle High Kick	PK	Low Cut Kick	before landing ↕ ↘ K
Combo Switch Upper	PKP	Clinch Punch	close range P+D
Triple Bash	PPP	Double Clinch Punch	close range P+DP
Combo Wall Scratch	near wall PPP	Clinch Strike Knee	close range P+DK
Combo Lock Straight	PP↔P	Clinch Knee	close range K+D
Double Clap Rush Kick	PPK	Fling Up Bomber	close range ⇒ ↘ P+D
Combo Raid Knee	PP⇒K	Brainbuster	close range ⇒ ↔ P+D
Low Spin Combo	PP↘ K	Clinch Knee Grab	close range ↔ ↘ ↘ ⇒ K+D
Low Knuckle	↓ P	Super Combo Knee Launcher	close range ↔ ↘ ↘ ⇒ K+D ↓ ⇒ K
Low Knuckle Spin	↓ PK	Wall Scratch	close range P+D facing wall
Block Straight	↔ P	Wall Strike Knee	close range K+D facing wall
Toss Upper	↘ P	Double Knee Wall Strike	close range K+DK+D facing wall
Rising Upper	↘ P	Tag Hand Wall Crush	close range P+D back to wall
Body Blow	⇒ P	Breakneck Driver	close behind opp. P+D
Down Smash	⇒ PP	Tiger Suplex	close behind opp. P+K+D
Power Smash	⇒ ⇒ P	Knuckle Dive	opponent down ↕ +P
Two Hand Bash	↓ ⇒ P	Knuckle Bat	opponent down ↘ P
Tornado Punch	↔ ↘ ↘ ⇒ P	Spit Kick	opponent down ↘ K
Crawl Tornado Punch	⇒ ↓ ↘ P	Turn Knuckle	opponent behind P
Smart Kick	K	Turn Kick	opponent behind K
Low Spin Kick	↓ K	Turn Double Knuckle	opponent behind PP
Cut Knee	⇒ K	Spin Kick Turn	opponent behind ↕ +K
Middle Spin Kick	↘ K	Low Turn Knuckle	opponent behind ↘ P
Standing High Kick	rising from crouch K	Low Spin Kick Turn	opponent behind ↘ K
Knee Launcher	↓ ⇒ K	Running Knuckle	while running P
Low Spin Up	↓ K+DK	Running Tackle	while running P+D
Double Low Spin Kick	↓ K+D ↘ K	Running Knee	while running K
Jump Hammer	↑ P	Sliding Kick	while running ↘ K
Thrust Punch Air	↑ +P	Hop Spin Kick	while running ↕ +K
Jump Toe	↑ +K	Running Jump Kick	while running ↘ +K
Front Jump Toe	↗ +K	Climb Wall	jump & touch wall ↑ +P
Air Rolling Sawbutt	↑ K	Wall Dive	while climbing wall ↑ +P
Front Air Kick	↑ ⇒ K	Nail Hold Drop	close range to side P+D
Back Air Kick	↑ ↔ K		
Air Dive	↑ ↘ K		
Flare Toe	before landing ↑ K		
Flare Kick	before landing ↑ ↘ K		
Jump Hammer	↕ +P		

Candy

Cat Snap		P	Flare Kick	before landing	↑ ↓ K
Cat Pat		PP	Knuckle Hammer		↑ +P
Cat Scratch		PPP	Cat Somersault Kick		↖ K
Combo Cat Kick		PPPK	Rolling Sawbutt		↑ +K
Combo Low Kick		PPP ↓ K	Hopping Kick		↑ K
Chain Reaction		PPP ⇒ K	Low Cut Kick	before landing	↑ ↓ K
Wall Zap	near wall	PPP	Middle Rolling Sawbutt		↗ +K
Snap High Kick		PK	Wall Throw	close range	P+D
Low Snap		↓ P	Back Wall Throw	close range	← P+D
Low Punch Low Kick		↓ PK	Cat Wheel	close range	↓ ← P+D
Block Slap		← P	Face Crusher	close range	↘ ⇒ P+D
Candy Swing		⇒ P	Swallow Twister	close range	← ⇒ P+D
Candy One-Two		⇒ PP	Candy DDT	close range	⇒ ↓ P+D
Candy Triple		⇒ PPP	Vaulting Horse	close range	↗ +P
Cat Slap		⇒ ⇒ P	Back Wall Rush	close range	P+D
Cat Upper		⇒ P		facing wall	
Cat Upper		⇒ P	Fork Through	close range	↓ P+K+D
Rising Cat Upper		⇒ ↓ ⇒ P	Tag Hand Wall Crush	close range	P+D
Cat Paw Sweep		⇒ ⇒ P		back to wall	
High Kick		K	Back Suplex	close behind opp.	P+D
Low Kick		↓ K	Tickle Tickle	close behind opp.	P+K+D
Double Low Kick		↓ KK	Candy Aerial	both in mid-air	← P+K+D
Leg Beat		↓ KKK	Spin Landing	opponent down	↑ +P
Double Low Kick & Tip		↓ KK ↓ P	Ei	opponent down	↓ P
Low Leg Beat		↓ KK ↓ K	Ei Ei	opponent down	↓ PP
Toe Kick	rising from crouch	K	Ei Ei Ei	opponent down	↓ PPP
Toe Kick Scorpion	rising from crouch	KK	Ei Ei Ei Ei	opponent down	↓ PPPP
Toe Kick Cat Heel	rising from crouch	KK+D	Ei Ei Ei Ei Ei	opponent down	↓ PPPPP
Toe Kick Cat Somersault	rising from crouch	K ↖ K	Spit Kick	opponent down	↓ K
Block Bomber		← K	Turn Snap	opponent behind	P
Scorpion Attack		⇒ K	Turn Double Snap	opponent behind	PP
Cat Tail		↓ K	Turn Kick	opponent behind	K
Cat Tail High		↓ KK	Spin Kick Turn	opponent behind	↑ +K
Jack Knife Kick		K+D	Low Turn Snap	opponent behind	↓ P
Cat Barrow		⇒ ⇒ K+D	Low Spin Kick Turn	opponent behind	↓ K
Bootie Bop		P+K+D	Running Straight	while running	P
Double Bootie Bop		P+K+DP+K+D	Running Tackle	while running	P+D
Cat Hammer		↑ +P	Running Bootie Bop	while running	P+K+D
Cat Hammer		↑ P	Sliding Kick	while running	↓ K
Jump Toe		↑ +K	Running Cat Somersault	while running	↖ K
Front Jump Toe		↗ +K	Hop Spin Kick	while running	↑ +K
Air Rolling Sawbutt		↑ K	Running Jump Kick	while running	↗ +K
Air Dive		↑ ↓ K	Climb Wall	jump & touch wall	↑ +P
Front Air Kick		↑ ⇒ K	Wall Dive	while climbing wall	↑ +P
Back Air Kick		↑ ← K	Cat Thrust Throw	close range to side	P+D
Flare Toe	before landing	↑ K			

PICKY

Boarder Punch	P
Double Boarder Punch	PP
Punch Coin	PK
Combo Tail Kick	P ↓ K
Board Bash	PPP
Wall Squash near wall	PPP
One-Two Upper	PP → P
One-Two Coin	PPK
One-Two Knee	PP → K
Combo Skipping Knee	PP → KK
One-Two Kick	PP ↓ K
Combo Toe & High Kick	PP ↓ KK
Low Punch	↓ P
Low Punch Tail Kick	↓ PK ↓ K
Block Upper	← P
Upper	↘ P
Upper High Spin	↘ PK
Upper Middle Spin	↘ P → K
Board Slap	← → → P
Overhead Board Bash	↖ +D ↘ P
Standing Knee	K
Knee & High Spin	KK
Tail Kick	↓ K
Block Knee	← K
Step Knee	→ K
Toe Kick	↓ K
Toe & High Kick	↓ KK
Heel Drop	↓ KK+D
Low Spin Kick	↓ K+D
Heel Drop 2	↑ +D ↓ K
Middle Spin Kick	↘ K
High Spin Kick	↓ ↘ → K
Rocket Missile back to wall	↖ K
Hopping Knee	K+D
Skipping Knee	↓ → K+D
Jump Hammer	↑ +P
Hopping Hammer	↑ P
Jump Toe	↑ +K
Front Jump Toe	↗ +K
Air Rolling Sawbutt	↑ K
Front Air Kick	↑ → K
Back Air Kick	↑ ← K
Hatch	↑ ↓ K

Flare Toe	before landing	↑ K
Flare Kick	before landing	↑ ↓ K
Hopping Hammer		↑ +P
Coin		↑ +K
Hopping Kick		↑ K
Flip Low Kick	while running	P+K+D ↓ K
Low Cut Kick	before landing	↑ ↓ K
Wall Throw	close range	P+D
Overhead Cannon	close range	← → P+D
Fork Through	close range	↓ P+K+D
Fork Through Kick	close range	↓ P+K+D ← K
Wall Rush	close range	P+D
	facing wall	
Dead End Double Knee	close range	← → K
	facing wall	
Tag Hand Wall Crush	close range	P+D
	back to wall	
Back Suplex	close behind opp.	P+D
Flying Head Scissors	close range	↓ P+K+D
	in mid-air	
Air Grab	both in mid-air	← P+K+D
Flying Dolphin Attack	opponent down	↑ +P
Maul Bash	opponent down	↓ P
Foot Stomp	opponent down	↓ K
Double Stomp	opponent down	↓ KK
Triple Stomp	opponent down	↓ KKK
Turn Punch	opponent behind	P
Turn Double Punch	opponent behind	PP
Turn Kick	opponent behind	K
Spin Kick Turn	opponent behind	↑ +K
Low Turn Punch	opponent behind	↓ P
Low Spin Kick Turn	opponent behind	↓ K
Running Board Slap	while running	P
Running Knee	while running	K
Sliding Kick	while running	↓ K
Flip Kick 1	while running	↓ KK
Flip Low Kick	while running	↓ K ↓ K
Dash Air	while running	P+K+D
Flip Kick 2	while running	P+K+DK
Climb Wall	jump & touch wall	↑ +P
Wall Dive	while climbing wall	↑ +P
Shell Break Elbow	close range to side	P+D



Strong Fist	P	Jump Toe	↑ +K
Extreme Blow	PP	Front Jump Toe	↗ +K
Blow Combo • Upper	PPP	Air Rolling Sawbutt	↑ K
Blow Combo • High Kick	PPK	Front Air Kick	↑ ⇒ K
Blow Combo • Low Spin	PP ↓ K	Air Dive	↑ ↓ K
Fist & High Kick	PK	Back Air Kick	↑ ⇐ K
Combo • Switch Upper	PKP	Flare Toe	before landing ↑ K
Low Fist	↓ P	Jump Hammer	↑ +P
Low Fist Spin	↓ PK	Flare Kick	before landing ↑ ↓ K
Blow Combo • Straight	PP ⇒ P	Rolling Sawbutt	↑ +K
Extreme • Death Prelude	PP ⇒ PK	Hopping Kick	before landing ↑ K
Extreme • Death Symphony	PP ⇒ KP	Low Cut Kick	before landing ↑ ↓ K
Blow Combo • Double High Kick	PP ⇒ KK	Wall Throw	close range P+D
Extreme • Death Requiem	PP ⇒ KP ⇒ P	Brainbuster	close range ↓ P+D
Extreme • Death Finale	PP ⇒ KP ⇒ P ⇐ ↓ ⇒ P	Black Rainbow	close range ⇐ ⇒ ⇐ P+D
Strong Upper	⇒ P	Wall Blaster	close range P+D
Stomach Blow	⇒ P		facing wall
Blow & Fist	⇒ ⇒ P	Wall Axel	close range P+D
Gust of Rage	⇐ ⇒ ⇒ P		back to wall
Hurricane Punch	⇐ ⇐ ↓ ⇒ ⇒ P	German Suplex	close behind opp. P+D
Strong High Kick	K	Black Hole	both in mid-air ⇐ P+K+D
High & Side Kick	KK	Wrecking Dive	opponent down ↑ +P
High Kick & Fist	KP	Strike Stomp	opponent down ↓ K
Axel Roll	⇒ K	Turn Fist	opponent behind P
Revolution One	↓ K	Turn Double Fist	opponent behind PP
High & Double Axel	⇒ KK	Turn High Kick	opponent behind K
Middle & Double Axel	⇒ K ⇒ K	Low Turn Fist	opponent behind ↓ P
Low Double Axel	⇒ K ↓ K	Spin Kick Turn	opponent behind ↑ +K
Strong Knee	⇒ K	Low Spin Kick Turn	opponent behind ↓ K
Low Shot	⇐ K	Running Straight	while running P
Low Shot • Axel	⇐ KK	Running Tackle	while running P+D
Low Shot • Blow	⇐ KKP	Running Knee	while running K
Low Shot • Dark Prelude	⇐ KKPP	Sliding Kick	while running ↓ K
Revolution	↓ K+D	Running Jump Kick	while running ↗ +K
High • Double Revolution	↓ K+DK	Climb Wall	jump & touch wall ↑ +P
Low • Double Revolution	↓ K+D ↓ K	Wall Dive	while climbing wall ↑ +P
Thrust Punch Air	↑ +P	Distortable Blow	close range to side P+D
Jump Hammer	↑ P		

B.M.

Strong Fist	P
Extreme Blow	PP
Blow Combo • Upper	PPP
Blow Combo • High Kick	PPK
Fist & High Kick	PK
Combo • Switch Upper	PKP
Blow Combo • Straight	PP⇒P
Extreme • Death Prelude	PP⇒K
Blow Combo • Double High Kick	PP⇒KK
Extreme • Death Symphony	PP⇒KP
Extreme • Death Requiem	PP⇒KP⇒P
Extreme • Death Finale	PP⇒KP⇒ P⇐⇓⇒P
Blow Combo • Low Spin	PP⇓K
Low Fist	↓P
Low Fist Spin	↓PK
Strong High Kick	K
High Kick & Fist	KP
High & Side Kick	KK
Revolution One	⇓K
Stomach Blow	⇒P
Blow & Fist	⇒PP
Block Straight	⇐P
Gust of Rage	⇐⇒⇒P
Hurricane Punch	⇐⇓⇓⇓⇒P
Strong Knee	⇒K
Axel Roll	⇓K
Blockbuster	⇐K
Block Knee	⇐K+D
Ankle Fall	⇓+D⇓K
Ankle Cross	⇓+D⇓KK
Cross Destruction	⇓+D⇓KKP
Revolution	⇓K+D
High • Double Revolution	⇓K+DK
Low • Double Revolution	⇓K+D⇓K
Low Shot	⇓K
Low Shot • Axel	⇓KK
Low Shot • Blow	⇓KKP
Low Shot • Dark Prelude	⇓KKPP
Jump Hammer	⇓+P

Rolling Sawbutt	⇓+K
Hopping Kick	⇓K
Low Cut Kick	⇓⇓K
Thrust Punch Air	⇓+P
Jump Toe	⇓+K
Front Jump Toe	↗K
Air Rolling Sawbutt	⇓K
Air Dive	⇓⇓K
Jump Hammer	⇓P
Front Air Kick	⇓⇒K
Back Air Kick	⇓⇐K
Flare Toe	before landing ⇓K
Flare Kick	before landing ⇓⇓K
Wall Throw	close range P+D
German Suplex	close behind opp. P+D
Wall Axel	close range P+D back to wall
Wall Blaster	close range P+D facing wall
Brainbuster	close range ⇓P+D
Black Rainbow	close range ⇐⇒⇐P+D
Spit Kick	opponent down ⇓K
Wrecking Dive	opponent down ⇓P
Turn Fist	opponent behind P
Turn Double Fist	opponent behind PP
Turn High Kick	opponent behind K
Low Turn Fist	opponent behind ⇓P
Low Turn Fist Spin	opponent behind ⇓PK
Low Spin Kick Turn	opponent behind ⇓K
Spin Kick Turn	opponent behind ⇓K
Running Straight	while running P
Running Tackle	while running P+D
Running Knee	while running K
Sliding Kick	while running ⇓K
Running Sawbutt	while running ⇓K
Running Jump Kick	while running ↗K
Climb Wall	jump & touch wall ⇓P
Wall Dive	while climbing wall ⇓P
Distortable Blow	close range to side P+D

KUMACHAN

Bam	P	Hachan!	before landing	↑ ↓ K
Bam-Bam	PP	Yamagoya Throw	close range	P+D
Bam-Bam Boom	PPP	Love Parade	close range	P+D
Bing Bam Boom	PPP		back to wall	
Salmon Lover (Bamboo Lover)	PK	Kuma Oroshi	close range	P+D
Barrel	P ↘ P		facing wall	
Smiley Barrel	P ↘ PP	Kumachan Trick	close behind opp.	P+D
Happy Barrel	P ↘ P → P+D	Kiss the Future	close range	↓ P+D
Kumade	→ P		opponent crouching	
Cuteron	→ P		facing wall	
Fan An	→ PP	Wild Animal	close range	↓ P+D
Dotomuse Royal	→ PPP	Bucking Bear	close range	→ → P+K+D
President Rhapsody	→ PPPP	Bear Hug	close range	→ ← P+D
Canyon Laurel	→ PPPPP	Killer Kuma Beast	close range	→ ← P+D ← ← P+D
Six Panzers	→ PPPPPP	Hungry Bear Special	close range	→ ← P+D ← ← P+DP+D
Death Standard	→ PPPPPPP	Way of the Wild	close range	→ ↘ ↓ ↘ ← P+D
Ox Attack	→ → P	Naughty Bear	close range	→ ↘ ↓ ↘ ← P+D
Span Club	↘ P			→ ← P+D
Span Span Club	→ PP	Big Beast Attack	close range	→ ↘ ↓ ↘ ← P+D
Punch 2001	← P			→ ← P+D → ← P+D
Iyan	← → P	Wild Thing	close range	→ ↘ ↓ ↘ ← P+D
Yan-Yan	← → PP			→ ← P+D → ← P+D
Yan-Yan-Yan	← → PPP			← ↓ → ↑ ← P+D
Hello Tech	↘ ↘ P	Super Washington Treaty	close range	→ ↘ ↓ ↘ ← P+D
Head-on	↓ P			→ ← P+D → ← P+D
Kuma Kick	K			← ↓ → ↑ ← P+D
Hama-chan	↘ K			↓ → ← P
Kick 2001	← K	Playing Dead	opponent down	↓ → ← P
Dai-chan	↓ K		near opp. head	
Glass Hansel	↓ P+K+D	Earthquake	opponent down	↓ K
Salmon Hunting	↓ P+K+DP+D	Balloon Fall	opponent down	↑ +K
Double Hansel	↓ P+K+D ↓ P	Poochy Punch	opponent behind	P
Good Night!	↑ +P	Poochy-Poochy Punch	opponent behind	PP
Sawbutt • Sapphire	↑ +K	Poochy Punch Remix	opponent behind	↓ P
Sawbutt • Diamond	↘ +K	Poochy Kick	opponent behind	K
Kumachan 33 & 1/3	↑ K	Poochy Acid Kick	opponent behind	↓ K
Kumachan 45	↑ ↓ K	Poochy Trance Kick	opponent behind	↑ +K
Flying Kuma	↑ +P	Assault Kuma	while running	P
Climb and Kick	↑ +K	Assault Kuma Tackle	while running	P+D
Front Climb and Kick	↗ +K	Violent Assault Kuma	while running	K
Kuma Otoshi	↑ K	Sliding Assault Kuma	while running	↓ +K
Hachi	↑ ↓ K	Assault Nobori Kuma	while running	↑ K
Kuma Play	↑ → P	Assault Nobori Guerrilla	while running	↘ +K
Guru-Guru Q	↑ → K	Ultra Violent Kuma		P+K+D
Kaiten Kuma	↑ ← K	Unbearable Assault		← ↘ ↓ ↘ → P+K+D
Kuma Poko	before landing ↑ K			

Megamix Credits

Production:

Producer: Steve Hutchins
Associate Producer: Michael S. Jablonn
Lead Tester: Abe Navarro
Assistant Lead Testers: Michael Dobbins
Rick Greer
Marcus Montgomery
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LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

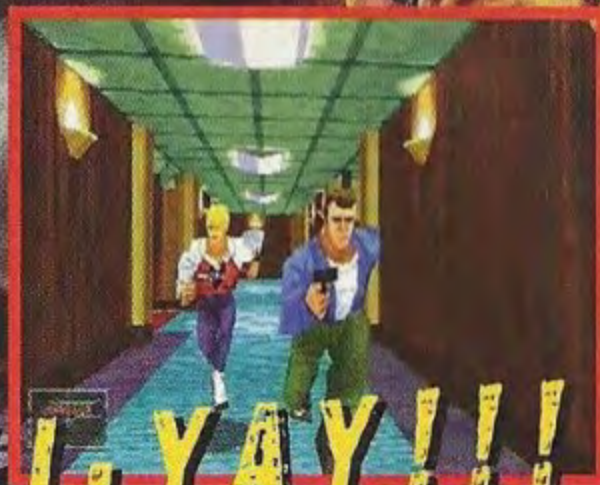
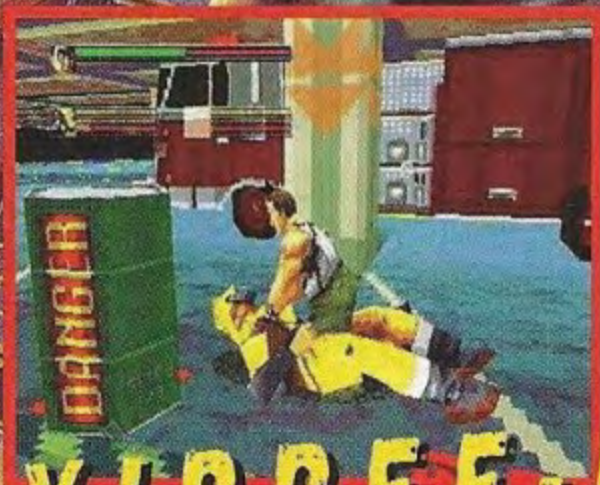
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