

Virtua Fighter 3tb Counters List

by GLC

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SEGA VIRTUA FIGHTER 3tb
COUNTERS LIST
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To view this document, use a fixed-width font (like Courier), otherwise it will look crappy.

There might be some mistakes here; eg. I had some problems translating Wolf's chart. Any comments/corrections are welcome. I'm not responsible for any typos on Gamest's side.

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I. NOTATION

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f,b,d,u joystick motions (forward, back, down, up); hold if capitalized
db... diagonals (db,df,uf,ub); again, hold if capitalized
P,K,G,E press punch, kick, guard or evade buttons, respectively
+ buttons must be pressed together
, move separator
n return joystick to neutral
FC execute from standing position
PG punch-G-cancel
PKG punch-kick-G-cancel (a senbon punch)
TT turn-towards (from back facing opponent position)
-> denotes beginning of a new move / sequence

closed stance:

open stance:

| Player 1 | Player 2 | Player 1 | Player 2 |
|----------|----------|----------|----------|
| ----- | ----- | ----- | ----- |
| left | right | left | right |
| right | left | right | left |

The document refers to 1P side character. Refer to general VF3 FAQ for explanation on the system.

II. CHARACTERS

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a) AKIRA YUKI

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VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
* f,f+K,K -> df+P
- 2) body check [b,f,f+P+K]
* b,f,f+P+K -> df+P
- 3) stun palm [P+K+G]
* f,f,f+P -> f,f+P -> df+P
- 4) evading body check [b,f+P+K+E]
* b,f,f+P+K - > df+P
- 5) shoulder ram [FC,f+P+K]
* f,f,f+P -> f,f+P -> df+P (closed stance)
* f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
* f,f,f+P -> f,f+K -> f,f,f+P -> df+P (closed stance)
* f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
- 2) elbow-spinning strike [f+P,P]
* f,f,f+P -> PG -> f,f,f+P -> df+P (closed stance)
* f,f,f+P -> f,f+K -> f,f,f+P -> df+P (open stance)
- 3) spinning strike [f+P+K]

- * f,f,f+P -> f,f+f+K -> f,f,f+P -> df+P (closed stance)
- * f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
- 4) spinning strike-elbow [F+P+K,P]
 - * f,f,f+P -> f,f+f+K -> f,f,f+P -> df+P (closed stance)
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
- 5) sweep [d+K+G]
 - * b,f,f+P+K -> df+P (closed stance, near)
 - * FC,b,f+P (far)

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * f,f,f+P -> df,df+P -> df+P (closed stance)
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
 - 2) double low kick [D+K,K]
 - * FC,b,f+P
 - 3) punch-sweep [P,d+K]
 - * b,f,f+P+K -> df+P
 - 4) knee [f+K]
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (closed stance)
 - * f,f,f+P -> df,df+P -> df+P

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (closed stance)
 - * f,f,f+P -> f,f+P -> df+P (open stance)
 - 2) kenka uppercut [df,df+P]
 - * f,f,f+P -> f,f+P -> df+P (closed stance)
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
 - 3) dodging hell stab [f+P+K]
 - * f,f,f+P -> f,f+P -> df+P (closed stance)
 - * f,f,f+P -> PG -> f,f,f+P -> df+P (open stance)
 - 4) shot knee [b+K]
 - * P,K
 - 5) low heel slide [d+K+G]
 - * FC,f+P+K -> PG -> f,f,f+P -> df+P (closed stance)
 - * FC,f+P+K -> PG -> D+K -> df+P (open stance)

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * FC,f+P+K -> float (near)
 - * FC,b,f+P -> df+P (far)
 - 2) heelkick [d+K+G]
 - * P,K
 - 3) inverted kickflip [df+K+G]
 - * b,f,f+P+K -> df+P
 - 4) catapult kick [f,f+P+K+G]
 - * b,f,f+P+K -> df+P

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * df,df+P -> df+K+G,f+P,b,f,f+P+K
 - 2) sliding tackle [f,d+K]
 - * b,f,f+P+K -> df+P
 - 3) TA punch [b,b+P]
 - * b,f,f+P+K -> df+P
 - 4) triple punch-sweep [P,P,P,D+K]

- * b, f, f+P+K -> df+P
- 5) triple punch-backflip kick [P, P, P, ub+K]
- * df, df+P

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * P, K
 - 2) handstand kicks [db+K]
 - * b, f, f+P+K -> df+P
 - 3) uppercut-swipe [df+P, P]
 - * f, f, f+P -> f, f+P -> df+P
 - * f, f, f+P -> f, f, f+P -> df+P
 - 4) dodging swipe [d+P+E]
 - * FC, f+P+K -> df+K+G, f+P, b, f, f+P+K

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * f, f, f+P -> df+K+G, f+P, b, f, f+P+K (closed stance)
 - * b, f, f+P+K -> df+P (open stance)
 - 2) double swallow kick [uf+K, K]
 - * b, f, f+P+K -> df+P
 - 3) triple punch-sweep [P, P, P, d+K]
 - * b, f, f+P+K -> df+P
 - 4) triple punch-backflip kick [P, P, P, ub+K]
 - * df, df+P -> df+K+G, f+P, b, f, f+P+K

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P, K]
 - * f, f, f+P -> df+K+G, f+P, b, f, f+P+K
 - 2) lunging sweep [df+K+G]
 - * b, f, f+P+K -> df+P
 - 3) toekick-punt kick [d+P+K, K]
 - * df, df+P -> df+K+G, f+P, b, f, f+P+K
 - 4) punch-sidekick [P, d+K]
 - * P, K

VS. SHUN-DI

-
- 1) low kick [D+K]
 - * FC, f+P+K -> PG -> f, f, f+P (near)
 - * FC, b, f+P (far)
 - 2) single drunken sweep [d+P+K]
 - * b, f, f+P+K -> df+P
 - 3) thrust punch [P+K]
 - * df, df+P -> PG -> f, f, f+P -> df+P (closed stance)
 - * df, df+P -> K+G, G -> PG -> f, f, f+P (open stance)
 - 4) dodging cartwheel kick [f+K+E]
 - * df, df+P -> PG -> f, f, f+P

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b, f+P]
 - * b, f, f+P+K -> df+P
 - 2) elbow [f+P]
 - * P, K
 - 3) two-handed uppercut [DF+P+K]
 - * b, f, f+P+K -> df+P

- 4) low swipe [D+P+K]
* b, f, f+P+K -> df+P

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b, f+P+K]
* f, f, f+P -> df+K -> df+P
* f, f, f+P -> f, f+P -> df+P
 - 2) knee [f+K]
* f, f, f+P -> df+K -> df+P
* f, f, f+P -> f, f+P -> df+P
 - 3) screw lariat [f, df, d, db, b+P, P]
* P, K
 - 4) low kick [D+K]
* FC, b, f+P

AOI UMENOKOUJI

=====

VS. AKIRA YUKI

-
- 1) super dashing elbow [f, f, f+P]
* K, K
 - 2) body check [b, f, f+P+K]
* f+K, K -> df+P
 - 3) stun palm [P+K+G]
* K, K
 - 4) evading body check [b, f+P+K+E]
* K, K
* side-high throw
 - 5) shoulder ram [FC, f+P+K]
* K, K

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
* f+P, P
 - 2) elbow-spinning strike [f+P, P]
* f+P, P
 - 3) spinning strike [f+P+K]
* f+P, P
 - 4) spinning strike-elbow [F+P+K, P]
* f+P, P
 - 5) sweep [d+K+G]
* f+P, P -> df+P
* df+K

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P, K]
* K, K
 - 2) double low kick [D+K, K]
* f+P, P -> stagger
 - 3) punch-sweep [P, d+K]
* f+P, P -> stagger
 - 4) knee [f+K]
* f+P, P

VS. JEFFRY MCWILD

- 1) knee [f+K]
* K,K
- 2) kenka uppercut [df,df+P]
* P,K
- 3) dodging hell stab [f+P+K]
* f+P,P
- 4) shot knee [b+K]
* P,K
- 5) low heel slide [d+K+G]
* f+P,P -> stagger

VS. KAGE-MARU

- 1) TA slide [b,b+K+G]
* f+P,P
- 2) heelkick [d+K+G]
* P,K
- 3) inverted kickflip [df+K+G]
* f+K,K -> KS into screen -> f+K -> ground throw
- 4) catapult kick [f,f+P+K+G]
* f+K,K -> df+P

LAU CHAN

- 1) double palm [b,f,f+P]
* f+K,K -> df+P
- 2) sliding tackle [f,d+K]
* f+P,P -> stagger
- 3) TA punch [b,b+P]
* f+P,P
- 4) triple punch-sweep [P,P,P,D+K]
* f+P,P -> stagger
- 5) triple punch-backflip kick [P,P,P,ub+K]
* K,K

VS. LION RAFALE

- 1) elbow [f+P]
* P,P
- 2) handstand kicks [db+K]
* f+P,P -> stagger
- 3) uppercut-swipe [df+P,P]
* P,K
- 4) dodging swipe [d+P+E]
* K,K

PAI CHAN

- 1) single swallow kick [uf+K]
* f+K,K -> df+P
- 2) double swallow kick [uf+K,K]
* f+K,K -> df+P
- 3) triple punch-sweep [P,P,P,d+K]
* f+P,P -> stagger
- 4) triple punch-backflip kick [P,P,P,ub+K]
* K,K

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
* K,K
 - 2) lunging sweep [df+K+G]
* f+P,P -> stagger
 - 3) toekick-punt kick [d+P+K,K]
* K,K
 - 4) punch-sidekick [P,d+K]
* P,K

VS. SHUN-DI

-
- 1) low kick [D+K]
* f+P,P -> stagger
* df+K
 - 2) single drunken sweep [d+P+K]
* f+P,P -> stagger
 - 3) thrust punch [P+K]
* K,K
 - 4) dodging cartwheel kick [f+K+E]
* K,K

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
* f+K,K -> d+K+G
* f+K,K -> f+K,K
 - 2) elbow [f+P]
* P,K
 - 3) two-handed uppercut [DF+P+K]
* K,K
 - 4) low swipe [D+P+K]
* f+P,P -> stagger

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
* f+P,P
 - 2) knee [f+K]
* f+P,P
 - 3) hook punch [db+P]
* P,K
 - 4) low kick [D+K]
* f+P,P -> stagger

JACKY BRYANT

=====

VS. AKIRA YUKI

-
- 1) super dashing elbow [f,f,f+P]
* f+K -> d+P -> db+P,K
 - 2) body check [b,f,f+P+K]
* f+K -> d+P -> db+P,K
 - 3) stun palm [P+K+G]
* ub+K (closed stance)
* db+P+K -> u+P pounce (open stance)
 - 4) evading body check [b,f+P+K+E]

- * db+P+K -> u+P pounce
- 5) shoulder ram [FC,f+P+K]
- * db+P+K -> u+P pounce

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
- * f+P,K -> u+P pounce
- 2) elbow-spinning strike [f+P,P]
- * f+P,K -> u+P pounce
- 3) spinning strike [f+P+K]
- * f+P,K -> u+P pounce
- 4) spinning strike-elbow [F+P+K,P]
- * f+P,K -> u+P pounce
- 5) sweep [d+K+G]
- * f+K -> d+K -> ub+K (closed stance)
- * f+P,K -> u+P pounce (near)
- * f,f+K (far)

VS. JACKY BRYANT

- 1) elbow-heelkick [f+P,K]
- * K,P,K -> u+P pounce
- * P+K,P -> ub+K
- 2) double low kick [D+K,K]
- * f+P,K -> u+P pounce
- 3) punch-sweep [P,d+K]
- * b+K+G -> ub+K
- 4) knee [f+K]
- * f+P,K -> u+P pounce

VS. JEFFRY MCWILD

- 1) knee [f+K]
- * db+P+K -> u+P pounce
- 2) kenka uppercut [df,df+P]
- * f+P,K -> u+P pounce
- * P,P,P
- 3) dodging hell stab [f+P+K]
- * db+P+K -> u+P pounce
- 4) shot knee [b+K]
- * P,P,P
- 5) low heel slide [d+K+G]
- * ub+K

VS. KAGE-MARU

- 1) TA slide [b,b+K+G]
- * P+K,P -> d+K+G -> df+K pounce (closed stance)
- * f,f+K -> d+K+G -> df+K pounce (open stance)
- 2) heelkick [d+K+G]
- * P,P,P
- 3) inverted kickflip [df+K+G]
- * f+K -> ub+K (closed stance)
- * f+K -> F+P -> d+K+G (open stance)
- 4) catapult kick [f,f+P+K+G]
- * b+K+G -> F+P -> ub+K

VS. LAU CHAN

- 1) double palm [b,f,f+P]
 - * f+K -> ub+K (closed stance)
 - * f+K -> PG -> db+P,K (closed stance)
 - * f+K -> P,P,f+K -> u+P pounce (open stance)
- 2) sliding tackle [f,d+K]
 - * db+P,K -> ub+K
- 3) TA punch [b,b+P]
 - * f+P,K -> u+P pounce
 - * ub+K
- 4) triple punch-sweep [P,P,P,D+K]
 - * b+K+G -> ub+K
- 5) triple punch-backflip kick [P,P,P,ub+K]
 - * f+K -> d+P -> db+P,K

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * P,P,P
 - 2) handstand kicks [db+K]
 - * b+K+G -> F+P -> ub+K
 - 3) uppercut-swipe [df+P,P]
 - * f+P,K -> u+P pounce
 - 4) dodging swipe [d+P+E]
 - * f+K -> d+P -> db+P,K

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * f+K -> P,P,f+K -> u+P pounce (closed stance)
 - * f+K -> ub+K (open stance)
 - 2) double swallow kick [uf+K,K]
 - * f+K -> d+P -> u+P pounce
 - * f+K -> ub+K (open stance)
 - 3) triple punch-sweep [P,P,P,d+K]
 - * b+K+G -> ub+K
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * f+K -> P,P,f+K -> u+P pounce (closed stance)
 - * P+K,P -> ub+K (open stance)

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
 - * d+P+K -> u+P pounce
 - * K,P,K -> u+P pounce (open stance)
 - 2) lunging sweep [df+K+G]
 - * b+K+G -> ub+K
 - 3) toekick-punt kick [d+P+K,K]
 - * f+K -> P,P,f+K -> u+P pounce
 - 4) punch-sidekick [P,d+K]
 - * P,P,P

VS. SHUN-DI

-
- 1) low kick [D+K]
 - * f+P,K -> u+P pounce (near)
 - * f,f+K -> u+P pounce (far)
 - 2) single drunken sweep [d+P+K]
 - * ub+K (closed stance)
 - * b+K+G -> F+P -> ub+K (open stance)
 - 3) thrust punch [P+K]

- * f+K -> ub+K (closed stance)
 - * f+K -> d+P -> db+P,K (open stance)
- 4) dodging cartwheel kick [f+K+E]
- * f+K -> d+P -> d,U+P pounce
 - * f+K -> ub+K (open stance)

VS. TAKA-ARASHI

- 1) two-handed sumo thrust [b,f+P]
- * b+P,P -> F+P -> ub+K
- 2) elbow [f+P]
- * P,P,P
- 3) two-handed uppercut [DF+P+K]
- * d+P+K -> d,U+P pounce
- 4) low swipe [D+P+K]
- * f+K -> d,U+P pounce

VS. WOLF HAWKFIELD

- 1) short shoulder [b,f+P+K]
- * f+P,K -> u+P pounce
- 2) knee [f+K]
- * f+P,K -> u+P pounce
- 3) hook punch [db+P]
- * P,P,P
- 4) low kick [D+K]
- * f+P,K -> u+P pounce

JEFFRY MCWILD

=====

VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
- * f+K -> b+K -> u+P pounce (right foot forward)
 - * f+K -> f,f+P,P -> u+P pounce (open stance)
- 2) body check [b,f,f+P+K]
- * df,df+P -> f,f+P,P -> u+P pounce (right foot forward)
 - * df,df+P -> f+K -> u+P pounce (open stance)
- 3) stun palm [P+K+G]
- * b+K,P -> u+P pounce
- 4) evading body check [b,f+P+K+E]
- * d+E -> f,b+P+G high-side throw -> u+P pounce
- 5) shoulder ram [FC,f+P+K]
- * b+K,P -> u+P pounce

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
- * high throw
- 2) elbow-spinning strike [f+P,P]
- * high throw
- 3) spinning strike [f+P+K]
- * high throw
- 4) spinning strike-elbow [F+P+K,P]
- * high throw
- 5) sweep [d+K+G]
- * df,df+P -> f+K -> u+P pounce

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * b+K -> u+P pounce (right foot forward)
 - * b+K,P -> u+P pounce (open stance)
 - 2) double low kick [D+K,K]
 - * d+E -> P+K+G low-side throw
 - 3) punch-sweep [P,d+K]
 - * d+E -> P+K+G low-side throw
 - 4) knee [f+K]
 - * high throw

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * b+K,P -> u+P pounce (right foot forward)
 - * b+K -> u+P pounce (open stance)
 - 2) kenka uppercut [df,df+P]
 - * P,K (right foot forward)
 - * b+K,P -> pounce (open stance)
 - 3) dodging hell stab [f+P+K]
 - * b+K,P -> u+P pounce
 - 4) shot knee [b+K]
 - * high throw
 - 5) low heel slide [d+K+G]
 - * d+E -> P+K+G low-side throw

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * P+G back throw
 - 2) heelkick [d+K+G]
 - * high throw
 - 3) inverted kickflip [df+K+G]
 - * b+P+G back throw -> u+P pounce
 - 4) catapult kick [f,f+P+K+G]
 - * dash -> E-> f,b+P+G high-side throw -> u+p pounce

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * df,df+P -> f,f+P,P -> u+P pounce (right foot forward)
 - * f+K -> f,f+P,P -> u+P pounce (open stance)
 - 2) sliding tackle [f,d+K]
 - * f+K -> b+K -> u+P pounce
 - 3) TA punch [b,b+P]
 - * b+K -> b+K -> u+P pounce
 - 4) triple punch-sweep [P,P,P,D+K]
 - * df,df+P -> f+K -> u+P pounce (right foot forward)
 - * df,df+P -> f,f+P,P -> u+P pounce (open stance)
 - 5) triple punch-backflip kick [P,P,P,ub+K]
 - * dash -> f+K -> f,f+P,P -> u+P pounce (right foot forward)
 - * dash -> b+K -> u+P pounce (open stance)

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * high throw
 - 2) handstand kicks [db+K]

- * df,df+P -> f,f+P,P -> u+P pounce (right foot forward)
- * df,df+P -> f+K -> u+P pounce (open stance)
- 3) uppercut-swipe [df+P,P]
 - * high throw
- 4) dodging swipe [d+P+E]
 - * f+K -> b+K -> u+P pounce

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * f+K -> f,f+P,P -> u+P pounce
 - 2) double swallow kick [uf+K,K]
 - * df,df+P -> f,f+P,P -> u+P pounce
 - 3) triple punch-sweep [P,P,P,d+K]
 - * df,df+P -> f,f+P,P -> u+P pounce (right foot forward)
 - * df,df+P -> f+K -> u+P pounce (open stance)
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * dash -> f+K -> f,f+P,P -> u+P pounce

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
 - * b+K,P -> u+P pounce (right foot forward)
 - * b+K -> u+P pounce (open stance)
 - 2) lunging sweep [df+K+G]
 - * df,df+P -> f,f+P,P -> u+P pounce
 - 3) toekick-punt kick [d+P+K,K]
 - * f+K -> f,f+P,P -> u+P pounce
 - 4) punch-sidekick [P,d+K]
 - * high throw

VS. SHUN-DI

-
- 1) low kick [D+K]
 - * f+K -> b+K -> u+P pounce
 - 2) single drunken sweep [d+P+K]
 - * df,df+P -> f,f+P,P -> u+P pounce (right foot forward)
 - * f+K -> b+K -> u+P pounce (open stance)
 - 3) thrust punch [P+K]
 - * f+K -> f,f+P,P -> u+P pounce (right foot forward)
 - * f+K -> b+K -> u+P pounce (open stance)
 - 4) dodging cartwheel kick [f+K+E]
 - * df,df+P -> f,f+P,P -> u+P pounce

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
 - * d+E -> f,b+P+G side-high throw -> u+P pounce
 - 2) elbow [f+P]
 - * high throw
 - 3) two-handed uppercut [DF+P+K]
 - * b+K -> d,uf+K
 - 4) low swipe [D+P+K]
 - * d+P+K -> d,uf+K

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
 - * high throw
 - 2) knee [f+K]

- * high throw
- 3) hook punch [db+P]
 - * high throw
- 4) low kick [D+K]
 - * b+K -> u+P pounce

KAGE-MARU

=====

VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
 - * d+K+G -> f,f+K
- 2) body check [b,f,f+P+K]
 - * d+K+G -> f,f+K
- 3) stun palm [P+K+G]
 - * ub+K+G
- 4) evading body check [b,f+P+K+E]
 - * f+P+G side-high throw -> d,uf+K -> f,d,df+P -> df+K pounce
- 5) shoulder ram [FC,f+P+K]
 - * ub+K+G

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
 - * d,uf+K -> f,f+K
- 2) elbow-spinning strike [f+P,P]
 - * d,uf+K -> f,f+K
- 3) spinning strike [f+P+K]
 - * d,uf+K -> f,f+K
- 4) spinning strike-elbow [F+P+K,P]
 - * d,uf+K -> f,f+K
- 5) sweep [d+K+G]
 - * f,d,df+P -> d+K -> ub+K+G (closed stance)
 - * f,d,df+P -> d+K -> f,d,df+P (open stance)

VS. JACKY BRYANT

- 1) elbow-heelkick [f+P,K]
 - * d+K+G -> f,f+K
- 2) double low kick [D+K,K]
 - * ub+K+G
- 3) punch-sweep [P,d+K]
 - * df+K+G -> TT D+K
- 4) knee [f+K]
 - * d,uf+K -> f,f+K

VS. JEFFRY MCWILD

- 1) knee [f+K]
 - * ub+K+G
- 2) kenka uppercut [df,df+P]
 - * d,uf+K -> f,f+K
- 3) dodging hell stab [f+P+K]
 - * d,uf+K -> f,f+K
- 4) shot knee [b+K]
 - * d,uf+K -> f,f+K
- 5) low heel slide [d+K+G]

* ub+K+G

VS. KAGE-MARU

- 1) TA slide [b,b+K+G]
* d+K+G -> f,f+K
- 2) heelkick [d+K+G]
* d,uf+K -> f,f+K (closed stance)
* P,P,P or P,K (open stance)
- 3) inverted kickflip [df+K+G]
* D,f+K -> b,b+K+G -> TT D+K
- 4) catapult kick [f,f+P+K+G]
* f+P+G side-high throw -> d,uf+K -> f,d,df+P -> df+K pounce
* df+K+G -> TT D+K

VS. LAU CHAN

- 1) double palm [b,f,f+P]
* d+K+G -> f,f+K
- 2) sliding tackle [f,d+K]
* d+K+G -> f,f+K
- 3) TA punch [b,b+P]
* ub+K+G
- 4) triple punch-sweep [P,P,P,D+K]
* df+K+G -> TT D+K
- 5) triple punch-backflip kick [P,P,P,ub+K]
* df+K+G -> TT D+K

VS. LION RAFALE

- 1) elbow [f+P]
* P,P,P or P,K
- 2) handstand kicks [db+K]
* df+K+G -> TT D+K
- 3) uppercut-swipe [df+P,P]
* d,uf+K -> f,f+K
- 4) dodging swipe [d+P+E]
* d+K+G -> f,f+K

VS. PAI CHAN

- 1) single swallow kick [uf+K]
* d+K+G -> f,f+K
- 2) double swallow kick [uf+K,K]
* df+K+G -> TT D+K
- 3) triple punch-sweep [P,P,P,d+K]
* d+K+G -> f,f+K
- 4) triple punch-backflip kick [P,P,P,ub+K]
* d+K+G -> f,f+K

VS. SARAH BRYANT

- 1) elbow-knee [f+P,K]
* ub+K+G
- 2) lunging sweep [df+K+G]
* df+K+G -> TT D+K
- 3) toekick-punt kick [d+P+K,K]
* d+K+G -> f,f+K
- 4) punch-sidekick [P,d+K]
* d,uf+K -> f,f+K

VS. SHUN-DI

-
- 1) low kick [D+K]
* ub+K+G (near)
* df+K (far)
 - 2) single drunken sweep [d+P+K]
* d+K+G -> df+K pounce
* ub+K+G (open stance)
 - 3) thrust punch [P+K]
* d+K+G -> f, f+K
 - 4) dodging cartwheel kick [f+K+E]
* d+K+G -> f, f+K

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b, f+P]
* d+K+G -> f, f+K
 - 2) elbow [f+P]
* P, P, P or P, K
 - 3) two-handed uppercut [DF+P+K]
* d+K+G -> f, f+K
 - 4) low swipe [D+P+K]
* f, d, df+P -> f, f+K

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b, f+P+K]
* d, uf+K -> f, f+K
 - 2) knee [f+K]
* d, uf+K -> f, f+K
 - 3) hook punch [db+P]
* P, P, P or P, K
 - 4) low kick [D+K]
* ub+K+G

LAU CHAN

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VS. AKIRA YUKI

-
- 1) super dashing elbow [f, f, f+P]
* K, K -> df+K pounce
 - 2) body check [b, f, f+P+K]
* b, db, d, df, f+K+G -> df+K pounce
* b, b+P -> P, P, P, K
 - 3) stun palm [P+K+G]
* f+P, b, f+P
* df+P, P, K (closed stance)
 - 4) evading body check [b, f+P+K+E]
* b, f+P -> d+K -> df+K pounce
 - 5) shoulder ram [FC, f+P+K]
* f+P, b, f+P

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
* P, K

- 2) elbow-spinning strike [f+P,P]
 - * P,K
- 3) spinning strike [f+P+K]
 - * P,K
- 4) spinning strike-elbow [F+P+K,P]
 - * P,K
- 5) sweep [d+K+G]
 - * d,uf+K -> f,d+K (closed stance)
 - * d,uf+K

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * f+P,b,f+P
 - * df+P,P,K
 - 2) double low kick [D+K,K]
 - * f+P,b,f+P
 - 3) punch-sweep [P,d+K]
 - * b,b+P -> P,P,P,K
 - 4) knee [f+K]
 - * P,K

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * f+P,b,f+P
 - 2) kenka uppercut [df,df+P]
 - * P,K
 - * f+P,b,f+P (closed stance)
 - 3) dodging hell stab [f+P+K]
 - * f+P,b,f+P
 - 4) shot knee [b+K]
 - * P,K
 - 5) low heel slide [d+K+G]
 - * d,uf+K

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * d,uf+K (near)
 - * df+K (far)
 - 2) heelkick [d+K+G]
 - * P,K
 - 3) inverted kickflip [df+K+G]
 - * b,b+P -> P,P,P,K
 - 4) catapult kick [f,f+P+K+G]
 - * b,b+P -> P,P,P,K

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * b,db,d,df,f+K+G -> df+K pounce
 - 2) sliding tackle [f,d+K]
 - * b,b+P -> P,P,P,K (closed stance)
 - * b,b+P -> P,P,P,D+K (open stance)
 - 3) TA punch [b,b+P]
 - * f+P,b,f+P
 - 4) triple punch-sweep [P,P,P,D+K]
 - * b,b+P -> P,P,P,K
 - 5) triple punch-backflip kick [P,P,P,ub+K]

* b,b+P -> P,P,P,K

VS. LION RAFALE

-
- 1) elbow [f+P]
* P,K
 - 2) handstand kicks [db+K]
* b,b+P -> P,P,P,D+K
 - 3) uppercut-swipe [df+P,P]
* P,K
 - 4) dodging swipe [d+P+E]
* d,uf+K

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
* b,db,d,df,f+K+G
 - 2) double swallow kick [uf+K,K]
* b,b+P -> P,P,P,K
 - 3) triple punch-sweep [P,P,P,d+K]
* b,b+P -> P,P,P,K
 - 4) triple punch-backflip kick [P,P,P,ub+K]
* df+P+K -> D+K,K (closed stance)
* df+P+K -> P,P,P,K (open stance)

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
* f+P,b,f+P
* df+P,P,K (open stance)
 - 2) lunging sweep [df+K+G]
* b,b+P -> P,P,P,K
 - 3) toekick-punt kick [d+P+K,K]
* f+P,b,f+P
* K,K
 - 4) punch-sidekick [P,d+K]
* P,K

VS. SHUN-DI

-
- 1) low kick [D+K]
* d,uf+K
 - 2) single drunken sweep [d+P+K]
* b,b+P -> P,P,P,K (closed stance)
* b,b+P -> P,P,P,D+K (open stance)
 - 3) thrust punch [P+K]
* b,db,d,df,f+K+G
 - 4) dodging cartwheel kick [f+K+E]
* b,db,d,df,f+K+G

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
* b,db,d,df,f+K+G
 - 2) elbow [f+P]
* P,K
 - 3) two-handed uppercut [DF+P+K]
* K,K
 - 4) low swipe [D+P+K]
* d,uf+K

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
* P,K
 - 2) knee [f+K]
* P,K
* f+P,b,f+P (open stance)
 - 3) hook punch [db+P]
* P,K
 - 4) low kick [D+K]
* f+P,b,f+P

LION RAFALE

=====

VS. AKIRA YUKI

-
- 1) super dashing elbow [f,f,f+P]
* f+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 2) body check [b,f,f+P+K]
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (closed stance)
* f+K -> d+P -> d,U+P pounce (open stance)
 - 3) stun palm [P+K+G]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce
 - 4) evading body check [b,f+P+K+E]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce
 - 5) shoulder ram [FC,f+P+K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
* P,P,P
* K,K
 - 2) elbow-spinning strike [f+P,P]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 3) spinning strike [f+P+K]
* P,P,P
* K,K
 - 4) spinning strike-elbow [F+P+K,P]
* P,P,P
* K,K
 - 5) sweep [d+K+G]
* f+K -> d+P -> d,U+P pounce
* d+K -> f,f+K -> f,f+K -> d+K

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (closed stance)
* b,b+K -> TT P+K -> d+P -> d,U+P pounce
 - 2) double low kick [D+K,K]
* d+E -> f+P,P -> d+K,K
 - 3) punch-sweep [P,d+K]
* f+K -> d+P -> d,U+P pounce

- 4) knee [f+K]
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (closed stance)
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (open stance)

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
- 2) kenka uppercut [df,df+P]
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (closed stance)
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (open stance)
- 3) dodging hell stab [f+P+K]
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (closed stance)
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (open stance)
- 4) shot knee [b+K]
* P,P,P
* K,K
- 5) low heel slide [d+K+G]
* d+E -> f+P,P -> d+K,K

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
* u+P+K -> d+K,K
- 2) heelkick [d+K+G]
* P,P,P
* K,K
- 3) inverted kickflip [df+K+G]
* f+K -> d+P -> d,U+P pounce
- 4) catapult kick [f,f+P+K+G]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
* b,b+K -> TT P+K -> b,b+P -> u+P pounce
- 2) sliding tackle [f,d+K]
* d+E -> f+P,P -> d+K,K
- 3) TA punch [b,b+P]
* df+P,P -> d+K,K
* u+P+K
- 4) triple punch-sweep [P,P,P,D+K]
* f+K -> d+P -> d,U+P pounce
* d+E -> f+P,P -> d+K,K
- 5) triple punch-backflip kick [P,P,P,ub+K]
* f+K -> d+P -> d,U+P pounce

VS. LION RAFALE

-
- 1) elbow [f+P]
* high throw
- 2) handstand kicks [db+K]
* f+K -> d+P -> d,U+P pounce
- 3) uppercut-swipe [df+P,P]
* P,P,P
* K,K
- 4) dodging swipe [d+P+E]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
* u+K,K -> d,U+P pounce
 - 2) double swallow kick [uf+K,K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce
* b,b+K -> TT P+K -> b,b+K -> u+P pounce
 - 3) triple punch-sweep [P,P,P,d+K]
* f+K -> d+P -> d,U+P pounce
 - 4) triple punch-backflip kick [P,P,P,ub+K]
* f+K -> d+P -> d,U+P pounce

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 2) lunging sweep [df+K+G]
* f+K -> d+P -> d,U+P pounce
* d+E -> f+P,P -> d+K,K
 - 3) toekick-punt kick [d+P+K,K]
* f+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 4) punch-sidekick [P,d+K]
* P,P,P
* K,K

VS. SHUN-DI

-
- 1) low kick [D+K]
* d+E -> f+P,P -> d+K,K
 - 2) single drunken sweep [d+P+K]
* D,f+P -> d+P -> d,U+P pounce
 - 3) thrust punch [P+K]
* f+K -> d+P -> d,U+P pounce
* b,b+K -> TT P+K -> b,b+K -> u+P pounce
 - 4) dodging cartwheel kick [f+K+E]
* d+E -> f+K -> d+P -> d,U+P pounce

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
* K,K -> f,f+K,K
 - 2) elbow [f+P]
* high throw
 - 3) two-handed uppercut [DF+P+K]
* f,f+K,K -> K,K
 - 4) low swipe [D+P+K]
* d+E -> f+P,P -> uf+K

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 2) knee [f+K]
* b,b+K -> TT P+K -> d+P -> d,U+P pounce (closed stance)
* b,b+K -> TT P+K -> b,b+K -> u+P pounce (open stance)
 - 3) hook punch [db+P]
* high throw

- 4) low kick [D+K]
* d+E -> f+P,P -> d+K,K

PAI CHAN

=====

VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
* K -> P,P,P,d+K (closed stance)
* K -> P,P,K -> df+P pounce (open stance)
- 2) body check [b,f,f+P+K]
* K -> P,P,K -> df+P pounce (closed stance)
* K -> P,P,P,d+K (open stance)
- 3) stun palm [P+K+G]
* K -> P,P,K -> df+P pounce (closed stance)
* K -> P,P,P,d+K (open stance)
- 4) evading body check [b,f+P+K+E]
* K -> P,P,K -> df+P pounce
- 5) shoulder ram [FC,f+P+K]
* K -> P,P,K -> df+P pounce (closed stance)
* K -> P,P,P,d+K (open stance)

VS. AOI UMENOKOUJI

- 1) elbow [f+P]
* P,P,P
- 2) elbow-spinning strike [f+P,P]
* P,P,P
- 3) spinning strike [f+P+K]
* P,P,P
- 4) spinning strike-elbow [F+P+K,P]
* P,P,P
- 5) sweep [d+K+G]
* f,f+P,K -> df+P pounce

VS. JACKY BRYANT

- 1) elbow-heelkick [f+P,K]
* K -> P,P,K -> df+P pounce (closed stance)
* K -> K -> d,U+P pounce (open stance)
- 2) double low kick [D+K,K]
* uf+K,K
- 3) punch-sweep [P,d+K]
* D,n+K -> d,U+P pounce
- 4) knee [f+K]
* P,P,P

VS. JEFFRY MCWILD

- 1) knee [f+K]
* f,f+P,K -> df+P pounce
- 2) kenka uppercut [df,df+P]
* uf+K,K (closed stance)
* P,P,P (open stance)
- 3) dodging hell stab [f+P+K]
* uf+K,K
- 4) shot knee [b+K]

- * dash -> P,P,P
- 5) low heel slide [d+K+G]
 - * D,n+K -> d,U+P pounce

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * f,f+P,K (near)
 - * uf+K (far)
 - 2) heelkick [d+K+G]
 - * P,P,P
 - 3) inverted kickflip [df+K+G]
 - * dash -> K,K -> db+K+G
 - 4) catapult kick [f,f+P+K+G]
 - * d,uf+P -> P,P,K -> df+P pounce (closed stance)
 - * d,uf+P -> P,P,P,d+K (open stance)

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * K -> P,P,K -> df+P pounce (closed stance)
 - * K -> P,P,P,d+K (open stance)
 - 2) sliding tackle [f,d+K]
 - * D,n+K -> d,U+P pounce
 - 3) TA punch [b,b+P]
 - * uf+K,K
 - 4) triple punch-sweep [P,P,P,D+K]
 - * D,n+K -> d,U+P pounce
 - 5) triple punch-backflip kick [P,P,P,ub+K]
 - * dash -> K -> P,P,K -> df+P pounce (closed stance)
 - * dash -> K -> P,P,P,d+K (open stance)

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * P,P,P
 - 2) handstand kicks [db+K]
 - * d,uf+K -> P,P,P
 - 3) uppercut-swipe [df+P,P]
 - * P,P,P
 - 4) dodging swipe [d+P+E]
 - * f,f+P,K -> df+P pounce (closed stance)
 - * D,n+K -> d,U+P pounce (open stance)

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * K -> P,P,P,d+K (closed stance)
 - * K -> P,P,K -> df+P pounce (open stance)
 - 2) double swallow kick [uf+K,K]
 - * K -> K -> d,U+P pounce
 - 3) triple punch-sweep [P,P,P,d+K]
 - * D,n+K -> d,U+P pounce
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * K -> P,P,K -> df+P pounce (closed stance)
 - * K -> P,P,P,d+K (open stance)

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]

- * K -> K -> d,U+P pounce (closed stance)
- * K -> P,P,K -> df+P pounce (open stance)
- 2) lunging sweep [df+K+G]
 - * D,n+K -> d,U+P pounce
- 3) toekick-punt kick [d+P+K,K]
 - * K -> P,P,P,d+K
- 4) punch-sidekick [P,d+K]
 - * P,P,P

VS. SHUN-DI

-
- 1) low kick [D+K]
 - * f,f+P,K -> df+P pounce (closed stance)
 - * df+K (open stance)
 - 2) single drunken sweep [d+P+K]
 - * D,n+K -> d,U+P pounce (closed stance)
 - * d,uf+K -> P,P,P (open stance)
 - 3) thrust punch [P+K]
 - * K -> P,P,K -> df+P pounce (closed stance)
 - * K -> P,P,P,d+K (open stance)
 - 4) dodging cartwheel kick [f+K+E]
 - * K -> P,P,P,d+K (closed stance)
 - * K -> P,P,K -> df+P pounce (open stance)

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
 - * K,K -> f,f+P,K
 - 2) elbow [f+P]
 - * P,P,P
 - 3) two-handed uppercut [DF+P+K]
 - * K,K -> f,f+P,K
 - 4) low swipe [D+P+K]
 - * f,f+P,K -> df+P pounce

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
 - * P,P,P
 - 2) knee [f+K]
 - * P,P,P
 - 3) hook punch [db+P]
 - * P,P,P
 - 4) low kick [D+K]
 - * d+P
 - * d+K

SARAH BRYANT

=====

VS. AKIRA YUKI

-
- 1) super dashing elbow [f,f,f+P]
 - * db+K -> d+P -> ub+K (closed stance)
 - * f+K -> d+P -> ub+K (open stance)
 - 2) body check [b,f,f+P+K]
 - * db+K -> d+P -> ub+K (closed stance)
 - * f+K -> d+P -> ub+K (open stance)

- 3) stun palm [P+K+G]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce
- 4) evading body check [b,f+P+K+E]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce
- 5) shoulder ram [FC,f+P+K]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
 - * f+P,K -> d,U+P pounce
 - 2) elbow-spinning strike [f+P,P]
 - * f+P,K -> d,U+P pounce
 - 3) spinning strike [f+P+K]
 - * f+P,K -> d,U+P pounce
 - 4) spinning strike-elbow [F+P+K,P]
 - * f+P,K -> d,U+P pounce
 - 5) sweep [d+K+G]
 - * f+K -> D+K -> ub+K (closed stance)
 - * f+P,K -> dash -> db+K -> df+K+G (open stance)

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce
 - 2) double low kick [D+K,K]
 - * f+P,K -> d,U+P pounce
 - 3) punch-sweep [P,d+K]
 - * D,f+K,K -> ub+K (closed stance)
 - * d+P+K,K -> d+P -> ub+K (open stance)
 - 4) knee [f+K]
 - * f+P,K -> d,U+P pounce

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * f+P,K -> d,U+P pounce
 - * K,P -> ub+K (open stance)
 - 2) kenka uppercut [df,df+P]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce
 - 3) dodging hell stab [f+P+K]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce
 - 4) shot knee [b+K]
 - * P,P,u+P
 - 5) low heel slide [d+K+G]
 - * f+P,K -> d,U+P pounce

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * back throw
 - 2) heelkick [d+K+G]
 - * P,P,u+P
 - 3) inverted kickflip [df+K+G]

- * d+P+K,K -> d+K,K -> df+K pounce
- 4) catapult kick [f,f+P+K+G]
 - * d+P+K,K -> d+P -> ub+K (closed stance)
 - * d+P+K,K -> P,P,u+P -> d,U+P pounce (open stance)

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * f+K -> F+P -> ub+K (closed stance)
 - * f+K -> db+K -> d,U+P pounce (open stance)
 - 2) sliding tackle [f,d+K]
 - * D,f+K,K -> u+P pounce
 - 3) TA punch [b,b+P]
 - * f+P,K -> u+P pounce
 - 4) triple punch-sweep [P,P,P,D+K]
 - * D,f+K,K -> d,U+P pounce
 - 5) triple punch-backflip kick [P,P,P,ub+K]
 - * f+K -> d+P -> ub+K (closed stance)
 - * f+K -> db+K -> d,U+P pounce (open stance)

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * P,P,u+P
 - 2) handstand kicks [db+K]
 - * d+P+K,K -> P,P,u+P -> d,U+P pounce
 - * dash -> db+K -> d+P -> d,U+P pounce
 - 3) uppercut-swipe [df+P,P]
 - * f+P,K -> d,U+P pounce
 - 4) dodging swipe [d+P+E]
 - * D,f+K,K -> d,U+P pounce

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * f+K -> db+K -> f,f+K (closed stance)
 - * d+P+K,K -> d+P -> ub+K (open stance)
 - 2) double swallow kick [uf+K,K]
 - * d+P+K,K -> P,P,u+P -> d,U+P pounce (closed stance)
 - * d+P+K,K -> d+P -> ub+K (open stance)
 - 3) triple punch-sweep [P,P,P,d+K]
 - * D,f+K,K -> d,U+P pounce (closed stance)
 - * d+P+K,K -> d+P -> ub+K (open stance)
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * f+K -> d+P -> ub+K (closed stance)
 - * f+K -> db+K -> d,U+P pounce (open stance)

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
 - * K,P -> ub+K (closed stance)
 - * f+P,K -> d,U+P pounce (open stance)
 - 2) lunging sweep [df+K+G]
 - * D,f+K,K -> ub+K (closed stance)
 - * d+P+K,K -> d+P -> ub+K (open stance)
 - 3) toekick-punt kick [d+P+K,K]
 - * f+K -> db+K -> f,f+K (closed stance)
 - * f+K -> d+P -> ub+K (open stance)
 - 4) punch-sidekick [P,d+K]
 - * P,P,u+P

VS. SHUN-DI

- 1) low kick [D+K]
* D,f+K,K -> d,U+P pounce
- 2) single drunken sweep [d+P+K]
* D,f+K,K -> d,U+P pounce
- 3) thrust punch [P+K]
* f+K -> ub+K (closed stance)
* f+K -> db+K (open stance)
- 4) dodging cartwheel kick [f+K+E]
* dash -> f+K -> db+K -> d,U+P pounce (closed stance)
* dash -> f+K -> d+P -> ub+K (open stance)

VS. TAKA-ARASHI

- 1) two-handed sumo thrust [b,f+P]
* f+P,K -> d,U+P pounce
- 2) elbow [f+P]
* P,P,u+P
- 3) two-handed uppercut [DF+P+K]
* f+P,K -> d,U+P pounce
- 4) low swipe [D+P+K]
* f+P,K -> d,U+P pounce

VS. WOLF HAWKFIELD

- 1) short shoulder [b,f+P+K]
* f+P,K -> d,U+P pounce
- 2) knee [f+K]
* f+P,K -> d,U+P pounce
- 3) hook punch [db+P]
* P,P,u+P
- 4) low kick [D+K]
* f+P,K -> d,U+P pounce

SHUN-DI

=====

VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
* d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
* d,df,f+P,b+P -> d,df,f+P -> u+P pounce (left foot forward)
- 2) body check [b,f,f+P+K]
* d,df,f+P,b+P -> d,df,f+P -> u+P pounce (right foot forward)
* d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (left foot forward)
- 3) stun palm [P+K+G]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 4) evading body check [b,f+P+K+E]
* d,df,f+P -> d,df,f+P,b+P -> u+P pounce (right foot forward)
* d,df,f+P,b+P -> d,df,f+P -> d+P+K,K,K (left foot forward)
- 5) shoulder ram [FC,f+P+K]
* P,K
* P,P,E,P (requires 15 DP to connect)

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 2) elbow-spinning strike [f+P,P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 3) spinning strike [f+P+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 4) spinning strike-elbow [F+P+K,P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 5) sweep [d+K+G]
 - * D,f+P

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (right foot forward)
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (left foot forward)
 - 2) double low kick [D+K,K]
 - * D+P
 - 3) punch-sweep [P,d+K]
 - * db,f+P -> d,df,f+P -> d+P+K,K,K (right foot forward)
 - * db,f+P -> d,df,f+P,b+P -> d+P+K,K,K (left foot forward)
 - 4) knee [f+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 2) kenka uppercut [df,df+P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 3) dodging hell stab [f+P+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 4) shot knee [b+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 5) low heel slide [d+K+G]
 - * D+P

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * D,f+P
 - 2) heelkick [d+K+G]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 3) inverted kickflip [df+K+G]
 - * db,f+P -> df+P -> d+P+K,K,K (right foot forward)
 - * db,f+P -> db,f+P -> d+P+K,K,K (left foot forward)
 - 4) catapult kick [f,f+P+K+G]
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (right foot forward)
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (left foot forward)

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (right foot forward)
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (left foot forward)
 - 2) sliding tackle [f,d+K]
 - * db,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
 - * db,f+P -> df+P -> d+P+K,K,K (left foot forward)
 - 3) TA punch [b,b+P]
 - * d,df,f+P,b+P -> d,df,f+P -> d+P+K,K,K (left foot forward)
 - 4) triple punch-sweep [P,P,P,D+K]
 - * db,f+P -> d,df,f+P -> u+P pounce (right foot forward)
 - * db,f+P -> df+P,P+K -> d+P+K,K,K (left foot forward)
 - 5) triple punch-backflip kick [P,P,P,ub+K]
 - * K,K,P -> d+P+K,K,K

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 2) handstand kicks [db+K]
 - * db,f+P -> d,df,f+P -> d+P+K,K,K
 - 3) uppercut-swipe [df+P,P]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)
 - 4) dodging swipe [d+P+E]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (left foot forward)
 - 2) double swallow kick [uf+K,K]
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (left foot forward)
 - 3) triple punch-sweep [P,P,P,d+K]
 - * d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
 - * db,f+P -> df+P -> d+P+K,K,K (left foot forward)
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * K,K,P -> d+P+K,K,K

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
 - * d,df,f+P -> d,df,f+P -> u+P pounce (right foot forward)
 - * d,df,f+P,b+P -> d,df,f+P -> d+P+K,K,K (left foot forward)
 - 2) lunging sweep [df+K+G]
 - * db,f+P -> K,K -> d+P+K,K,K (right foot forward)
 - * db,f+P -> df+P,P+K -> d+P+K,K,K (left foot forward)
 - 3) toekick-punt kick [d+P+K,K]
 - * d,df,f+P -> d,df,f+P -> d+P+K,K,K (right foot forward)
 - * d,df,f+P,b+P -> d,df,f+P -> u+P pounce (left foot forward)
 - 4) punch-sidekick [P,d+K]
 - * P,K
 - * P,P,E,P (requires 15 DP to connect)

VS. SHUN-DI

- 1) low kick [D+K]
* D,f+P
- 2) single drunken sweep [d+P+K]
* db,f+P -> d,df,f+P -> d+P+K,K,K (right foot forward)
* db,f+P -> db,f+P -> d+P+K,K,K (left foot forward)
- 3) thrust punch [P+K]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 4) dodging cartwheel kick [f+K+E]
* d,df,f+P -> d,df,f+P,b+P -> d+P+K,K,K (right foot forward)
* d,df,f+P,b+P -> db,f+P -> d+P+K,K,K (left foot forward)

VS. TAKA-ARASHI

- 1) two-handed sumo thrust [b,f+P]
* d,df,f+P,b+P -> b,f+P -> K (right foot forward)
* d,df,f+P,b+p -> d+P -> K (left foot forward)
- 2) elbow [f+P]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 3) two-handed uppercut [DF+P+K]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 4) low swipe [D+P+K]
* f+K+E -> D,df+K+G

VS. WOLF HAWKFIELD

- 1) short shoulder [b,f+P+K]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 2) knee [f+K]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 3) hook punch [db+P]
* P,K
* P,P,E,P (requires 15 DP to connect)
- 4) low kick [D+K]
* D+P

TAKA-ARASHI

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VS. AKIRA YUKI

- 1) super dashing elbow [f,f,f+P]
* f,f+P,P,P -> df+K pounce
- 2) body check [b,f,f+P+K]
* df,df+P -> f,f+P,P,P -> b+K (right foot forward)
* df,df+P -> f,f+P -> df+K pounce
- 3) stun palm [P+K+G]
* P,P
* d+P
* f+P
- 4) evading body check [b,f+P+K+E]
* f,f+P,P,P -> b+K

- 5) shoulder ram [FC,f+P+K]
 - * P,P
 - * d+P
 - * f+P

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
 - * high throw
 - 2) elbow-spinning strike [f+P,P]
 - * high throw
 - 3) spinning strike [f+P+K]
 - * high throw
 - 4) spinning strike-elbow [F+P+K,P]
 - * high throw
 - 5) sweep [d+K+G]
 - * DF+P+K -> DF+P+K -> DF+P+K -> DF+P+K -> d+P
 - * DF+P+K -> DF+P+K -> DF+P+K -> DF+P+K -> df+K pounce

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * f,f+P,P,P -> b+K
 - 2) double low kick [D+K,K]
 - * f,f+P,P,P -> df+K pounce
 - * D,f+P
 - * f+P
 - 3) punch-sweep [P,d+K]
 - * df,df+P -> f,f+P -> df+K pounce
 - * f,f+P,P,P -> df+K pounce
 - * f+P
 - 4) knee [f+K]
 - * high throw

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * P,P
 - * d+P
 - * f+P
 - 2) kenka uppercut [df,df+P]
 - * P,P
 - * f+P
 - 3) dodging hell stab [f+P+K]
 - * P,P
 - * f+P
 - 4) shot knee [b+K]
 - * high throw
 - 5) low heel slide [d+K+G]
 - * f,f+P -> df+K pounce
 - * D,f+P -> df+K pounce
 - * f+P

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * low-back throw
 - 2) heelkick [d+K+G]
 - * high throw
 - 3) inverted kickflip [df+K+G]

- * f,f+P,P,P -> DF+P+K -> df+K pounce
 - * df,df+P -> f,f+P,P,P -> df+K pounce
- 4) catapult kick [f,f+P+K+G]
- * dash -> E -> b,f+P -> df+P,P

VS. LAU CHAN

-
- 1) double palm [b,f,f+P]
 - * f,f+P,P,P -> b+K
 - 2) sliding tackle [f,d+K]
 - * df,df+P -> f,f+P,P,P -> df+K pounce
 - 3) TA punch [b,b+P]
 - * df+P -> df,df+P -> f+K (right foot forward)
 - * f+P -> df+K pounce (right foot forward)
 - * df+P -> DF+P+K -> f+K (left foot forward)
 - * f+P -> df+K pounce (left foot forward)
 - 4) triple punch-sweep [P,P,P,D+K]
 - * df,df+P -> f,f+P,P,P -> df+K pounce (right foot forward)
 - * df,df+P -> DF+P+K -> f+P -> df+K pounce (left foot forward)
 - 5) triple punch-backflip kick [P,P,P,ub+K]
 - * df,df+P -> f,f+P,P,P -> df+K pounce(right foot forward)
 - * df,df+P -> DF+P+K -> f+P -> df+K pounce (left foot forward)

VS. LION RAFALE

-
- 1) elbow [f+P]
 - * high throw
 - 2) handstand kicks [db+K]
 - * DF+P+K -> f,f+P -> df+K pounce
 - * f+P
 - 3) uppercut-swipe [df+P,P]
 - * high throw
 - 4) dodging swipe [d+P+E]
 - * f,f+P,P,P -> b+K

VS. PAI CHAN

-
- 1) single swallow kick [uf+K]
 - * f,f+P,P,P -> b+K
 - 2) double swallow kick [uf+K,K]
 - * df,df+P -> DF+P+K -> b,f+P
 - * E -> b,f+P -> b+K
 - 3) triple punch-sweep [P,P,P,d+K]
 - * df,df+P -> DF+P+K -> b,f+P
 - * f+P
 - 4) triple punch-backflip kick [P,P,P,ub+K]
 - * df,df+P -> DF+P+K -> b,f+P

VS. SARAH BRYANT

-
- 1) elbow-knee [f+P,K]
 - * f,f+P,P,P -> b+K
 - 2) lunging sweep [df+K+G]
 - * df,df+P -> f,f+P -> df+K pounce
 - * DF+P+K -> f,f+p -> df+K pounce
 - 3) toekick-punt kick [d+P+K,K]
 - * f,f+P,P,P -> b+K
 - 4) punch-sidekick [P,d+K]
 - * high throw

VS. SHUN-DI

- 1) low kick [D+K]
 - * f+P
 - * DF+P+K -> f, f+P -> df+K pounce
 - * D, f+P -> df+K pounce
- 2) single drunken sweep [d+P+K]
 - * f+P
 - * df, df+P -> f, f+P -> df+K pounce
 - * DF+P+K -> f, f+P -> df+K pounce
 - * D, f+P -> df+K pounce
- 3) thrust punch [P+K]
 - * f, f+P, P, P -> b+K
- 4) dodging cartwheel kick [f+K+E]
 - * f, f+P, P, P -> b+K

VS. TAKA-ARASHI

- 1) two-handed sumo thrust [b, f+P]
 - * b, f+P (right foot forward)
 - * f, f+P, P, P -> df+P+K
- 2) elbow [f+P]
 - * high throw
- 3) two-handed uppercut [DF+P+K]
 - * f, f+P -> b+K (right foot forward)
 - * f, f+P, P, P -> df+P+K
- 4) low swipe [D+P+K]
 - * f, f+P, P, P -> b+K (right foot forward)
 - * df+K -> b+K (left foot forward)

VS. WOLF HAWKFIELD

- 1) short shoulder [b, f+P+K]
 - * high throw
- 2) knee [f+K]
 - * high throw
- 3) hook punch [db+P]
 - * high throw
- 4) low kick [D+K]
 - * D, f+P
 - * low throw

WOLF HAWKFIELD

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VS. AKIRA YUKI

- 1) super dashing elbow [f, f, f+P]
 - * f+K -> b, f+P+K -> u+P pounce (closed stance)
 - * f+K -> d+P -> d, U+P pounce (open stance)
- 2) body check [b, f, f+P+K]
 - * b, f+P+K -> f+K -> d, U+P pounce (closed stance)
 - * b, f+P+K -> b, f+P+K -> d, U+P pounce (open stance)
- 3) stun palm [P+K+G]
 - * d, uf+K -> P, P, f+P
- 4) evading body check [b, f+P+K+E]
 - * b+P -> b, f+P+K -> d, U+P pounce
 - * E -> side-high throw

- 5) shoulder ram [FC,f+P+K]
 - * db+P -> P,P,f+P (closed stance)
 - * f,df,d,db,b+P,P (open stance)
 - * P,K (open stance)

VS. AOI UMENOKOUJI

-
- 1) elbow [f+P]
 - * high throw
 - 2) elbow-spinning strike [f+P,P]
 - * high throw
 - 3) spinning strike [f+P+K]
 - * high throw
 - 4) spinning strike-elbow [F+P+K,P]
 - * b+P -> f+K -> b,f+P+K -> D+K (closed stance)
 - * b+P -> b,f+P+K -> u+P pounce (open stance)
 - 5) sweep [d+K+G]
 - * f+K -> b,f+P+K -> d,U+P pounce

VS. JACKY BRYANT

-
- 1) elbow-heelkick [f+P,K]
 - * b+P -> b,f+P+K -> d,uf+K -> P,P,f+P
 - 2) double low kick [D+K,K]
 - * low throw
 - * f,df,d,db,b+P,P
 - 3) punch-sweep [P,d+K]
 - * b,f+P+K -> b,f+P+K -> d,U+P pounce (closed stance)
 - * b,f+P+K -> f+K -> d,U+P pounce (open stance)
 - * low throw
 - 4) knee [f+K]
 - * high throw

VS. JEFFRY MCWILD

-
- 1) knee [f+K]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce (closed stance)
 - * d,uf+K -> P,P,f+P
 - 2) kenka uppercut [df,df+P]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce
 - 3) dodging hell stab [f+P+K]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce
 - 4) shot knee [b+K]
 - * high throw
 - 5) low heel slide [d+K+G]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce -> dash -> ground throw
 - * D,df,f+P

VS. KAGE-MARU

-
- 1) TA slide [b,b+K+G]
 - * back-low throw
 - 2) heelkick [d+K+G]
 - * high throw
 - 3) inverted kickflip [df+K+G]
 - * back-high throw
 - * uf+P+G
 - 4) catapult kick [f,f+P+K+G]
 - * dash -> b,f+P+K -> f+K -> d,U+P pounce

VS. LAU CHAN

- 1) double palm [b,f,f+P]
 - * b,f+P+K -> b,f+P+K -> d,U+P pounce
- 2) sliding tackle [f,d+K]
 - * b,f+P+K -> b,f+P+K -> d,U+P pounce
- 3) TA punch [b,b+P]
 - * P,P,f+P
 - * P,K
 - * d+P+K -> D+K -> f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce
- 4) triple punch-sweep [P,P,P,D+K]
 - * b,f+P+K -> f+K -> d,U+P pounce
- 5) triple punch-backflip kick [P,P,P,ub+K]
 - * dash -> f+K -> d+P -> d,U+P pounce (closed stance)
 - * dash -> f+K -> b,f+P+K -> d,U+P pounce (open stance)

VS. LION RAFALE

- 1) elbow [f+P]
 - * high throw
- 2) handstand kicks [db+K]
 - * b,f+P+K -> f+K -> d,U+P pounce (closed stance)
 - * b,f+P+K -> f+K -> d,U+P pounce (open stance)
 - * low throw (open stance)
- 3) uppercut-swipe [df+P,P]
 - * high throw
- 4) dodging swipe [d+P+E]
 - * f+K -> b,f+P+K -> d,U+P pounce (closed stance)
 - * f+K -> d+P -> d,U+P pounce (open stance)

VS. PAI CHAN

- 1) single swallow kick [uf+K]
 - * b,f+P+K -> f+K -> d,U+P pounce
- 2) double swallow kick [uf+K,K]
 - * b,f+P+K -> f+K -> d,U+P pounce
- 3) triple punch-sweep [P,P,P,d+K]
 - * b,f+P+K -> f+K -> d,U+P pounce
- 4) triple punch-backflip kick [P,P,P,ub+K]
 - * b+P -> b,f+P+K -> d,U+P pounce (closed stance)
 - * dash -> f+K -> b,f+P+K -> d,U+P pounce (open stance)

VS. SARAH BRYANT

- 1) elbow-knee [f+P,K]
 - * P,K
 - * P,P,f+P
- 2) lunging sweep [df+K+G]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce (closed stance)
 - * b,f+P+K -> f+K -> d,U+P pounce (open stance)
- 3) toekick-punt kick [d+P+K,K]
 - * f+K -> b,f+P+K -> d,U+P pounce (closed stance)
 - * f+K -> d+P -> d,U+P pounce (open stance)
- 4) punch-sidekick [P,d+K]
 - * high throw

VS. SHUN-DI

- 1) low kick [D+K]
 - * f+K -> d+P -> d,U+P pounce (closed stance)

- * f,df,d,db,b+P,P -> D+K-> b,f+K+G pounce
- 2) single drunken sweep [d+P+K]
 - * b,f+P+K -> b,f+P+K -> d,U+P pounce
- 3) thrust punch [P+K]
 - * b,f+P+K -> f+K -> d,U+P pounce
- 4) dodging cartwheel kick [f+K+E]
 - * b+P -> b,f+P+K -> d,U+P pounce

VS. TAKA-ARASHI

-
- 1) two-handed sumo thrust [b,f+P]
 - * f+K -> d,U+P pounce
 - 2) elbow [f+P]
 - * high throw
 - 3) two-handed uppercut [DF+P+K]
 - * f,df,d,db,b+P,P -> D+K -> b+P -> dash -> d,U+P pounce
 - 4) low swipe [D+P+K]
 - * f+K -> d,U+P pounce
 - * low throw

VS. WOLF HAWKFIELD

-
- 1) short shoulder [b,f+P+K]
 - * high throw
 - 2) knee [f+K]
 - * high throw
 - 3) hook punch [db+P]
 - * high throw
 - 4) low kick [D+K]
 - * f,df,d,db,b+P,P -> D+K -> b,f+K+G pounce

[end of file, (c) GLC]