

After the 401 section, you will jump into the air and if you make contact, you will also bring up your opponent up and down with you.

>910 Dragon Slayer- Down, Down-left, Left + WP or SP

An upper-cut attack that will send your opponent flying.

*>108 Major Serpent Wave- Down, Down-left, Left, Down-left, Down, Down-right, Right + WP or SP

Ryo will flame his fist and then create a huge inferno(limited range) in front of him. Its fast and very powerful, plus, although it has limited range, it still has a deadly range.

*>182- Down, Down-right, Right, Down, Down-right, Right + WP or SP

Ryo will charge up for a monster punch, although it doesnt look powerful or cool(the regular attacks look better) but it does a TON of damage. But, yet another Ryo special is impaired due to limited range.

**>Down, Down- Left, Left, Down-left, Down, Down-right, Right + MAX(A + B)

This version is MUCH more powerful, and it has some range extensions. You will pulsate orange and then unleash the attack, it kicks serious ass, but it also requires you to have 3 bars of special to use.

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|      Moe      |
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>Sleeve Slammer- Down, Down-right, Right + WP or SP x 3:

Moe will slide towards the opponent and knock them with the back of her fist, when you press punch again, you will add one more punch, then one more after that. She uses her jips as punches by the way.

>Reading Stars- Left, Down, Left-down + WP or SP:

She will do a hand punch again, not much different than the Sleeve Slammer.

>Steam Blast- Right, Down, Right-down + WK or SK:

Moe will fly towards the opponent, knock him up in the air and then spin kick them.

>Deciphering Moon- Down, Down-left, Left + WK or SK:

You will spin to your opponent and double punch them...strange for a kick move.

*>Cheery Blossom Storm- Down, Down-left, Left, Down-left, Down, Down-right, Right + WP or SP

Moe will start to spin, hitting the opponent multiple times, then she will punch and stop, then punch the opponent into the air while still spinning.

*>Stork Flight- Down, Down-right, Right, Down, Down-right, Right + WK or SK:

Moe will rush the opponent and start side spinning while kicking your opponent, then you will kick them up into the air.

**>Cherry Blossom Storm MAX- Down, Down-left, Left, Down-left, Down, Down-right, Right + MAX(A + B)

Same as the original Cherry Blossom Storm, but it does MUCH more damage, this is really obvious at the up kicking stage of the attack.

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|     Reiji     |
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>Violent wolf Bash- Down, Down-right, Right + WP or SP:

Reiji will create an image of himself that goes forward and smacks the opponent but you will stay back, which is really useful if you are up against someone who counters like crazy. keep in mind the real Reiji will be the one on the right after the move.

>Drive Fang- SP or WP:

You will upper-cut them after the attack.

>Violent Wolf Bash(vision)- Down, Down-left, Left + WP or SP:

The same as the regular Violent wolf Bash, but the real Reiji will be the one on the left.

>Flying Wolf Bash- Right, Down, Down-right + WP or SP:

An image will jump out from you and punch down upon the enemy, the real one will be on the right.

>Flying Wolf Bash(vision)- Left, Down, Down-left + WP or SP:

Same thing as the flying wolf bash, but the real Reiji will be on the left.

>Aerial wolf Attack- Left, Down-left, Down, Down-right, Right + WK or SK:
You will flying kick your opponent, it has really good range also.

*>Wolf Fang Bash- Down, Down-right, Right, Down-right, Down, Down-left, Left + WP or SP:

Reiji will rush the opponent and start to combo like crazy, ending it with a big bang.

*>Meteor Great Wolf Kick- Down, Down-left, Left, Down-left, Down, Down-right, right + WK or SK:

Reiji will jump off screen and then come flying down(like a meteor) into your opponent, he will attack multiple times(in terms of hits).

**>Aerial Great Wolf Kick- Down, Down-left, Left, Down-left, Down, Down-right, Right + MAX(A + B):

Reiji will power-up and jump kick the opponent...with a vengeance. Too bad this MAX move doesnt do as much damage as all the other MAX moves.

b.The Fatal Fury Team

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|      Terry      |
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>Burning Knuckle- Down, Down-left, Left + WP or SP:

The most useful move in the game IMO. Terry will power up his fist and then fly towards the opponent, the WP version has limited range, but is faster.

>Power Wave- Down, Down-right, Right + WP:

Terry will punch the ground, sending a small wave of energy towards his enemy. His projectile, it can also block the air-borne projectiles most of the other characters have.

>Spherical Wave- Down, Down-right, Right + SP:

The sperical waveis a limited range power wave, you will punch the ground, but the effect of the "fire" will only extend a few feet in front of you.

>Crack Shot- Down, Down-left, Left + WK or SK:

Terry will do a biciyle kick into the air, this is Terry's best anti-air move. If anyone jumps, either smack them mid-jump with multiple strikes of this move, or wait for them to drop down a bit and hit them with a burning knuckle.

>Rising Tackle- Down(hold), Up + WP or SP:

Terry will do a cyclone kick upwards, nothing to it.

>Power Dunk- Right, Down, Right-down + WK or SK:

Terry will jump into the air, and fire fist downwards upon the enemy, he will also knock the enemy up with him if you are close enough to the opponent.

*>Power Geyser- Down, Down-left, Left, Down-left, Right + WP or SP:

Terry will do the spherical wave motion, but the wave will be 10x stronger and 10x bigger. This move cannot be rolled through or jumped over, so it creates a huge barrier of sorts.

*>High Angle Geyser

Terry will run towards the oppoenet, hopefully make contact and knock them up, then they will fall right into a power geyser.

**>Power Geyser MAX- Down, Down-left, Left, Down-left, Right + MAX(A + B):

Oh:) I love this move. Terry will do a power geyser, but he will do multiple ones, they will all be in front of the other. All in all, if one of the geysers makes contact, so will the next one...and the next one. The move does phenominal damage also.

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|      Andy      |
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>Zan Ei Ken- Down-left, Right + WP or SP:

Andy will slide the length of the screen and elbow the enemy.

>Crosswind Crunch- Down, Down-right, Right + WP or SP:

Andy will follow the Zan up with another elbow attack.

>Hi Sho Ken- Down, Down-left, Left + WP:

Andy will do a very small beam type attack. It does hardly any damage, but it does knock down.

>Violent Hi Sho Ken- Down, Down-left, Left + SP:

A powered up version, Andy will create a ball of energy in front of him that will stay there for multiple hits.

>Sho Ryu Dan- Right, Down, Down-right + WP or SP:

You will do a circle kick into the air pretty high, Andy's best anti-air attack

>Sonic Rip- Left, Down-left, Down, Down-right, Right + WK or SK:

Andy will jump feet first into the air and fly towards the opponent.

>Wall of Hyper Jacuzzi-[Near opponent] Left, Down-left, Down, Down-right, Right + WP or SP:

When you are near the opponent, do this move to pull off an easy punch combo that will knock the opponent back.

>Shinranui Specter-[In air] Down, Down-right, Right + WK or SK:

Once in the air you will fly down diagonally on the enemy, but you can link on to this move.

>Lower Uppercut- Shinranui + WP or SP:

You will trip the opponent after the initial hit.

>Upside Uppercut- Shinranui + WK or SK:

You will kick after the initial hit.

*>Super Shell Burst- Down, Down-left, Left, Down-left, Right + WK or SK:

It will be like a flaming Sonic Rip, but the attack will also bring the enemy up with you if you hit them in the first few frames.

*>Zan Ei Ryusei Ken- Down, Down-left, Left, Down-left, Down, Down-right, Right + WP or SP:

You will do a Zan Ei Ken, then follow with a few punches, following that will be a large beam to finish them off.

**>Super Shell Burst MAX- Down, Down-left, Left, Down-left, Right + MAX(A+B)

A VERY much more powered-up Super Shell Burst. You will make an inferno around you, if you can get good contact, you will take a tad more than half the bar of health.

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|      Mai      |
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>Flying Fan Smack- Down, Down-right, Right + WP or SP:

Mai will throw a fan, WP and SP will determine what speed they go at.

>Dragon Flame Fandango- Down, Down-left, Left + WP or SP:

Mai will turn around and flames will come from her dress. If you are close, you will get 2 hits in.

>Deadly Bees- Left, Down-left, Down, Down-right, Right + WK or SK:

She will roll on the ground and then jump toward the direction you are faced and elbow anything in her path.

>Flying Squirrel Boogie-[In air] Down, Down-left, Left + WP or SP:

Mai will be mid-air, then stop, aim down to the ground, and make like a meteor.

>Mountain Cherry Bop- Boogie + Down + WP or SP:

You will add a punch to the initial move.

>Wings of Flight- Boogie + Down + WK or SK:

Adds a kick to the boogie.

>Stone Slayer-[Near opponent] Boogie + Down-left or Down or Down-right + WK or SK:

You will add a few hits onto the combo. Like the Andy combo.

>Plover Pounce- Down, Down-left, Left + WK or SK:

Mai will pull out a huge fan and swing it diagonally, WK will be faster, but weaker.

*>Super Deadly Bees- Down, Down-left, Left, Down-left, Down, Down-right, Right + WK or SK:

Mai will do a deadly bees, but will flame, so it does MUCH more damage.

*>Pheonix Fandango- Down, Down-left, Left, Down, Down-left, Left + WP or SP:
Mai will jump into the air, then flame on and start spinning and throw herself
down on the opponent.

*>Water Foul Polka- Down, Down-right, Right, Down, Down-right, Right + WP or
SP:

Mai will throw 3 flaming fans at the enemy, 2 high and 1 low.

**>Super Deadly Bees MAX- Down, Down-left, Left, Down-left, Down, Down-right
, Right + MAX(A + B):

Like the Super Deadly Bees, but way souped up and faster, it does about half a
bars damage also.

c.The Art of Fighting Team

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|      Ryo      |  
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>Tiger Flame Punch- Down, Down-right, Right + WP or SP:
Ryo will power his punch up and then punch forward, the weak version will be
faster, but not by much.

>Koho- Right, Down, Down-right + WP or SP:
A flying upper-cut, noticed that Ryo is a shotokan clone yet?

>Streaming Gale Kick- Right, Down-right, Down, Down-left, Left + WK or SK:
Ryo will jump into the air and double kick.

>Slicing Wind Punch- Right, Left, Right + WP or SP:
Ryo will do a 13 hit combo punch, followed by a big upper cut.

>Rage of Tiger God- Down, Down-right, Right + WK or SK:
Ryo will jump high into the air and come down and elbow the enemy, the WK ver.
has a shorter range and lower jump.

>Tiger Blast Banshee- Down, Down-left, Left + WP or SP:
This move is useful more against real opponents that it is against the comp.
Ryo will pretend to make a run for it, then he will turn around and punch the
enemy.

*>Conquest Cruncher- Right, Left, Down-left, Down, Down-right, Right + WP or
SP:
Ryo will fire a HUGE fireball across the screen.

*>Dragon-Tiger Fandango- Down, Down-right, Right, Down-right, Down,
Down-left, Left + WP or SP:
Ryo will jump forward and do a 15-hit combo(I am sure it is MUCH more, but it
only registers 15 hits) and then finishes with an upper-cut.

*>Conquest of Heaven- Down, Down-right, Right, Down, Down-right, Right + WP
or SP:
Ryo will do a humongeous punch, it doesnt do much damage, but it knocks the
enemy clear across the screen, and can be used as a counter.

**>Conquest Cruncher MAX- Right, Left, Down-left, Down, Down-right, Right +
MAX(A + B):
You will throw an even bigger huge orange fireball at the opponent. It is very
fast, and does a lot of damage.

**>Dragon-tiger Fandango MAX- Down, Down-right, Right + MAX(A + B):
This is an easy specialO_O. Ryo will jump towards the enemy and do a MASSIVE
28 hit combo, following up with 2 upper-cuts.

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|      Yuri     |  
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>Tiger Flame Punch- Down, Down-right, Right + WP or SP:
The Tiger Flame is pretty slow, but has good range. The SP version has a much
better range though.

>Conquest Cruncher- Down, Down-right, Right[HOLD] + WP or SP:
Again, this move is very very slow, it takes a very long time to charge, but it
is worth it. The beam she shoots is very large, and unless the opponent gets a

perfect jump they cannot avoid it.

>Rai Oh Ken- Down, Down-right, Right + WK or SK:

Yuri will jump high into the air (depending on whether you use WK or SK) and throw down a ball of energy.

>Hyakuretsu Binta- Right, Down-right, Down, Down-left, Left, Right + WK or SK:

Yuri will rush the enemy, she will then grab (if not blocked) and she will do a couple slaps and then do a big slap.

>Yuri Chou Upper- Right, Down, Down-right + WP or SP:

Yuri will run a little and then do an upper cut, you can also add another upper cut to the mix.

>Double Yuri Chou Upper- [Strong attack only] Right, Down, Down-right + WP or SP:

Yuri will add another upper cut onto it and knock the enemy farther and higher than normally.

>Yuri Super Knuckles- Down, Down-left, Left + WP or SP:

Yuri will jump a bit forward then lunge towards the enemy and fire fist them. Also, if you hold the attack button, Yuri will circle her arms and charge up, then unleash it with MUCH more damage.

>Yuri Super Kick- Down, Down-left, Left + WK or SK:

Yuri will do a helicopter kick while flying towards the enemy, it has good range.

*>Flying Phoenix Kick- Down, Down-right, Right, Down-right, Down, Down-left, Left + WK or SK:

Yuri will rush the enemy and then do a 12 hit kick combo on them and jump back into position.

*>Hien Rekkou- Down, Down-right, Right, Down, Down-right, Right + WP or SP:

Yuri will do a 3 wave upper cut combo, each time launching the opponent higher and higher into the air.

**>Flying Phoenix Kick MAX- Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

Yuri will do the same as the Phoenix kick, but will launch the opponent MUCH higher and then slam the opponent back into the ground.

**>Shin! Chou Upper- Down, Down-right, Right, Down, Down-right, Right + MAX(A + B):

Yuri will do a strong backhand, then follow up with a huge upper cut.

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|      Takuma      |
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>Tiger Flame Punch- Down, Down-right, Right + WP or SP:

Takuma will launch a fireball from his hand.

>Streaming Gale Kick- Down-left[Briefly], Right + WK or SK:

Takuma will kick upwards, much higher than usual.

>Slicing Wind Punch- Right, Left, Right + WP or SP:

Takuma will do a 13 punch combo and then upper cut, sending the opponent flying

>Shoran Kyaku- Right, Down-right, Down, Down-left, Left + WK or SK:

Takuma will rush the opponent, grab him, jump up on him and use his knees to hit them.

>Tiger Boulder Bash- Down, Down-left, Left + WP or SP:

This is very similar to one of Ryo's specials. Takuma will make a small punch with his weight on his back foot and if the opponent comes near him, they will fly across the screen.

*>Haoh Shi Koh Ken- Right, Left, Down-left, Down, Down-right, Right + WP or SP:

This is Takuma's primary special, you will throw a gigantic fireball across the screen. You can also charge this move by holding the attack button, which will make the move more powerful.

*>Dragon-Tiger Fandango- Down, Down-right, Right, Down-right, Down, Down-left, Left + WP or SP:

Takuma will jump the opponent, do a 13 hit combo, and then jump back and do a Haoh Shi Koh Ken to finish it.

*>Neo Demon-God Attack- [Near Opponent]Down, Down-right, Right, Down, Down-right, Right + WP or SP:

A giant 3 hit combo will be done on the enemies doorstep.

**>Dragon-Tiger Fandango MAX- Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

11 physical hits and then 3 Haoh Shi Koh Ken in a row.

d.The Ikari Team

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|      Leona      |
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>Moon Slasher- Down[Briefly], Up + WP or SP:

Leona will jump up from her crouch and use a spin attack thing that will clear your opponent from punch and kick range.

>Grand Saber- Left[Briefly], Right + WK or SK:

Leona will rush the opponent and then use a Moon Slasher while sliding.

>[Strong Attack Only] Gliding Buster- Right + SK:

Leona will add a jump kick to the Grand Saber.

>X-calibur- [In Air]Down, Down-left, Left + WP or SP:

Leona will make a bow and arrow type shape downwards.

>Baltic Launcher- Left[Briefly], Right + WP or SP:

She will make a green ball in the air that will damage anyone who hits it.

>Earring Bomb 1- Down, Down-left, Left + WK or SK:

Leona will grab a shining earring and then chuck it at the enemy, which will then blow up.

>Heart Attack- Left, Down, Down-left + WK or SK:

Leona will chuck a bomb on the enemy, but it wont blow up, its a time bomb. Wait a few seconds and it will blow, or you can do the move again and she will remotely set off the bomb. The move has REALLY good damage, but it has very short range.

*>V-slasher- [Air]Down, Down-right, Right, Down-right, Down, Down-left, Left + WP or SP:

Leona will shoot down, then slash the opponent up.

*>Rebel Spark- Down, Down-left, Left, Down-left, Down, Down-right, Right + WP or SP:

Leona will stick a huge amount of dynamite in the enemy after rushing them. She will withdraw and set off the bomb.

*>Grateful Dead- Down, Down-right, Right, Down, Down-right, Right + WP or SP

Leona will jump over the opponent, start to flame white with energy, and then suck the energy from the opponent.

**>V-slasher MAX- [Air]Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

A larger version of the V-slasher, it will take upwards of half the health of the enemy.

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|      Ralf      |
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>Vulcan Punch- WP or SP[Repeatedly]:

Ralf will do a huge firecracker type combo punch. He will do a bunch of punches but it only takes 1 punch to knock down your opponent, if you are lucky the enemy will get up and immediatly be hit again.

>Gatling Attack- Left[Briefly], Right + WP or SP:

Ralf will do a 3 hit combo. 2 of those will be regular punches then he will finish with an upper-cut.

>Super Argentine Back Breaker- Left, Down-left, Down, Down-right, right + WK or SK:

Keep note that you have to be very close range to the enemy for this attack. You will grab the enemy and throw them up and they will land on thier back on your shoulders, then you will throw them away.

>Sudden Drop Slam- Down[Briefly], Up + WP or SP:

Ralf will fly up(and do damage if you are close enough) then act like a missile and fly towards the enemy kamizake style.

>[Air] Sudden Drop Slam- [Air] Down, Down-right, Right + WP or SP:

Instead of the jump from the normal version, you will already be in the air and you will just do the last segment of the attack.

>Ralf Kick- WK or SK[Briefly, Then Release]:

I actually dont see any difference in this move, please email me if you can find out what this move is.

>Ralf Tackle- Right, Down-right, Down, Down-left, Left + WK or SK:

Ralf will go into bull mode and rush the enemy head on, knocking anything he hits far into the air and slamming back to the ground.

*>Super Vulcan Punch- Down, Down-right, Right, Down-right, Down, Down-left, Left + WK or SK:

Ralf will do his warcry than rush forward and do a 13 hit combo on the enemy followed by a huge flaming upper-cut.

*>Horse Power Vulcan Punch- Down, Down-left, Left- Down-left, Down, Down-right, Right + WK or SK:

Ralf will rush the enemy, drag them down to the ground and do a 14 hit combo, the last being a massive punch that will send the opponent flying.

**>Super Vulcan Punch MAX- own, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

Ralf will extend the combo to 28 hits and do well over half a health bar of damage.

**>Galactica Phantom MAX- Down, Down-right, Right, Down, Down-right, Right + MAX(A + B):

Ralf will do a huge wind up, then a gigantic punch, it will do a HUGE 2/3 of a health bar hit.

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|=====|
|      Clark      |
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>Gatling Attack- Left[Briefly], Right + WP or SP:

Clark will do a 3 hit combo(if you are close enough) which consits of 1 regular punch followed by an upper-cut that can connect multiple times.

>Napalm Stretch- Right, Down, Down-right + WP or SP:

Clark will rush the enemy, grab hold then throw them over himself.

>Mount Tackle- Left, Down-left, Down, Down-right, Right + WP or SP:

Clark will tackle the enemy.

>Clark Lift- Down, Down + WP:

After the tackle, Clark will pick the enemy up, spin around and then throw them on their head.

>Rolling Cradle- Down, Down + WK or SK:

After the grab Clark will roll around with the opponent then throw him/her.

>Sleeper Lift- Down, Down + SP:

After the tackel Clark will take the enemy and slam him on his head from the ground.

>Frankensteiner- [Near Opponent] Right, Down, Down-right + WK or SK:

Clark jumps up and puts the enemies head between his legs and throws them across the screen, then he stops for a pose...

>Super Argentine Back Breaker- [Near Opponent] Left, Down-left, Down, Down-right, Right + WK or SK:

Clark will grab the enemy and throw them HIGH into the air, they come down and are smashed on the shoulders of Clark, ouch.

>Flashing Elbow-[After special throw] Down, Down-right, Right + WP or SP:

Clark will fall onto the enemy with his shoulder while they are laying on the ground for some added damage.

*>Ultra Argentine Back Breaker-[Near Opponent] Right, Down-right, Down, Down-left, Left, Right, Down-right, Down, Down-left, Left + WP or SP:
Clark will throw the enemy up 3 times(all the while posing and tuanting) until he finally throws them down.

*>Running Three- Left, Down-left, Down, Down-right, Right, Left, Down-left, Down, Down-right, Right + WK or SK:
Clark will rush the opponent, grab them and lift them above his head, then run and smash them into the ground 3 times, its a cool looking move.

**>Ultra Argentine Back Breaker MAX-[Near Opponent] Right, Down-right, Down, Down-left, Left, right, Down-right, Down, Down-left, Left + MAX(A + B):
Its almost the same, but, instead Clark will catch the enemy between his legs in the air on the 3rd fall, then throw them into the ground, it does about half a health bar of damage.

e.The Phyco Soldiers Team

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|   Athena   |  
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>Psycho Ball Attack- Down, Down-left, Left + WP or SP:
Athena will throw a projectile energy ball.

>Psycho Reflector- Right, Down-right, Down, Down-left, Left + WK:
Athena will create a huge sheild that will reflect any projectile attacks back at the enemy. It will also do damage if you are near enough to the opponent.

>New Phyco Reflector- Right, Down-right, Down, Down-left, Left + SK:
This version is much better than the last one. It has longer range, more damage than the last one(if you are close enough)and still has the same effect of reflecting projectiles.

>Pheonix Arrow- [Air] Down, Down-left, Left + WK or SK:
Athena will durl into a ball in the air and then make like a comet. Then, she will trip the enemy afterwards.

>Psycho Sword- Right, Down, Down-right + WP or SP:
Athena will a a huge upper-cut that will act like a wall if anyone tries to jump through it.

>Psycho Sword Air- [Air] Right, Down, Down-right + WP or SP:
If someone is already in the air, you can use this and launch them farther, there is no difference in damage though.

>Psychic Teleport- Down, Down-right, Right + WK or SK:
Athena will an after image teleport, it goes pretty far also. But, you go smaller distances if you are closer to the enemy.

>Psycho Shoot- Left, Down-left, Down, Down-right, Right + WP or SP:
This move is very slow and predictable, but it will knock the enemy over and do some decent damage.

*>Shining Crystal Bit- Right, Down-right, Down, Down-left, Left, Right, Down-right, Down, Down-left, Left + WP or SP:
Athena will stand in place and blue balls of energy will circle her, doing damage to anything it hits.

*>Crystal Shoot- Down, Down-left, Left + WP or SP:
When you do this, Athena will stick her finger up and gather the enegy, then throw it at her enemy, good for when you know they are out of range.

*>Shining Crystal Bit Air- [Air] Right, Down-right, Down, Down-left, Left, Right, Down-right, Down, Down-left, Left + WP or SP:
Same thing except she will freeze in the air.

*>Crystal Shoot Air-[Air] Down, Down-left, Left + WP or SP:
Almost the same thing, but she will put throw the ball diagonally at the enemy.

*>Pheonix Fang Arrow-[Air] Down, Down-right, Right, Down, Down-right, Right + WK or SK:
Athena will do the comet type attack, but teleport and repeat it 3 times in a row.

**>Shining Crystal Bit MAX- Right, Down-right, Down, Down-left, Left, Right,

Down-right, Down, Down-left, Left + MAX(A + B):

It will be much more powered-up. Athena will be glowing and the energy will be much larger.

*>Crystal Shoot- Down, Down-left, Left + WP or SP:

It will be exactly like the regular, but some added damage.

**>Shining Crystal Bit Air MAX-[Air] Right, Down-right, Down, Down-left, Left, Right, Down-right, Down, Down-left, Left + MAX(A + B):

Again, its the same exact move except in the air, no variety here...

*>Crystal Shoot-[Air] Down, Down-left, Left + WP or SP:

Do you get it yet?

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|      Kensou      |
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>Serpent Jawbreaker- Left, Down, Down-left + WK or SK:

Kensou will do a handstand and make like a helicopter with his legs.

>Soil-Sentenced Serpent Fang- Left, Down-left, Down, Down-right, Right + WP:

Kensou will throw his body across the screen and do a 3 hit combo with his kicks.

>Aerial Serpent Fang- Left, Down-left, Down, Down-right, Right + SP:

The same thing except Kensou will go diagonally upwards. You do not have to be in the air to do this move.

>Dragon Talon Trounce- [Air] Down, Down-left, Left + WP or SP:

He will freeze in mid-air, wind up and fly down crouching tiger hidden dragon style(it looks like slow motion) and put his fist in front of him.

>Dragon Drubbing- Right, Down, Down-right + WP or SP:

Kensou will do 3 down punches, then smack then upwards.

>Dragon Dervish- Down, Down-left, Left + WP or SP:

Kensou will jump low and fly towards the enemy.

>Boring Fang- Down, Down-right, Right + WK or SK:

Kensou will stand on 1 hand and put his foot high into the air, kicking the enemy upwards.

*>Dragon God Lightning Kick- Down, Down-right, Right, Down-right, Down, Down-left, Left + WK:

Kensou will do an 11 hit combo. He starts with regular kicks than does a heli. kick and flies into the air with the enemy.

*>Dragon God Heaven Hoolah- Down, Down-right, Right, Down-right, Down, Down-left, Left + SK:

It looks like the same move but its not. Kensou will flying kick the enemy up, then he will wait at the bottom to helicopter kick the enemy.

*>Super Dragon Drubber- Down, Down-right, Right, Down, Down-right, Right + WP or SP:

If you connect on the first punch, you will do a 14-hit combo, if not, you will only do the initial hit.

**>Dragon God Heaven Hoolah MAX- Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

Kensou will do a move exactly like the Dragon God Heaven Hoolah, but will be glowing orange, and he will juggle the opponent with his helicopter kick 4 times.

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|=====|
|      Boa      |
|=====|
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>Psycho Ball Attack Front- Down, Down-left, Left + WP:

Boa will throw a projectile blue energy ball.

>Psycho Ball Attack Rise- Down, Down-right, Right + WP:

Boa will slap the ground and the energy ball will fly upwards.

>Psycho Ball Attack Rebound- Down, Down-right, Right + WK:

She will throw a ball at the ground and it will bounce diagonally upwards. It seems like this ball is bigger than the usual.

>Psycho Ball Attack Reflect- Down, Down-left, Left + WK:
This attack will reflect any projectiles back at the enemy.

>Psycho Ball Attack Airfront-[Air] Down, Down-left, Left + WP:
Boa will throw an energy ball while she is airborne.

>Psycho Ball Attack Airbound-[Air] Down, Down-right, Right + WK:
Boa will throw a ball diagonally down on the enemy.

>Psycho Ball Crash Front- Down, Down-left, Left + SP:
Boa will curl into a ball and fly towards the enemy, if you don't connect she will skid and you will be wide open for attack.

>Psycho Ball Crash Rise- Down, Down-right, Right + SP:
Boa will again curl into a ball and rise straight up, doing anything she comes in contact with damage.

>Psycho Ball Crash Rebound- Down, Down-right, Right + SK:
Boa will bounce like a ball into the air.

>Psycho Ball Crash Reflect- Down, Down-left, Left + SK:
Boa will fly towards the enemy, do damage and reflect projectiles at the same time.

>Psycho Ball Crash Airfront-[Air] Down, Down-left, Left + SP:
Boa will fly toward to other side, she will lower altitude a little, but don't expect a major drop.

>Psycho Ball Crash Airbound-[Air] Down, Down-right, Right + SK:
Boa will jump into the air and bounce like a ball, quite funny actually.

*>Psycho Call Attackmax- Down, Down-left, Left, Down, Down-left, Left + WP or SP:
Boa will fire a HUGE energy ball and then roll away backwards.

*>Psycho Ball Crash SP- Down, down-left, Left, Down, Down-left, Left + WK or SK:
Boa will make a sphere around herself(made of pure energy) and then kneel down in exhaust. you don't want to not make contact, you are a sitting duck if you don't.

**>Psycho Ball Attackmax MAX- Down, Down-left, Left, Down, Down-left, Left + MAX(A + B):
Boa will make a HUGE orange ball and throw it towards the enemy and roll away.

**>Psycho Ball Attack 2 DX MAX- Right, Left, Down-left, Down, Down-right, Right + MAX(A + B):
Boa will throw a small ball at the enemy(which moves slowly), but on contact it will explode into a HUGE ball and do a 15 hit combo, and will also leave the enemy stunned, so you can add in more moves to the combo.

f.The Korean Team

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|           Kim           |
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>Hishou Zan- Down[Briefly], Up + WK or SK:
Kim will backflip kick the enemy if he/she is near.

>Tenshou Zan- Down + SK:
Kim will stomp on the enemy while he/she is on the ground after the initial attack.

>Han Getsu Zan- Down, Down-left, Left + WK or SK:
Kim will frontflip and do the splits, kicking anything in his way.

>Hishou Kyaku-[Air] Down, Down-right, Right + WK or SK:
Kim will stop in mid-air and do a formed kick downwards on the enemy.

>Comet Crusher- Left[Briefly], Right + WK or SK:
Kim will slide trip the enemy, then rise his foot and kick downwards, smashing the enemy to the ground.

>Spirit of conquest Kick- Down, Down + WK or SK:
Kim will stomp on the ground, creating a small shockwave.

*>Pheonix Flail- Down, Down-left, Left, Down-left, Right + WK or SK:

Kim will do a 13 kick combo, the last 2 will be a Hishou Zan type move.

*>Pheonix Flail Air-[Air] Down, Down-left, Left, Down-left, Right + WK or SK
It will be the same move, but it looks like he is floating through the air at first.

*>Rising Pheonix Kick- Down, Down-right, right, Down, Down-right, Right + WK or SK:

Kim will just a do high kick, used as a counter.

**>Pheonix Flail MAX- Down, Down-left, Left, Down-left, Right + MAX(A + B):
It look similar but Kim will do a 21 hit combo, it is much faster and bigger.

**>Pheonix Flail Air MAX-[Air] Down, Down-left, Left, Down-left, Right + MAX(A + B):

Same thing, but he will float in the air towards the enemy.

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|=====|
|      Choi      |
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>Tornado Swing- Down[Briefly], Up + WP or SP:

Choi will create a tornado from himself, damaging what he hits.

>Rising Rip- Down[Briefly], Up + WK or SK:

Choi will jump backwards all the way across the screen.

>Surprising Flying Ape Attack- Left[Breifly], Right + WP or SP:

Choi will get on his side and barrel roll with his claws out in front of him.

>Hishou Kyaku-[Air] Down, Down-right, Right + WK or SK:

Choi will freeze in the air and kick downwards.

>Tragic Distance Shredder- Right, Down, Down-right + WK or SK:

Choi will do a backflip kick.

>Revolving Ape Slice- Down, Down-left, Left + WP or SP:

Choi will roll into a ball and fo forward, if he hits the enemy he will do a 9-hit combo on the enemy.

>Suprising Flying Ape Attack- WP or SP:

While you are still on the ground, command this and Choi will jump forward and damage anything in front of him and knock them down.

*>Super Tornado Vacuum Slice- Right, Down-right, Down, Down-left, Left, Right, Down-right, Down, Down-left, Left + WP or SP:

Choi will make himself into a huge tornado, this move will do initial damage and will juggle the opponent in the air.

*>Pheonix Flail- Down, Down-right, Right, Down-right, Down, Down-left, Left + WK or SK:

Choi will rush the enemy and do a 14 hit combo, then launch them up into the air.

*>Super Revolving Puncture-[Air] Down, Down-right, Right, Down, Down-right, Right + WP or SP:

Choi will stop in mid-air and become a comet like thing, flaming down on the enemy.

**>Pheonix Flail MAX- Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

Choi will rush the enemy and do a 28 hit combo doing over half a health bar of damage. He will also add in a cool spinning attack.

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|=====|
|      Chang      |
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>Spinning Steel- WP or SP[Repeatedelty]:

Chang will spin the ball above his head, you can also move very slowly(like you are floating mere inches off the ground) while doing this move.

>Ball and Bash- Left[Breifly], Right + WP or SP:

Chang will charge up and then throw a devastating attack that will do lots of damage and knock the enemy on his ass.

>Heave of Destruction-[Near opponent] Right, Down-right, Down, Down-left,

Left, Right + WP or SP:

Cahng will grab the enemy and slam him to his right and left repeatedly.

>Drumming Drubber- Left, Down-left, Down, Down-right, Right + WK or SK:

Chang will.....pick his nose.....

*>Berserk Ball- Down, Down-right, Right, Down-right, Down, Down-left, Left + WP or SP:

Cahng will "rush" the enemy and do an 11-hit combo.

*>Iron Sphere Smasher- Down, Down-right, Right, Down, Down-right, Right + WP or SP:

Change will do a HGUE belly flop that will do almost half a life bar of damage.

*>Beating of Iron- Down, Down-right, Right, Down, Down-right, Right + WK or SK:

Chang will smash the enemy with his ball 6 times.

**>Iron Sphere Smasher MAX- Down, Down-right, Right, Down, Down-right, Right + MAX(A + B):

Chang will do a MASSIVE bellyflop.

g.The Yagami Team

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|=====|
|      Iori      |
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>108 Style Dark Thrust- Down, Down-right, Right + WP or SP:

Iori will launch a beam on the ground forward. WP or SP will determine the speed of the attack.

>100 Baked Demon- Right, Down, Down-right + WP or SP:

Iori will do a spinninf upper cut.

>127 Blue Flower- Down, Down-left, Left + WP or SP[x3]:

Iori will start with an upper-cut, then he will smash down, then put his fists together, jump at the enemy and smash them to the ground. This is if you sucessfully complete the combo 3 times.

>212 Harp Moon Shadow- Right, Down-right, Down, Down-left, Left + WK or SK:

Iori will rush the enemy, smash them to the ground and then use energy to hurt them.

>Evening Gail- Right, Down-right, Down, Down-left, Left, Right + WP or SP:

You have to be near the opponent for this. You will grab the enemy and then throw them to your other side, they will be stunned for a moment, so you can use the 108 or 127 for a good combo.

*>1211 Maiden Masher- Down, Down-right, Right, Down-right, Down, Down-left, Left + WP or SP:

Iori will do an 8-hit combo then follow up with a grab that will explode with energy.

*>Concealed 1207 Gloom Gouger- Down, Down-right, Right, Down, Down-right, Right + WP or SP:

Iori will put 2 energy clouds in front of him, if one connects, the enemy will fly upwards and a HUGE spike energy will damage him and throw him backwards.

**>1211 Maiden Masher MAX- Down, Down-right, Right, Down-right, Down, Down-left, Left + MAX(A + B):

It starts off like the regular Maiden Masher, but Iori will do the energy explode 6 times this time, doing massive damage.

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|=====|
|      Jun      |
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>Chop Buster-[Near opponent] Right, Down-right, Down, Down-left, Left + WP or SP:

Jun will grab the enemy, bash him/her and throw him/her to the ground.

>Revolver Drop- Right, Down, Down-right + WK or SK:

Jun will leap into the air with her knee extended.

>Sunrise Drop- WK or SK[Briefly, then release]:

