

# Guilty Gear XX Accent Core Plus FAQ/Move List

by Leyviur

Updated to v1.00 on May 5, 2009

This walkthrough was originally written for Guilty Gear XX Accent Core Plus on the PSP, but the walkthrough is still applicable to the Wii version of the game.

=====  
Guilty Gear XX Accent Core Plus FAQ & Walkthrough by Leyviur v 1.00  
=====

## Disclaimer

This walkthrough may only be used for personal use, and may be used electronically as long as it remains unaltered. Latest updates of this FAQ can be found at GameFAQs (<http://www.gamefaqs.com>). This guide is copyright Abraham Liu. Please do not repost it without permission; if you ask, I will likely consent, so please spare the five seconds needed to ask!

Send any questions, comments, corrections, or death threats to  
leyviur@gmail.com

Last update was on Sunday, August 24, 2008.

## Table of Contents

1. Introduction	[GGInt]
2. Controls	[GGCon]
3. Movelist	[GGMvL]
3.1 Sol Badguy	[GGSBG]
3.1.1 Normal Mode	[GGSBN]
3.1.2 EX Mode	[GGSBE]
3.2 Ky Kiske	[GGKKS]
3.2.1 Normal Mode	[GGKKN]
3.2.2 EX Mode	[GGKKE]
3.3 Order Sol	[GGORS]
3.3.1 Normal Mode	[GGORN]
3.3.2 EX Mode	[GGORE]
3.4 Johnny	[GGJNY]
3.4.1 Normal Mode	[GGJNN]
3.4.2 EX Mode	[GGJNE]
3.5 May	[GGMAY]
3.5.1 Normal Mode	[GGMYN]
3.5.2 EX Mode	[GGMYE]
3.6 Millia Rage	[GGMLA]
3.6.1 Normal Mode	[GGMLN]
3.6.2 EX Mode	[GGMLE]
3.7 Eddie	[GGEDA]
3.7.1 Normal Mode	[GGEDN]
3.7.2 EX Mode	[GGEDE]
3.8 A.B.A	[GGABA]
3.8.1 Normal Mode	[GGABN]
3.8.2 EX Mode	[GGABE]
3.9 Robo-Ky	[GGRBK]

3.9.1 Normal Mode	[GGRBN]
3.9.2 EX Mode	[GGRBE]
3.10 Dizzy	[GGDZY]
3.10.1 Normal Mode	[GGDZN]
3.10.2 EX Mode	[GGDZE]
3.11 Testament	[GGTST]
3.11.1 Normal Mode	[GGTSN]
3.11.2 EX Mode	[GGTSE]
3.12 Anji Mito	[GGAMT]
3.12.1 Normal Mode	[GGAMN]
3.12.2 EX Mode	[GGAME]
3.13 Baiken	[GGBKN]
3.13.1 Normal Mode	[GGBKN]
3.13.2 EX Mode	[GGBKE]
3.14 Slayer	[GGSLR]
3.14.1 Normal Mode	[GGSLN]
3.14.2 EX Mode	[GGSLE]
3.15 Venom	[GGVNM]
3.15.1 Normal Mode	[GGVNN]
3.15.2 EX Mode	[GGVNE]
3.16 Jam Kuradoberi	[GGJMK]
3.16.1 Normal Mode	[GGJMN]
3.16.2 EX Mode	[GGJME]
3.17 Bridget	[GGBRD]
3.17.1 Normal Mode	[GGBRN]
3.17.2 EX Mode	[GGBRE]
3.18 Zappa	[GGZPA]
3.18.1 Normal Mode	[GGZPN]
3.18.2 EX Mode	[GGZPE]
3.19 Faust	[GGFST]
3.19.1 Normal Mode	[GGFSN]
3.19.2 EX Mode	[GGFSE]
3.20 Chipp Zanuff	[GGCHP]
3.20.1 Normal Mode	[GGCHN]
3.20.2 EX Mode	[GGCHE]
3.21 Potemkin	[GGPTM]
3.21.1 Normal Mode	[GGPTN]
3.21.2 EX Mode	[GGPTE]
3.22 Axl Low	[GGAXL]
3.22.1 Normal Mode	[GGAXN]
3.22.2 EX Mode	[GGAXE]
3.23 I-No	[GGINO]
3.23.1 Normal Mode	[GGINN]
3.23.2 EX Mode	[GGINE]
3.24 Kliff Undersn	[GGCLF]
3.24.1 Normal Mode	[GGCLN]
3.25 Justice	[GGJST]
3.25.1 Normal Mode	[GGJSN]
4. Secrets & Unlockables	[GGSec]
5. Version History	[GGVer]
6. Credits	[GGCre]

=====	
I. INTRODUCTION	[GGInt]
=====	

Guilty Gear XX Accent Core Plus is the latest in the phenomenal Guilty Gear series of fighting games. It's for the PSP, PS2, and Wii and all three are worthy incarnations of the series. Unfortunately, none of them have online play, but this game packs more than any of

the series beforehand.

It's a good holdover until BlazBlue comes out over here....

This guide goes by the PSP version of the game.

=====  
II. CONTROLS [GGCon]  
=====

The default controls are as follows:

- R - Dust
- O - High Slash
- X - Kick
- Square - Punch
- Triangle -Slash
- Directional pad/analog stick - movement

=====  
III. MOVELIST [GGMvL]  
=====

In this walkthrough I will use the following terminology in order to designate direction:

- 789
- 4\*6
- 123

and the following terminology for the other buttons:

- P - Punch
- S - Slash
- H - High Slash
- K - Kick
- D - Dust Attack

So if I were to write 6S, it would mean to press forward + Slash at the same time.

-----  
3.1 SOL BADGUY [GGSBG]  
-----

+++++  
3.1.1 NORMAL MODE [GGsbn]  
+++++

1. 236P
2. 214P
3. 236S/H - 214K (Can be used in air)
4. 214S (Tap S repeatedly for more flames)
5. 236K (Can be used in air)
6. 236K (Hold down K for a sword pierce and wider arc)
7. 214K
8. 64623K
9. Aerial 236H
10. 41236D -> 46D
11. 632146H (SUPER)
12. 214214S (SUPER)

- 13. 214214214214PH (SUPER)
- 14. PKSH -> 236236H (INSTANT KILL)

++++  
3.1.2 EX MODE [GGSBE]  
++++

- 1. 236S/H (Can be used in air)
- 2. 623S/H -> 214H (Can be used in air)
- 3. 214S (Tap S repeatedly for more flames)
- 4. 236K
- 5. 214K
- 6. 64623K
- 7. 236D
- 8. 623D
- 9. 63214D -> 46D
- 10. 214214S (SUPER)
- 11. 632146H (SUPER, Can be used in air)
- 12. 236236P (SUPER)
- 13. PKSH -> 236236H (INSTANT KILL)

-----  
3.2 KY KISKE [GGKKS]  
-----

++++  
3.2.1 NORMAL MODE [GGKKN]  
++++

- 1. 236S/H (Can be used in air)
- 2. 623S/H -> H (Can be used in air)
- 3. 236K
- 4. 214K
- 5. 222H
- 6. 236D (Can only be used in air)
- 7. 236D -> 214D -> 46D
- 8. 214D (Can only be used in air)
- 9. 632146H (SUPER, Can be used in air)
- 10. 236236P (SUPER)
- 11. PKSH -> 236236H (INSTANT KILL)

++++  
3.2.2 EX MODE [GGKKE]  
++++

- 1. 236S/H (Can be used in air)
- 2. 623S/H -> 214K (Can be used in air)
- 3. 236D -> 214D -> 46D
- 4. 236D (Can only be used in air)
- 5. 236K (Can be used in air)
- 6. 236K (Hold down K for sword slash & higher arc)
- 7. 214K
- 8. 214S -> 214K
- 9. 64623P
- 10. 214D (Can only be used in air)
- 11. 222D
- 12. 632146H (SUPER, Can be used in air)
- 13. 632146P (SUPER, Can be used in air)
- 14. PKSH -> 236236H (INSTANT KILL)

-----  
3.3 ORDER SOL

[GGORS]  
-----

+++++  
3.3.1 NORMAL MODE

[GGORN]  
+++++

1. 236P -> D
2. 214S -> D
3. 623H -> D (Can be used in air)
4. 236K -> D (Can be used in air)
5. 236S -> D
6. 214D -> H (Hold down D to charge energy)
7. 41236D
8. 632146P (SUPER)
9. 632146H (SUPER)
10. 632146S -> P -> K -> S -> H -> D -> K -> S -> 632146H (SUPER)

+++++  
3.3.2 EX MODE

[GGORE]  
+++++

1. 66P
2. 66K
3. 236S/H
4. 623S/H (Can be used in air)
5. 214S
6. 236K (Can be used in air)
7. 214K
8. 63214D
9. 623D
10. 236D
11. 632146H (SUPER)
12. 63121463214S -> P -> K -> S -> H -> D -> K -> S -> 632146H (SUPER)
13. PKSH -> 236236H (INSTANT KILL)

-----  
3.4 JOHNNY

[GGJNY]  
-----

+++++  
3.4.1 NORMAL MODE

[GGJNN]  
+++++

1. 3H
2. 236P/K/S -> 6/66 or 4/44 -> H -> 214D
3. 236H
4. 214P
5. 41236H (Aerial attack)
6. 623S -> S (Can be used in air, 236S)
7. 421S -> S (Can be used in air, 214S)
8. 214D -> 236D
9. 632146H (SUPER)
10. PKSH -> 236236H (INSTANT KILL)

+++++  
3.4.2 EX MODE

[GGJNE]  
+++++

1. 214P/K/S -> Catch -> 6/4 -> P/K/S -> H -> 214D
2. 41236H (Aerial attack)
3. 236H
4. 623K -> 214K
5. 623S -> S (Can be used in air, 236S)
6. 421S -> S (Can be used in air, 214S)
7. 214H -> Catch
8. 214D -> 236D
9. 632145H (SUPER)
10. 236236H (SUPER, Aerial attack)
11. PKSH -> 236236H (INSTANT KILL)

-----  
3.5 MAY

[GGMAY]  
-----

+++++  
3.5.1 NORMAL MODE

[GGMYN]  
+++++

1. 3K
2. 6P (Hold down to delay the punch)
3. 6H (Hold down H to delay to swing)
4. 2H (Aerial Attack)
5. D (Hold down D to launch enemy lower)
6. Hold 4,6S/H
7. Hold 2,8S/H
8. 623S/H -> s/H (Can be used in air)
9. 41236P/K/S/H
10. 63214K
11. 214D
12. Hold 4,6S/H -> 6D
13. Hold 2,8S/H -> 8D
14. 63214 S -> P (SUPER)
15. 236236S (SUPER)
16. 632214H (SUPER)
17. PKSH -> 4123641236H (INSTANT KILL)

+++++  
3.5.2 EX MODE

[GGMYE]  
+++++

1. 3K
2. 3P
3. 6H
4. 2H (Aerial attack)
5. 236S/214S (Can be used in air)
6. 41236P/63214P -> 236P ->214P
7. 236K -> H
8. 236H -> 6/4
9. 214H
10. 236D
11. 22D
12. 63214D (SUPER)
13. 236236S/214214S (SUPER)
14. PKSH -> 4123641236H (INSTANT KILL)

-----  
3.6 MILLIA RAGE

[GGMLA]  
-----

+++++  
3.6.1 NORMAL MODE [GGMLN]  
+++++

1. 236K (Aerial attack)
2. 214K
3. 214H -> H -> D
4. 236S/H
5. 214P
6. 236P (Aerial attack)
7. 214S/H (Aerial attack)
8. 214S -> 214P/K -> 214D
9. 236D (Can be used in air)
10. 2141236H (SUPER)
11. 236236S (SUPER)
12. PKSH -> 236236H (INSTANT KILL)

+++++  
3.6.2 EX MODE [GGMLE]  
+++++

1. H (Aerial attack, hold down H for stronger hit)
2. 236P (Aerial attack)
3. 236K (Aerial attack)
4. 214S (Aerial attack)
5. 236P
6. 236S/H (Can be used in air)
7. 214P
8. 214K
9. 214S -> 214P/K -> 214D
10. 214H -> H (Can be used in air)
11. 236D (Can be used in air)
12. 2141236H (SUPER) -> 63214H
13. 2141236H (SUPER, Aerial attack)
14. 236236S (SUPER)
15. PKSH -> 236236H (INSTANT KILL)

-----  
3.7 EDDIE [GGEDA]  
-----

+++++  
3.7.1 NORMAL MODE [GGEDN]  
+++++

1. 8 (Aerial attack, hold down 8 to float longer)
2. 22S/H
3. 214K -> 41236S
4. 236P/K/S/H -> P -> K -> S -> H -> D
5. 623S
6. 41236S (Aerial attack)
7. 22D
8. 236D
9. 632146H (SUPER)
10. 236236S (SUPER, Aerial Attack)
11. PKSH -> 236236H

+++++  
3.7.2 EX MODE [GGEDE]  
+++++

+++++

1. 22S/H (Can be used in air)
2. 236P/K/S/H -> P/K/S/D -> H -> 214P -? 214K -> 632146D
3. 623S
4. 214S
5. 63214S (Aerial attack)
6. 8 (Aerial attack, hold down 8 to float longer)
7. 236P/K/S/H (Aerial attack)
8. 236D
9. 236236S (SUPER, Aerial attack)
10. 632146S -> P/K/S/D (SUPER)
11. 632146H (SUPER)
12. PKSH -> 236236H (INSTANT KILL)

-----  
 3.8 A.B.A. [GGABA]  
 -----

+++++

3.8.1 NORMAL MODE [GGABN]  
 -----

1. 236P
2. 236K
3. 236S -> 46S -> 63214S -> 236K ->236K
4. 236H
5. 63214P
6. 63214H (Can be used in air)
7. 623H
8. 63214P
9. 41236K
10. 41236S (Aerial attack)
11. 421H
12. 236D
13. 623D
14. 236D
15. 63216H -> 236H -> 236H (SUPER)
16. 632146P -> 214K (SUPER)
17. 6321463214S (SUPER)
18. PKSH -> 236236H (INSTANT KILL)

+++++

3.8.2 EX MODE [GGABE]  
 -----

1. 236S -> 46S -> 63214S
2. 236P
3. 63214H -> 6H
4. 421H
5. 623H
6. 41236K
7. 41236S (Aerial attack)
8. 236D
9. 623D
10. 214D
11. 632146P -> 214K (SUPER, Aerial attack)
12. 34123646H (SUPER)

-----



3.9 ROBO-KY

[GGRBK]

-----

+++++

3.9.1 NORMAL MODE

[GGRBN]

+++++

- 1. 6P -> 6P -> 6P
- 2. 236S
- 3. 214S
- 4. 623H
- 5. 236S (Aerial attack)
- 6. 66P/K/S/H
- 7. 63214K
- 8. 2D
- 9. 236D
- 10. 236236S -> 236S (SUPER)
- 11. 236236P (SUPER)
- 12. 623H
- 13. PKSH -> 236236H

+++++

3.9.2 EX MODE

[GGRBE]

+++++

- 1. 236S/H
- 2. 236K
- 3. 623S/H (Can be used in air)
- 4. 236S/H (Aerial attack)
- 5. 63214P
- 6. 63214K
- 7. 63214S
- 8. 421K -> S
- 9. 236D (Aerial attack)
- 10. 214D (Can be used in air)
- 11. 236D
- 12. 236236P (SUPER)
- 13. 214214S (SUPER)
- 14. 632146H (SUPER, Can be used in air)
- 15. PKSH -> 236236H (INSTANT KILL)

-----

3.10 DIZZY

[GGDZY]

-----

+++++

3.10.1 NORMAL MODE

[GGDZN]

+++++

- 1. 2S (Aerial attack)
- 2. 236H
- 3. 214P/K/S/H -> P/K/S/H
- 4. 421S
- 5. 236K/S
- 6. 214P/K/S (Aerial attack)
- 7. 214D (Aerial attack)
- 8. 632146S (SUPER)
- 9. 632146P (SUPER)
- 10. 64641236H (SUPER)
- 11. Hold 2,8462PH (INSTANT KILL)

+++++  
3.10.2 EX MODE [GGDZE]  
+++++

1. 236S or 623S
2. 236H
3. 421S -> P (Can be used in air)
4. 421H (Can be used in air)
5. 214P/K/S/H/D
6. 214P/K/S (Aerial attack)
7. 214D (Aerial attack)
8. 236D
9. 632146S (SUPER)
10. 34123646P -> Catch (SUPER)
11. 214214S (SUPER)
12. 64641236H (SUPER)
13. Hold 2,8462PH (INSTANT KILL)

-----  
3.11 TESTAMENT [GGTST]  
-----

+++++  
3.11.1 NORMAL MODE [GGTSN]  
+++++

1. 236P/K
2. 214P (Can be used in air)
3. 214H (Can be used in air)
4. 214S
5. 41236S/H
6. 214K -> Catch
7. 214D (Can be used in air)
8. 632146H (SUPER)
9. 236236H (SUPER)
10. PKSH -> 236236H (INSTANT KILL)

+++++  
3.11.2 EX MODE [GGTSE]  
+++++

1. 236P/K
2. 214P (Can be used in air)
3. 214H (Can be used in air)
4. 41236S/H
5. 214K -> Catch
6. 623S or 421S
7. 623P
8. 214D (Can be used in air)
9. 632146S/H (SUPER)
10. 236236H (SUPER)
11. PKSH -> 236236H (INSTANT KILL)

-----  
3.12 ANJI MITO [GGAMT]  
-----

+++++  
3.12.1 NORMAL MODE [GGAMN]  
+++++

+++++

- 1. 3P
- 2. 3K
- 3. 3S
- 4. 236P
- 5. 236S/H -> P -> K -> S -> H
- 6. 214P (Aerial attack)
- 7. Guard Point -> P
- 8. Guard Point -> K
- 9. 623H
- 10. 214P/K
- 11. 236D
- 12. 236S/H -> D
- 13. Guard Point -> D
- 14. Hold 2,8K (SUPER)
- 15. 632146H (SUPER)
- 16. Guard Point -> 63214S (SUPER)
- 17. PKSH -> 236236H (INSTANT KILL)

+++++

3.12.2 EX MODE [GGAME]

+++++

- 1. 3K
- 2. 3S
- 3. 236P
- 4. 236S/H -> P/K/S/H -> D
- 5. Guard Point -> P or 623P
- 6. 623K
- 7. 623H
- 8. 214P (Can be used in air)
- 9. 214K (Can be used in air)
- 10. 236D
- 11. Guard Point -> D or 623D
- 12. 632146H -> P/K/S/H (SUPER)
- 13. On Guard/Guard Point -> 63214S (SUPER)
- 14. 214214K (SUPER, Aerial attack)
- 15. PKSH -> 236236H (INSTANT KILL)

-----

3.13 BAIKEN [GGBKN]

-----

+++++

3.13.1 NORMAL MODE [GGBKN]

+++++

- 1. 236K (Can be used in air)
- 2. 623S (Aerial attack)
- 3. On guard -> 412P/K/S/H
- 4. 63214K
- 5. 41236H -> S
- 6. On guard -> 412D -> P/K/S -> P/K/S/H/D
- 7. 236236S (SUPER)
- 8. PKSH -> 236236H (INSTANT KILL)

+++++

3.13.2 EX MODE [GGBKE]

+++++



3.15 VENOM

[GGVNM]

-----

+++++

3.15.1 NORMAL MODE

[GGVNN]

+++++

- 1. Hold 4,6S/H -> P
- 2. Hold 2,8S/H -> P
- 3. 623S/H
- 4. 623K
- 5. 236S/H (Aerial attack)
- 6. 214P/K/S/H/D (Can be used in air)
- 7. 421P/K/S/H/D
- 8. Hold 4,6D
- 9. Hold 2,8D
- 10. 623D
- 11. 236D (Aerial attack)
- 12. 2141236S (SUPER)
- 13. 236236H (SUPER, Aerial attack)
- 14. PKSH -> 236236H (INSTANT KILL)

+++++

3.15.2 EX MODE

[GGVNE]

+++++

- 1. 236S/H (Can be used in air)
- 2. 623S/H
- 3. 236P (Can be used in air)
- 4. 236K (Can be used in air)
- 5. 22H
- 6. 214P/K/S/H/D (Can be used in air)
- 7. 421P/K/S/H/D
- 8. 236D
- 9. 623D
- 10. 236D (Aerial attack)
- 11. 236236D
- 12. 2141236S/H (SUPER)
- 13. 214214S/H (SUPER)
- 14. 6321463214P/K/S/H/D (SUPER)
- 15. PKSH -> 236236H (INSTANT KILL)

3.16 JAM KURADOBERI

[GGJMK]

-----

+++++

3.16.1 NORMAL MODE

[GGJMN]

+++++

- 1. 6H -> H
- 2. 46 -> Catch
- 3. 22K/S/H
- 4. 236K (Can be used in air)
- 5. 214K (Can be used in air)
- 6. 623K (Can be used in air)
- 7. 236S -> P
  - > K
  - > S
  - > H

-> 236P

8. 2K (Aerial attack)
9. 236P (Can be used in air)
10. 22D -> K/S/H
11. 236S -> D
12. 632146S (SUPER)
13. 632146H (SUPER)
14. 236236H (SUPER)
15. 64641236PK (SUPER)
16. PKSH -> 236H (INSTANT KILL)

++++  
3.16.2 EX MODE [GGJME]  
++++

1. 46 -> Catch
2. 236S/H
3. 214P
4. 214K
5. 623P
6. 41236P
7. 623K
8. 214H -> 214H -> 236S/H
9. 236D
10. 623D (Can be used in air)
11. 632146S (SUPER)
12. 632146H (SUPER)
13. 236236H (SUPER)
14. 236236K (SUPER, Can be used in air)
15. PKSH -> 236236H (INSTANT KILL)

-----  
3.17 BRIDGET [GGBRD]  
-----

++++  
3.17.1 NORMAL MODE [GGBRN]  
++++

1. 3P
2. 2S (Aerial attack)
3. H (Can be used in air) -> H (Can be used in air)  
-> 236H  
-> 214H (Can be used in air)  
-> 623H  
-> 214K (Can be used in air)  
-> 412H (Can be used in air)
4. 236K -> P/K
5. 623P (Can be used in air)
6. H (Can be used in air) -> 236D
7. H (Can be used in air) -> 214D (Can be used in air)
8. 632145S (SUPER)
9. 4123641236S (SUPER)
10. H (Can be used in air) -> 632146H (SUPER)
11. PKSH -> 236236H (INSTANT KILL)

++++  
3.17.2 EX MODE [GGBRE]  
++++

1. 3P
2. 2S (Aerial attack)
3. H (Can be used in air) -> H (Can be used in air)
  - > 236H (Can be used in air)
  - > 214H (Can be used in air)
  - > 623H (Can be used in air)
  - > 421H (Can be used in air)
  - > 214K (Can be used in air)
  - > 432146H (SUPER, Can be used in air)
4. 236K -> P/K/S/H
5. 236K (Aerial attack)
6. H (Can be used in air) -> 236D (Can be used in air)
  - > 214D (Can be used in air)
  - > 623D (Can be used in air)
  - > 421D (Can be used in air)
7. 632146S (SUPER)
8. 41236S (SUPER)
9. PKSH -> 236236H (SUPER)

-----  
 3.18 ZAPPA [GGZPA]  
 -----

++++  
 3.18.1 NORMAL MODE [GGZPN]  
 +++++

1. 236P
2. D or 2D or 6D or 8D
3. 4D -> D
4. 623H
5. 236H (Aerial attack)
6. 63214H
7. 236S -> H
8. 236P/K/S/H/D (Can be used in air)
9. 236S 0> P/K/S
10. 214S
11. 214D
12. 632146H (SUPER)
13. 632146S (SUPER)
14. PKSH -> 236236H (INSTANT KILL)

++++  
 3.18.2 EX MODE [GGZPE]  
 +++++

1. 236P
2. 22P/K/S/H
3. 236P
4. D or 2D or 6D or 8D
5. 4D -> D
6. 236K/S/H/D (Can be used in air)
7. 623H
8. 63214H
9. 236S -> H
10. 236S -> P
11. 214S
12. 214D
13. 22D
14. 632146H (SUPER)

- 15. 632146S (SUPER)
- 16. PKSH -> 236236H (INSTANT KILL)

-----  
3.19 FAUST [GGFST]  
-----

++++  
3.19.1 NORMAL MODE [GGFSN]  
++++

- 1. 2K (Aerial attack)
- 2. 41236 -> 4 -> 236P -> 236P -> 236P
- 3. 236S -> 66 or 44  
-> 9  
-> P/K/S/H/D
- 4. 236P (Aerial attack)
- 5. 214H
- 6. 214P
- 7. 214K
- 8. 214S
- 9. 236P
- 10. 236H (Aerial attack)
- 11. 214D
- 12. 236D (Aerial attack)
- 13. 41236K -> 4 -> 236D -> 236D
- 14. 236236P (SUPER)
- 15. 236236S -> P/K/S/H (SUPER)
- 16. PKSH -> 236236H (INSTANT KILL)

++++  
3.19.2 EX MODE [GGFSE]  
++++

- 1. 2K (Aerial attack)
- 2. 41236K -> 4
- 3. 236P
- 4. 236S -> 44 or 66  
-> P/K/S/H/D
- 5. 236P (Aerial attack)
- 6. 236H (Can be used in air)
- 7. 214P/K
- 8. 214S
- 9. 214H
- 10. 41236D -> 4 -> 236D -> 236D
- 11. 236D (Aerial attack)
- 12. 236236P (SUPER)
- 13. 236236S (SUPER)
- 14. PKSH -> 236236H (INSTANT KILL)

-----  
3.20 CHIPP ZANUFF [GGCHP]  
-----

++++  
3.20.1 NORMAL MODE [GGCHN]  
++++

- 1. 2K (Aerial attack)
- 2. 236P (Can be used in air) -> H



3. 623S (Can be used in air)
4. 41236H
5. 214K
6. 41236K
7. 236S -> 236S -> 236K  
-> 236K
8. 22P/K/S/H/D
9. 214P (Aerial attack)
10. 41236K -> D
11. 632146H (SUPER)
12. 236236K (SUPER)
13. PKSH -> 236236H (INSTANT KILL)

++++  
3.20.2 EX MODE [GGCHE]  
++++

1. 236P (Can be used in air) -> P/K/S/H/D
2. 623S (Can be used in air) -> P/K/S/H/D
3. 41236H (Can be used in air) -> P/K/S/H/D
4. 214K
5. 41236K -> D
6. 623K (Can be used in air)
7. 2K (Aerial attack)
8. 214K (Aerial attack)
9. 22P/K/S/H/D (Aerial attack)
10. 632146H (SUPER)
11. 236236K (SUPER)
12. 236236H (SUPER, Aerial attack)
13. PKSH -> 236236H

-----  
3.21 POTEMKIN [GGPTM]  
-----

++++  
3.21.1 NORMAL MODE [GGPTN]  
++++

1. 236P
2. 214P
3. 236S
4. 41236S
5. Hold 4,6H -> P
6. 632146P
7. 623H -> 63214H
8. 63214D
9. 632146D (Aerial attack)
10. 631246H -> 4123641236P (SUPER)
11. 236236S (SUPER)
12. PKSH -> 236236H (INSTANT KILL)

++++  
3.21.2 EX MODE [GGPTE]  
++++

1. 236P
2. 214P
3. 236K
4. 623S/H

5. 63214S
6. 214K (Hold down K to prolong) -> P/S/H
7. Hold 4,6H -> P
8. 632146P
9. 632146K -> 63214H -> 4123641236S (SUPER)
10. 632146D (Aerial attack)
11. 643214D
12. 632146H (SUPER, Can be used in air)
13. 214214S (SUPER)
14. PKSH -> 236236H (INSTANT KILL)

-----  
3.22 AXL LOW [GGAXL]  
-----

+++++  
3.22.1 NORMAL MODE [GGAXN]  
+++++

1. 6P (Aerial attack)
2. 3P
3. 623S
4. 623H -> 623H -> 63214S
5. Hold 4,6S -> 8/2
6. Hold 4,6H -> P
7. 623H (Aerial attack)
8. 214P/K -> Catch
9. 623P -> Catch
10. 63214S/H (Can be used in air)
11. 623P -> Catch -> 421D
12. 623D (Aerial attack)
13. 2363214H (SUPER)
14. PKSH -> 236236H (INSTANT KILL)

+++++  
3.22.2 EX MODE [GGAXE]  
+++++

1. 3P
2. 6P (Aerial attack)
3. 623S -> 623S -> 623S
4. 623H -> 623H -> 63214S
5. 236S
6. 214H -> 8
7. Hold 4,6H -> P
8. 623K (Aerial attack)
9. 623S/H (Aerial attack)
10. 63214S (Aerial attack)
11. 214P/K -> Catch
12. 623P -> Catch -> 421P (SUPER)
13. 236D
14. 623D (Aerial attack)
15. 2363214H (SUPER)
16. 2363214K (SUPER)
17. PKSH -> 236236H (INSTANT KILL)

-----  
3.23 I-NO [GGINO]  
-----

+++++  
3.23.1 NORMAL MODE [GGINN]  
+++++  
1. 41236S/H  
2. 214P/H (Can be used in air) -> 8/2  
3. 236P/K/S/H (Aerial attack)  
4. 632146K (Can be used in air)  
5. 632146S (Can be used in air)  
6. 236D (Aerial attack) -> P/K/S/H  
7. 632146H (SUPER)  
8. 2363214S (SUPER, Aerial attack)  
9. PKSH -> 236236H (INSTANT KILL)

+++++  
3.23.2 EX MODE [GGINE]  
+++++  
1. 41236S/H  
2. 421K  
3. 214P (Can be used in air)  
4. 236P/K/S/H (Aerial attack)  
5. 632146K (Can be used in air)  
6. 632146S (Can be used in air)  
7. 236D (Aerial attack) -> P/K/S/H  
8. 632146D (Can be used in air)  
9. 632146H (SUPER)  
10. 2363214S (SUPER, aerial attack)  
11. 6321463214P/K/S -> 6321463214P/K/S (SUPER, Can be used in air)  
12. PKSH -> 236236H

-----  
3.24 KLIFF UNDERSN [GGCLF]  
-----

+++++  
3.24.1 NORMAL MODE [GGCLN]  
+++++  
1. 236P/S  
2. 214S (Can be used in air)  
3. 214K  
4. 623H  
5. 214P -> P  
6. 43216S (Aerial attack)  
7. 236D (Aerial attack)  
8. 236236S (SUPER)  
9. 4641236H (SUPER)  
10. PKHS -> 236236H (INSTANT KILL)

-----  
3.25 JUSTICE [GGJST]  
-----

+++++  
3.25.1 NORMAL MODE [GGJSN]  
+++++  
1. 236P -> Catch  
2. 41236H

3. 421K
4. 421S/H -> P
5. 236D (Can be used in air)
6. 641236S (SUPER)
7. 632146H (SUPER)
8. 46463214H (SUPER)
9. PKSH -> 236236H (INSTANT KILL)

=====  
IV. SECRETS & UNLOCKABLES

[GGSec]  
=====

-----  
JUSTICE & KLIFF  
-----

Justice and Kliff Undersn are unlockable characters. You have to complete missions in mission mode in order to unlock them. To unlock Justice, you must complete 20 missions. To unlock Kliff, you must complete 10 missions.

-----  
EX Form  
-----

In order to get EX form for each character, you have to beat their shadow version in survival mode. This involves fighting A LOT of matches in survival mode until you get to that character's shadow form, so be prepared to spend some time...

Note that Kliff and Justice have no EX modes available to them.

=====  
V. VERSION HISTORY

[GGVer]  
=====

+++  
1.0  
+++  
-Completed movelist  
-Completed secrets

=====  
VI. CREDITS

[GGCre]  
=====

-GameFAQs, for making this site, which I use a lot.