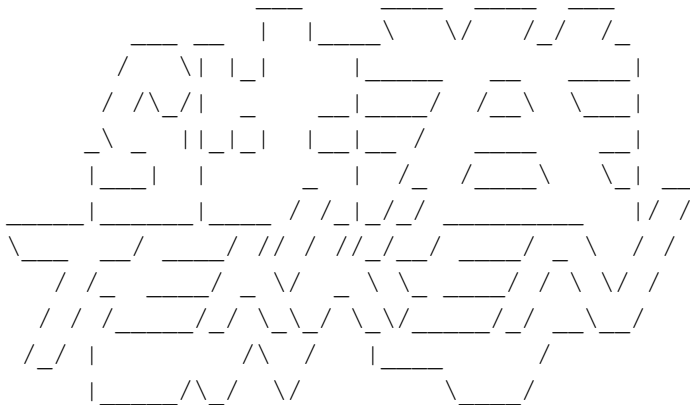


Tekken: Dark Resurrection Asuka FAQ

by Krizalid1985

Updated to v1.11 on Apr 23, 2007



DARK RESURRECTION

ASUKA KAZAMA FAQs

/ VERY IMPORTANT \

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NOTE:this is an update of the first version of this faq
for Asuka in Tekken 5.0,so forgive the errors like wrong
total damage for juggles,Ipromise that i'll correct that
errors as soon as possible,sorry. ^_^

INFORMATION:

Game Title:Tekken Dark Resurrection
Game Type:3d Beat'em up
Producer:Namco Bandai
Platform:PSP
Version:NTSC\J - NTSC\UC
Guide for:Asuka Kazama
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4=Left Kick 3=Right Kick

u=up d=down

f=forward b=back

uf=up/forward

df=down/forward

ub=up/back

db=down/back

UB=press and hold up/back

B=press and hold back

DB=press and hold down/back

U=press and hold up

N=neutral

D=press and hold down

UF=press and hold up/forward

F=press and hold forward

DF=press and hold down/forward

1+2=Both Punches

3+4=Both Kicks

'+'=press at the same time

','=press sequentially

'~'=press so quickly, they
two almost bleed together

'()'=Hold button

'h'=high hit

'm'=mid hit

's'=special mid hit

'l'=low hit

'!'=unblockable attack

'ch'=counter attack

'fc'=fully crouched

'wr'=While rising

'wh'=Wall Hit

'ss'=Side stepping

'qct'=Quarter circle towards

'qcb'=Quarter circle back

'hct'=Half circle towards; b,db,d,df,f

'hcb'=Half circle back; f,df,d,db,b

'back'=back of the enemy

'right side'=ride side of the enemy

'left side'=left side of the enemy

'ducking foe'=Against a ducking opponent.

'_'=another way to do the same move

'-'=In combo section, a sequence of move

'()'="In combo section, is the damage in counter

'New'=A new move added

'KD'=Knock Down

'HS'=Hit Starter

'NG'=Not Guaranteed

Fumikomi Shouda	df+2	m		18
Unjakutsui	d+2	m		18
Sousoushou	db+2	m		16
Entsui	b+2	m		12
Entsui-Unshouken	b+2,1	mm		12,15
Entsui-Unshouken	b+2,1	mm		12,15
Entsui-Shinkuu	b+2,4	ml		12,14
Entsui - Saika	b+2,1+2	mh		12,15
Entsui - lotus	b+2,1+2,4	mh		12,15,22 (NEW)
Kasumishouda	f,F+2	m		23
Kasoutai	3	l		12
Onikubiotoshi	f+3_f+(3)!	m	~B hit stop	28,40,(50)
Minazuki	df+3	m		22
Shigure Tsubame	db+3	l		14
Tsubame Return	db+1	m		13 (NEW)
Ryuushageri	b+3	m		20
R. Onigoroshi	b+3,2	mm		20,14
R. Kariashi	b+3,4	ml		20,14
Minamo Sumashi	3~4	l		22
Iwato	ub_u_uf+3	m		16
Kasumigeri	f+4	h		25
Shinkuu Kariashi	db+4	l		14
Senba	b+4	m		18
Shiwasa	f,F+4	m		30
Tenkuu	ub_u_uf+4	m		25
Akkei	1+2	m		22
Misogiharai	f+1+2	h		30
Angenrou	df+1+2	mm	low parry	10,22
Ryuu Untsui	3+4	mm		10,21
Shiun Nidangeri	1+3+4	hh		5,20

Shirasagi Asob.	1+4,2,4	lhhm	5,8,10,23
Shirasagi Gedank.	1+4,2,d+4	lhhl	5,8,10,18
Taizan Shirasagi	1+4,2,1	lhhh	5,8,10,12
Mist Blossom	b+1+4	hl	12,6 (NEW)
M.B. Low Cresent	b+1+4,3	hll	12,6,18 (NEW)
M.B. Mist Cresent	b+1+4,4	hlm	12,6,23 (NEW)
Koushuutai	2+3	h mid high punches parry	21
Miyabi	fc DF+2	l	12
Ryuu'un Nidangeri	fc3+4,3	mmmm	10,10,10,10
R. Nidangeri?	fc3+4,D	mm	10,10
Shikei	wr1	m	19
Yoshino	wr2	m	15
Kagetsu	wr3	m	22
Tornado Kick	wr f+3	h	25
Tsubaki	ss4	h	18
Middle Jab	wr 1+2	m	12
Escape Wheel	u,u/b	no	Escape Movement no
Super Charge	1+2+3+4	(no)	(no)
Ultimate Tackle	1+2+3+4~DF+3+4,3+4,1+2	m	? (New) 5
Ultimate Punches	1+2+3+4~DF+3+4,3+4,1+2,2,1,2,1	(New)	5,5,5,5,5,10
Ultimate Punch. 2	1+2+3+4~DF+3+4,3+4,1+2,2,1,1,2	(New)	5,5,5,5,12,10

KASUMI SHOUKEN COMBO:

Name:	Command:	Hit Area:	Damage:
Kasumi Shouken	f+1	m	18
Suiren Shoutai	f+1,3	mm	18,16
Suiren Shoutai-Suikai-	f+1,3,1	mmh	18,16,12
S. Shoutai-Suikai-Kasoutai	f+1,3,1,3	mmhm	18,16,12,10
Taizan Shirasagi	db+4,4,4,1+4,3,1	llllhhh	14,16,18,5,8,10,12
Suiren Shiun	f+1,4	mmm	18,5,20

08:JUGGLE LIST

Here the combos that I have done with Asuka,not all,only the most important and useful.

If you find other combos that you can't find in this Asuka faq,please tell me.

Note:The symbol "-" it mean that you must do a move,not a sequence,for example:

if I write "1,1" you must press two times the left punch button,if I write "1-1" you must do the Suirenkei move.

Note 2:The damage "()" it's the total damage if the first hit of the combo is counter attack.

Note 3:I recommend to you to read the notes at the end of this section.

HIT STARTER 1: "f+2" normal damage 21,counter 25

Command:	Hit Area:	Total Hits:	Total Damage:
f+2,ub_u_uf+3,1+4-2-4	mmlhhm	6	54 (58)
f+2,1,1,1,1+2	mhhhm	5	45 (49)
f+2,1,1,1-2-3	mhhmm	6	51 (55)
f+2,1,1+4-2-4	mhlhhm	6	48 (52)
f+2,1,b+2-1-d+4	mhmml	5	50 (54)
f+2,ub_u_uf+3,1+4,1+4-2-d+4	mmlhlhl	7	53 (57)
f+2,1,1,b+2-1-4	mhhmmh	6	53 (57)
f+2,df+1,1-2-3	mmhmm	5	49 (53)
f+2,ub_u_uf+3,1-2-3	mmhmm	5	53 (57)
f+2,ub_u_uf+3,1-1-4	mhhmh	5	53 (57)
f+2,ub_u_uf+3,1-1-3	mhhmm	5	51 (55)
f+2,ub_u_uf+3,1,b+2-1-4	mmhmmm	6	59 (63)
f+2,ub_u_uf+3,1,b+2-1-3	mmhmmm	6	57 (61)
f+2,ub_u_uf+3,1,1-2-3	mmhhmm	6	57 (61)
f+2,1,b+2-1+2,1+4-2-d+4	mhmhlhl	7	53 (57)
f+2,ub_u_uf+3,1,1-1-4	mmhhlh	6	52 (56)
f+2,ub_u_uf+3,1,1+2	mmhm	4	47 (51)
f+2,ub_u_uf+3,1,1,f+2	mmhmm	5	50 (54)
f+2,1,1,b+2-1+2,f+2	mhhmhm	6	52 (56)
f+2,4,1+4-2-4	mhlhhm	6	55 (59)

$f+2, 4, 1+4, 1+4-2, d+4$	mhlhlhl	7	54 (58)
$f+2, 1+4, 1-2-3$	mlhhmm	6	49 (53)
$f+2, 1, b+2-1, 1+4-2-d+4$	mhmmlhl	7	54 (58)
$f+2, 1+4, 1, 1+2$	mlhhm	5	45 (47)
$f+2, 1+4, 1+4, 1+4$	mlhlhlh	7	40 (44)
$f+2, 1+4, 1+4, df+3$	mhlhlm	6	45 (49)
$f+2, ub_u_uf+3, 1+4, df+3$	mmlhm	5	49 (53)
$f+2, ub_u_uf+3, 1-4-4$	mmhll	5	51 (55)
$f+2, b+2-1+2, 1+4, f+2$	mmhlhm	6	52 (56)
$f+2, ub_u_uf+3, 1, b+2-4$	mmhml	5	49 (53)
$f+2, wr4, 1+4-2-4$	mmlhhm	6	53 (57)
$f+2, wr4, 1+4, b+2-1+2$	mmlhmm	6	49 (53)
$f+2, 1, 1-1-3, f+1+2$	mhhmmh	6	60 (64)
$f+2, b+2-1-3, f+1+2$	mmmmh	5	59 (63)
$f+2, 1+4, 1+4, 1+4-2-d+4$	mlhlhlhl	8	49 (53)
$f+2, 1-1-3, d+2$	mhmmm	5	50 (54)
$f+2, b+2-1-3, d+2$	mmmmmm	5	53 (57)
$f+2, 1+4-2, df+3$	mlhhm	5	44 (48)
$f+2, 1, 1, 1, 1, f+2$	mhhhhm	6	48 (52)
$f+2, b+4, 1+4, 1+4-2-d+4$	mmlhlhl	7	54 (58)
$f+2, b+4, 1+4, df+3$	mmlhm	5	50 (54)
$f+2, b+4, 1+4, df+4$	mmlhm	5	47 (51)
$f+2, b+4, 1+4, db+3$	mmlhl	5	46 (50)
$f+2, b+4, 1+4, 1+4, df+3$	mmlhlhm	7	56 (60)
$f+2, b+4, 1+4, 1+4-2$	mmlhlhh	7	50 (54)
$f+2, b+4, 1+4, df+1-2$	mmlhmm	6	50 (54)
$f+2, b+4, 1+4, 1+4, db+3$	mmlhlhl	7	52 (56)
$f+2, b+4, 1-2-3$	mmhmm	5	54 (58)
$f+2, b+4, b+2-1-3$	mmmmmm	5	54 (60)
$f+2, b+4, b+2-1-4$	mmmmhl	6	56 (60)

f+2,b+4,1,f+2	mmhm	4	47 (51)
f+2,b+4,1+4,f+2	mmlhm	5	49 (53)
f+2,1+4-2-1-2-3	mlhghmm	7	56 (60)
f+2,b+4,1+4,1,d+2	mmlghm	6	52 (56)
f+2,b+4,b+2-1-d+4	mmmm1	5	57 (61)
f+2,b+2-1-3,1+4-2-d+4	mmmm1hl	7	59 (61)
f+2,df+1,b+2-1-3,f+1+2	mmmmmh	6	64 (68)
(Only against mid-big character like Steve or Marduk)			
f+2,b+2-1-3,1-2-3	mmmmhmm	7	65 (69)
f+2,1-1-3,1-2-3	mhmghmm	7	62 (66)
f+2,df+1,b+1+4-4	mmhlm	5	48 (52) (NEW)
f+2,df+1,b+2+4-3	mmh11	5	46 (50) (NEW)
f+2,1+4,b+1+4-4	mlghlm	6	48 (52) (NEW)
f+2,1+4,b+1+4-3	mlgh11	6	46 (50) (NEW)
f+2,1,1,b+1+4-4	mghghlm	6	50 (54) (NEW)
f+2,b+1+4,1+4-2-d+4	mh11hl	6	42 (46) (NEW)
f+2,df+1,1,b+2-1+2-4	mmghm	6	55 (59) (NEW)
f+2,df+1,uf+3,b+2-1+2-4	mmmmghm	6	60 (64) (NEW)
f+2,uf+3,df+1,b+2-1+2-4	mmmmghm	6	59 (63) (NEW)
f+2,b+4,b+2-1+4-4	mmghm	5	56 (60) (NEW)
f+2,db+1,1+4-2-4	mmlghm	6	52 (56) (NEW)
f+2,1-4,ws+2-1	mhlmh	5	47 (51) (NEW)
f+2,db+1,1+4,1+4-2-d+4	mmlh1hl	7	51 (55) (NEW)
f+2,db+1,1+4,1-2-4	mmlghm	6	50 (54) (NEW)
f+2,db+1,1+4,b+2-1+2-4	mmlghm	7	59 (63) (NEW)
f+2,1,db+1,1+4-2-d+4	mgh1hl	6	47 (51) (NEW)
f+2,b+4,db+1,1+4-2-d+4	mmmlhl	7	54 (60) (NEW)
f+2,df+1,db+1,1+4-2-d+4	mmmlhl	7	49 (53) (NEW)

HIT STARTER 2: "1+2" normal damage 22,counter 26

Command: Hit Area: Total hits: Total damage:

$1+2, 1+4-2-4$	mlhhm	5	45 (49)
$1+2, 1+4, 1-2-3$	mlhhmm	6	50 (54)
$1+2, wr4, 1+4-2-4$	mmlhhm	6	54 (58)
$1+2, 1+4, 1-2-4$	mlhhmm	6	48 (52)
$1+2, 1+4, 1-1-4$	mlhhml	6	50 (54)
$1+2, 1+4, 1+4, 1+4-2-d+4$	mlhlhlhlhl	8	50 (54)
$1+2, 1+4, 1, 1+2$	mlhhm	5	44 (48)
$1+2, 1+4, 1, f+2$	mlhhm	5	43 (47)
$1+2, 1+4-2, df+3$	mlhhm	5	45 (49)
$1+2, 1+4, 1+4, df+3$	mlhlhm	6	46 (50)
$1+2, 1+4, b+2-1-4$	mlhmmmlm	7	52 (57)
$1+2, 1+4, b+2-1+2, f+2$	mlhmhm	6	51 (55)
$1+2, 1+4, 1, df+3$	mlhhm	5	44 (48)
$1+2, 1+4, 1, 1+4-2-d+4$	mlhhhlhl	7	48 (52)
$1+2, 1+4, 1-4$	mlhh1	5	40 (44)
$1+2, 1+4, 1+4-2$	mlhlhh	6	40 (44)
$1+2, df+1-2-1-2-3$	mmhhmm	6	52 (54)
$1+2, wr4, 1+4, 1+4-2-d+4$	mmlhlhl	7	53 (57)
$1+2, wr4, 1+4, f+2$	mmlhm	5	48 (52)
$1+2, wr4, 1+4, df+3$	mmlhm	5	49 (53)
$1+2, wr4, 1+4, b+2-1+2$	mmlhmh	6	50 (54)
$1+2, 1+4, b+2-1, f+2$	mlhmmm	6	52 (56)
$1+2, wr4, 1+4, 1+2$	mmlhm	5	49 (53)
$1+2, 1+4, d+3+4$	mlhlm	5	41 (45)
$1+2, 1+4-2, df+3$	mlhhm	5	45 (49)
$1+2, 1+4, 1, d+2$	mlhhm	5	42 (46)
$1+2, b+4, 1+4, 1+4-2-d+4$	mmlhlhl	7	55 (59)
$1+2, b+4, 1+4, df+3$	mmlhm	5	51 (55)
$1+2, b+4, 1+4, df+4$	mmlhm	5	48 (52)
$1+2, b+4, 1+4, 1+4, db+3$	mmlhlhl	7	53 (57)

1+2,b+4,1+4,1+4-2	mmlhlhh	7	51 (55)
1+2,b+4,1+4,df+1-2	mmlhmm	6	51 (55)
1+2,b+4,1+4,1,d+2	mmlhhm	6	53 (57)
1+2,wr4,1,1,df+3	mmhhm	5	49 (53)
1+2,1+4,b+2-1+2-4	mlhmhm	6	52 (56) (NEW)
1+2,1+4,b+1+4-4	mlhhlm	6	49 (53) (NEW)
1+2,1+4,b+1+4-3	mlhhll	6	47 (51) (NEW)
1+2,1+4,df+1,db+1	mlhmm	5	40 (44) (NEW)
1+2,db+1,1+4-2-4	mmlhhm	6	53 (57) (NEW)
1+2,db+1,1+4,1-2-4	mmlhhm	6	51 (55) (NEW)
1+2,db+1,1+4,1+4-2-d+4	mmlhlhl	7	52 (56) (NEW)
1+2,db+1,1+4,df+3	mmlhm	5	48 (52) (NEW)
1+2,db+1,1+4,1+4,db+3	mmlhlhl	7	50 (54) (NEW)
1+2,wr+4,1+4,b+2-1+2-4	mmlhmhm	7	61 (65) (NEW)

HIT STARTER 3: "wr3" normal damage 22,counter 26

Command:	Hit Area:	Total Hits:	Total Damage:
wr3,1+4-2-4	mlhhm	5	45 (49)
wr3,1+4,1-2-3	mlhhmm	6	50 (54)
wr3,1+4,1,f+2	mlhhm	5	43 (47)
wr3,b+2-1-d+4	mmml	4	48 (52)
wr3,b+2-1,1+4-d+4	mmmlhh	6	52 (56)
wr3,b+2-1-3,f+1	mmmmmm	5	54 (58)
wr3,b+2-1-3,f+1+2	mmmmh	5	60 (64)
wr3,1,1-1-3,f+1+2	mhhmmm	6	59 (63)
wr3,1+4,1,df+3	mlhhm	5	43 (47)
wr3,1+4,1+4-2	mlhlhh	6	40 (44)
wr3,1,1-2-4	mhhmm	5	46 (50)
wr3,b+2-1+2,1+4,df+4	mmmlhm	6	50 (54)
wr3,b+2-1,1+4,df+3	mmmlhm	6	54 (50)

wr3,df+1-2,1+4-2-d+4	mmmlhl	6	50 (54)
wr3,b+2-1,d+3+4	mmmlh	5	49 (53)
wr3,1+4,b+2-4	mlhml	5	42 (46)
wr3,1+4,df+1-2	mlhmm	5	40 (44)
wr3,1+4,1-1-4	mlhhlh	6	49 (53)
wr3,1+4,1+4,1+4-2-d+4	mlhlhlhm	8	50 (54)
wr3,1+4-2,df+3	mlhhm	5	45 (49)
wr3,b+2-1-3,d+2	mmmmm	5	54 (58)
wr3,1+4,1,d+2	mlhhm	5	41 (45)
wr3,1-1-3,d+2	mhmmm	5	51 (55)
wr3,b+2-1-3,1+4-2-d+4	mmmlhl	7	60 (64)
wr3,1-1-3,1-2-3	mhmmhmm	7	63 (67)
wr3,b+1+4-4	mhlm	4	44 (49) (NEW)
wr3,b+2+4-3	mhll	4	42 (46) (NEW)
wr3,1+4,b+1+4-4	mlhhlm	6	49 (51) (NEW)
wr3,1+4,b+1+4-3	mlhhll	6	47 (50) (NEW)
wr3,df+1,b+2-1+2-4	mhmmh	5	52 (56) (NEW)

HIT STARTER 4: "2" normal damage 16,counter 19

Command:	Hit Area:	Total Hits:	Total Damage:
2,ub_u_uf+3,1+4-2-4	mmlhhm	6	49 (52)
2,1+2,1+4,1+4-2-d+4	mmlhlhl	7	52 (55)
2,1,1,1,1+2	mhhhm	5	40 (43)
2,1,1,1-2-3	mhhhmm	6	46 (49)
2,1,1+4-2-4	mhlhhm	6	43 (46)
2,1,b+2-1-d+4	mhmm1	5	44 (47)
2,ub_u_uf+3,1+4,1+4-2-d+4	mmlhlhl	7	48 (51)
2,1,1,b+2-1-4	mhhmmh	6	48 (51)
2,df+1,1-2-3	mmhmm	5	44 (47)
2,ub_u_uf+3,1-2-3	mmhmm	5	48 (51)

2,ub_u_uf+3,1-1-4	mhhmlh	6	50 (53)
2,ub_u_uf+3,1-1-3,f+1+2 (Oblt against big character)	mhhmmh	6	61 (64)
2,ub_u_uf+3,1,b+2-1-4	mmhmmm	6	52 (55)
2,ub_u_uf+3,1,b+2-1-3	mmhmmm	6	52 (55)
2,ub_u_uf+3,1,1,1-2-3	mmhhmm	6	52 (55)
2,1,b+2-1+2,1+4-2-d+4	mhmhlhl	7	48 (51)
2,ub_u_uf+3,1,1-1-4	mmhhlh	6	47 (50)
2,ub_u_uf+3,1,1+2	mmhm	4	42 (45)
2,ub_u_uf+3,1,1,f+2	mmhhm	5	45 (48)
2,df+1-2,1-2-3	mmhhmm	6	50 (53)
2,4,1+4-2-4	mhlhhm	6	50 (53)
2,4,1+4,1+4-2,d+4	mhlhlhl	7	49 (52)
2,1+4,1-2-3	mlhhmm	6	44 (47)
2,1,b+2-1,1+4-2-d+4	mhmmlhl	7	49 (52)
2,1+4,1,1+2	mlhhm	5	38 (41)
2,1+4,1+4,1+4	mlhlhlh	7	35 (38)
2,1+4,1+4,df+3	mhlhlm	6	40 (43)
2,ub_u_uf+3,1+4,df+3	mmlhm	5	44 (47)
2,ub_u_uf+3,1-4-4	mmhll	5	46 (49)
2,b+2-1+2,1+4,f+2	mmhlhm	6	46 (49)
2,ub_u_uf+3,1,b+2-4	mmhml	5	44 (47)
2,wr4,1+4-2-4	mmlhhm	6	48 (51)
2,wr4,1+4,b+2-1+2-4	mmlhmm	7	61 (64)
2,1,1-1-3,f+1+2	mhhmmh	6	55 (58)
2,b+2-1-3,f+1+2	mmmmh	5	54 (57)
2,1+4,1+4,1+4-2-d+4	mlhlhlhl	8	44 (47)
2,1+4-2,df+3	mlhhm	5	39 (42)
2,b+2-1-3,d+2	mmmmm	5	48 (51)
2,1+4,1,d+2	mlhhm	5	36 (39)
2,1,1-1-3,d+	mhhmmm	6	49 (52)

2,1,1,1,1,f+2	mllllm	6	43 (46)
2,b+4,1+4,1+4-2-d+4	mmlhhlhl	7	49 (52)
2,b+4,1+4,df+3	mmlhm	5	45 (48)
2,b+4,1+4,df+4	mmlhm	5	42 (45)
2,b+4,1+4,db+3	mmlhl	5	41 (44)
2,b+4,1+4,1+4,df+3	mmlhlhm	7	51 (54)
2,b+4,1+4,1+4-2	mmlhlhh	7	45 (48)
2,b+4,1+4,df+1-2	mmlhmm	6	45 (48)
2,b+4,1+4,1+4,db+3	mmlhhlhl	7	47 (50)
2,b+4,1-2-3	mmhmm	5	49 (52)
2,b+4,b+2-1-3	mmmmmm	5	49 (52)
2,b+4,b+2-1-4	mmmmmlh	6	53 (56)
2,b+4,1,f+2	mmhm	4	42 (45)
2,b+4,1+4,f+2	mmlhm	5	44 (47)
2,1+4-2-1-2-3	mlhhmm	7	51 (54)
2,b+4,1+4,1,d+2	mmlhhm	6	47 (50)
2,b+4,b+2-1-d+4	mmmmml	5	52 (55)
2,b+2-1-3,1+4-2-d+4	mmmmhlhl	7	54 (57)
2,df+1,b+2-1-3,f+1+2 (Only against mid-big character like Steve or Marduk)	mmmmmh	6	59 (62)
2,df+1,b+1+4-4	mmhlm	5	43 (46) (NEW)
2,df+1,b+2+4-3	mmhl1	5	41 (44) (NEW)
2,1+4,b+1+4-4	mlhhlm	6	43 (46) (NEW)
2,1+4,b+1+4-3	mlhh11	6	42 (45) (NEW)
2,1,1,b+1+4-4	mhhhlm	6	45 (48) (NEW)
2,b+1+4,1+4-2-d+4	mh11hl	6	42 (45) (NEW)
2,df+1,1,b+2-1+2-4	mmhmhm	6	50 (53) (NEW)
2,df+1,uf+3,b+2-1+2-4	mmmmhm	6	55 (58) (NEW)
2,uf+3,df+1,b+2-1+2-4	mmmmhm	6	54 (57) (NEW)
2,b+4,b+2-1+4-4	mmmhm	5	51 (54) (NEW)
2,db+1,1+4-2-4	mmlhhm	6	47 (50) (NEW)

2,1-4,ws+2-1	mhlmh	5	42 (45) (NEW)
2,db+1,1+4,1+4-2-d+4	mmlh1hl	7	46 (49) (NEW)
2,db+1,1+4,1-2-4	mmlhhm	6	45 (48) (NEW)
2,db+1,1+4,b+2-1+2-4	mmlhmm	7	44 (47) (NEW)
2,1,db+1,1+4-2-d+4	mhmlhl	6	42 (45) (NEW)
2,b+4,db+1,1+4-2-d+4	mmmlhl	7	49 (52) (NEW)
2,df+1,db+1,1+4-2-d+4	mmmlhl	7	44 (47) (NEW)
2,b+4,b+1+4-4	mmhlm	5	48 (51) (NEW)
2,b+4,b+1+4-3	mmhll	5	46 (49) (NEW)

HIT STARTER 5: "df+2" normal damage 18,counter 21

Command:	Hit Area:	Total Hits:	Total Damage:
df+2,ub_u_uf+3,1+4-2-4	mmlhhm	6	51 (54)
df+2,1,1,1,1+2	mhhhm	5	39 (52)
df+2,1,1,1-2-3	mhhmm	6	47 (50)
df+2,1,1+4-2-4	mhlhhm	6	44 (47)
df+2,1,b+2-1-d+4	mhmml	5	46 (49)
df+2,ub_u_uf+3,1+4,1+4-2-d+4	mmlh1hl	7	50 (53)
df+2,1,1,b+2-1-4	mhhmmh	6	48 (51)
df+2,df+1,1-2-3	mmhmm	5	47 (50)
df+2,ub_u_uf+3,1-2-3	mmhmm	5	51 (54)
df+2,ub_u_uf+3,1-1-4	mhhmh	5	49 (52)
df+2,ub_u_uf+3,1-1-3	mhhmm	5	47 (50)
df+2,ub_u_uf+3,1,b+2-1-4	mmhmmm	6	55 (58)
df+2,ub_u_uf+3,1,b+2-1-3	mmhmmm	6	54 (57)
df+2,ub_u_uf+3,1,1-2-3	mmhhmm	6	54 (57)
df+2,1,b+2-1+2,1+4-2-d+4	mhmh1hl	7	49 (52)
df+2,ub_u_uf+3,1,1-1-4	mmhhlh	6	52 (55)
df+2,ub_u_uf+3,1,1+2	mmhm	4	43 (46)
df+2,ub_u_uf+3,1,1,f+2	mmhhm	5	45 (48)

$df+2, 1, 1, b+2-1+2, f+2$	mhhmhm	6	47 (50)
$df+2, 4, 1+4-2-4$	mhlhhm	6	52 (55)
$df+2, 4, 1+4, 1+4-2-d+4$	mhlhlhl	7	51 (54)
$df+2, 1+4, 1-2-3$	mlhhmm	6	47 (50)
$df+2, 1, b+2-1, 1+4-2-d+4$	mhmmlhl	7	50 (53)
$df+2, 1+4, 1, 1+2$	mlhhm	5	39 (42)
$df+2, 1+4, 1+4, 1+4$	mlhlhlh	7	37 (40)
$df+2, 1+4, 1+4, df+3$	mhlhlm	6	42 (45)
$df+2, ub_u_uf+3, 1+4, df+3$	mmlhm	5	46 (49)
$df+2, ub_u_uf+3, 1-4-4$	mmhll	5	47 (50)
$df+2, b+2-1+2, 1+4, f+2$	mmhlhm	6	49 (52)
$df+2, ub_u_uf+3, 1, b+2-4$	mmhml	5	45 (48)
$df+2, wr4, 1+4-2-4$	mmlhhm	6	50 (53)
$df+2, wr4, 1+4, b+3-1+2$	mmlhmm	6	46 (49)
$df+2, 1, 1-1-3, f+1+2$	mhhmmh	6	56 (59)
$df+2, b+2-1-3, f+1+2$	mmmmh	5	57 (60)
$df+2, 1+4, 1+4, 1+4-2-d+4$	mlhlhlhl	8	41 (44)
$df+2, 1+4-2, df+3$	mlhhm	5	41 (44)
$df+2, b+2-1-3, d+2$	mmmmmm	5	50 (53)
$df+2, 1+4, 1, d+2$	mlhhm	5	37 (40)
$df+2, 1-1-3, d+2$	mhmumm	5	46 (49)
$df+2, 1, 1, 1, 1, f+2$	mllllm	6	41 (44)
$df+2, b+4, 1+4, 1+4-2-d+4$	mmlhlhl	7	51 (54)
$df+2, b+4, 1+4, df+3$	mmlhm	5	47 (50)
$df+2, b+4, 1+4, df+4$	mmlhm	5	47 (50)
$df+2, b+4, 1+4, db+3$	mmlhl	5	43 (46)
$df+2, b+4, 1+4, 1+4, df+3$	mmlhlhm	7	53 (56)
$df+2, b+4, 1+4, 1+4-2$	mmlhlhh	7	47 (50)
$df+2, b+4, 1+4, df+1-2$	mmlhmm	6	47 (50)
$df+2, b+4, 1+4, 1+4, db+3$	mmlhlhl	7	49 (52)

df+2,b+4,1-2-3	mmhmm	5	52 (55)
df+2,b+4,b+2-1-3	mmmmm	5	51 (54)
df+2,b+4,b+2-1-4	mmmmh	5	53 (56)
df+2,b+2,b+2-1+2,df+3	mmhmm	5	53 (56)
df+2,b+4,1,f+2	mmhm	4	43 (46)
df+2,b+4,1+4,f+2	mmlhm	5	50 (53)
df+2,1+4-2-1-2-3	mlhghmm	7	56 (59)
df+2,b+4,1+4,1,d+2	mmlghm	6	48 (51)
df+2,b+2-1-3,1+4-2-d+4	mmmlhl	7	56 (59)
df+2,df+1,b+2-1-3,f+1+2	mmmmh	6	62 (66)
(Only against mid-big character like Steve or Marduk)			
2,df+1,b+1+4-4	mmhlm	5	43 (46) (NEW)
2,df+1,b+2+4-3	mmhll	5	41 (44) (NEW)
2,1+4,b+1+4-4	mlghlm	6	43 (46) (NEW)
2,1+4,b+1+4-3	mlghll	6	42 (45) (NEW)
2,1,1,b+1+4-4	mghghlm	6	45 (48) (NEW)
2,b+1+4,1+4-2-d+4	mhllhl	6	42 (45) (NEW)
2,df+1,1,b+2-1+2-4	mmghmm	6	50 (53) (NEW)
2,df+1,uf+3,b+2-1+2-4	mmmmghm	6	55 (58) (NEW)
2,uf+3,df+1,b+2-1+2-4	mmmmghm	6	54 (57) (NEW)
2,b+4,b+2-1+4-4	mmghm	5	51 (54) (NEW)
2,db+1,1+4-2-4	mmlghm	6	47 (50) (NEW)
2,1-4,ws+2-1	mghlmh	5	42 (45) (NEW)
2,db+1,1+4,1+4-2-d+4	mmlghhl	7	46 (49) (NEW)
2,db+1,1+4,1-2-4	mmlghm	6	45 (48) (NEW)
2,db+1,1+4,b+2-1+2-4	mmlghmm	7	44 (47) (NEW)
2,1,db+1,1+4-2-d+4	mghmlhl	6	42 (45) (NEW)
2,b+4,db+1,1+4-2-d+4	mmmlhl	7	49 (52) (NEW)
2,df+1,db+1,1+4-2-d+4	mmmlhl	7	44 (47) (NEW)
2,b+4,b+1+4-4	mmhlm	5	48 (51) (NEW)
2,b+4,b+1+4-3	mmhll	5	46 (49) (NEW)

HIT STARTER 6:"b+3" normal damage 20,counter 24

Command:	Hit Area:	Total Hit:	Total Damage:
b+3,4,1+4-2-4	mllhhm	5	47 (51)
b+3,2	mm	2	34 (38)

HIT STARTER 7:"db+2" normal damage 16,counter 19

Command:	Hit Area:	Total Hits:	Total Damage:
db+2,1,1,1,1+2	mhhhm	5	37 (40)
db+2,1,1,1-2-3	mhhmm	6	45 (48)
db+2,1,1+4-2-4	mhlhhm	6	42 (45)
db+2,1,b+2-1-d+4	mhmm1	5	44 (49)
db+2,1,1,b+2-1-4	mhhmmh	6	46 (49)
db+2,df+1,1-2-3	mmhmm	5	45 (48)
db+2,1,b+2-1+2,1+4-2-d+4	mhmhlhl	7	47 (50)
db+2,1,1,b+2-1+2,f+2	mhhmhm	6	45 (48)
db+2,4,1+4-2-4	mhlhhm	6	50 (53)
db+2,4,1+4,1+4-2-d+4	mhlhlhl	7	49 (52)
db+2,1+4,1-2-3	mlhhmm	6	45 (48)
db+2,1,b+2-1,1+4-2-d+4	mhmm1hl	7	48 (51)
db+2,1+4,1,1+2	mlhhm	5	37 (40)
db+2,1+4,1+4,1+4	mlhlhlh	7	35 (38)
db+2,1+4,1+4,df+3	mhlhlm	6	40 (43)
db+2,b+2-1+2,1+4,f+2	mmhlhm	6	46 (49)
db+2,wr4,1+4-2-4	mmlhhm	6	48 (51)
db+2,wr4,1+4,b+3-1+2	mmlhmm	6	44 (47)
db+2,1,1-1-3,f+1+2	mhhmmh	6	54 (57)
db+2,b+2-1-3,f+1+2	mmmmh	5	55 (58)
db+2,1+4,1+4+1+4-2-d+4	mlhlhlhl	8	44 (47)
db+2,1+4-2,df+3	mlhhm	5	39 (42)

db+2,b+2-1-3,d+2	mmmmmm	5	48 (51)
db+2,1+4,1,d+2	mlhhm	5	35 (38)
db+2,1-1-3,d+2	mhmmm	5	44 (47)
db+2,1,1,1,f+2	mhhhm	5	36 (46)
db+2,b+4,1+4,1+4-2-d+4	mmlh1hl	7	49 (52)
db+2,b+4,1+4,df+3	mmlhm	5	45 (48)
db+2,b+4,1+4,df+4	mmlhm	5	45 (48)
db+2,b+4,1+4,db+3	mmlhl	5	41 (44)
db+2,b+4,1+4,1+4,df+3	mmlh1hm	7	51 (54)
db+2,b+4,1+4,1+4-2	mmlh1hh	7	45 (48)
db+2,b+4,1+4,df+1-2	mmlhmm	6	45 (48)
db+2,b+4,1+4,1+4,db+3	mmlh1hl	7	47 (50)
db+2,b+4,1-2-3	mmhmm	5	50 (53)
db+2,b+4,b+2-1-3	mmmmm	5	49 (52)
db+2,b+4,b+2-1-4	mmmm1h	6	53 (56)
db+2,b+2,b+2-1+2,df+3	mmmhm	5	51 (54)
db+2,b+4,1,f+2	mmhm	4	41 (44)
db+2,b+4,1+4,f+2	mmlhm	5	48 (51)
db+2,1+4-2-1-2-3	mlhhmm	7	53 (56)
db+2,b+4,1+4,1,d+2	mmlhhm	6	46 (49)
db+2,b+2-1-3,1+4-2-d+4	mmmm1hl	7	54 (57)

HIT STARTER 8:"ub_u_uf+4" Normal Damage 25,counter 30

(Thanks to you for remember me that this is an hit starter)

Command:	Hit Area:	Total Hits:	Total Damage:
ub_u_uf+4,1+4,1,f+2	mlhhm	5	45 (50)
ub_u_uf+4,1+4,1,d+2	mlhhm	5	44 (49)
ub_u_uf+4,1+4,1+4-2-d+4	mlh1hl	6	47 (52)
ub_u_uf+4,1+4,1-2-4	mlhlm	5	45 (50)
ub_u_uf+4,1+4,1,df+3	mlhhm	5	46 (61)

ub_u_uf+4,1+4-2-4	mlhhm	5	48 (53)
ub_u_uf+4,1+4,b+2-1-4	mlhmml	6	55 (60)
ub_u_uf+4,1+4,df+1-2	mlhmm	5	43 (48)
ub_u_uf+4,b+2-1-3,d+2	mmmmm	5	57 (62)
ub_u_uf+4,b+2-1,1+4-2-d+4	mmmmhl	6	55 (60)
ub_u_uf+4,b+2-1+2,1+4,f+2	mmmlhm	6	55 (60)
ub_u_uf+4,1+4,1+4,1+4-2-d+4	mlhlhlhl	8	53 (58)
ub_u_uf+4,b+2-1-3,1+4-2-d+4	mmmlhl	7	63 (68)

HIT STARTER 8:"f+4" Normal damage 25,counter 30

(Note:for all of this combo,after f+4,you must do f,f)

Command:	Hit Area:	Total Hits:	Total Damage:
f+4,1+4-2-4	hlhhm	5	48 (53)
f+4,1+4,1-2-4	hlhhmm	6	50 (55)
f+4,1+4,1-1-4	hlhhmm	6	52 (57)
f+4,1+4,1-2-3	hlhhmm	6	54 (59)
f+4,1+4,1+4-2	hlhlhh	6	46 (51)
f+4,1+4,df+1-2	hlhmm	5	43 (48)
f+4,1+4,1,df+4	hlhhm	5	41 (46)
f+4,1+4,d+3+4	hlhlh	5	44 (49)
f+4,1+4,df+3	hlhm	4	43 (48)
f+4,1+4-2-1	hlhhh	5	34 (48)

HIT STARTER 9:"2+3" Normal damage 21,counter 25

(Note 1:After "2+3" you must do f,f)

(Note 2:Very useful if "2+3" parry an high,mid punch)

Command:	Hit Area:	Total Hits:	Total Damage:
2+3,1+4-2-4	hlhhm	5	44 (48)
2+3,1+4,1-2-4	hlhhmm	6	46 (50)
2+3,1+4,1-1-4	hlhhmm	6	48 (52)

2+3,1+4,1-2-3	hlhhmm	6	50 (54)
2+3,1+4,1+4-2	hlhlhh	6	42 (46)
2+3,1+4,df+1-2	hlhmm	5	39 (43)
2+3,1+4,1,df+4	hlhhm	5	37 (41)
2+3,1+4,d+3+4	hlhlh	5	40 (44)
2+3,1+4,df+3	hlhm	4	39 (41)
2+3,1+4-2-1	hlhhh	5	30 (34)

HIT STARTER 10: "f+1+2" Normal damage 32,counter 38

(Note:only if after f+1+2 the opponent do a quick spring forward)

Command:	Hit Area:	Total Hit:	Total Damage:
f+1+2,f+2,ub_u_uf+3,1+4-2-4	hmmlhhm	7	86 (92)
f+1+2,f+2,1,1,1,1+2	hmhhhm	6	74 (80)
f+1+2,f+2,1,1,1-2-3	hmhhmm	7	82 (88)
f+1+2,f+2,1,1+4-2-4	hmhlhhm	7	79 (85)
f+1+2,f+2,1,b+2-1-d+4	hmhmm1	6	81 (87)
f+1+2,f+2,ub_u_uf+3,1+4,1+4-2-d+4	mmlhlhl	8	85 (91)
f+1+2,f+2,1,1,b+2-1-4	hmhhmmh	7	83 (89)
f+1+2,f+2,df+1,1-2-3	hmmhmm	6	82 (88)
f+1+2,f+2,ub_u_uf+3,1-2-3	hmmhmm	6	86 (92)
f+1+2,f+2,ub_u_uf+3,1-1-4	hmhhmh	6	84 (90)
f+1+2,f+2,ub_u_uf+3,1-1-3	hmhhmm	6	82 (88)
f+1+2,f+2,ub_u_uf+3,1,b+2-1-4	mmhmmm	6	90 (96)
f+1+2,f+2,ub_u_uf+3,1,b+2-1-3	hmmhmmm	7	88 (94)
f+1+2,f+2,ub_u_uf+3,1,1,1-2-3	hmmhhmm	7	89 (95)
f+1+2,f+2,1,b+2-1+2,1+4-2-d+4	hmhmlhl	8	84 (90)
f+1+2,f+2,ub_u_uf+3,1,1-1-4	hmmhhlh	7	82 (88)
f+1+2,f+2,ub_u_uf+3,1,1+2	hmmhm	5	78 (84)
f+1+2,f+2,ub_u_uf+3,1,1,f+2	hmmhhm	6	80 (86)
f+1+2,f+2,1,1,b+2-1+2,f+2	hmhhmhm	7	82 (88)

$f+1+2, f+2, 4, 1+4-2-4$	hmhlhhm	7	87 (93)
$f+1+2, f+2, 4, 1+4, 1+4-2, d+4$	hmhlhlhl	8	86 (92)
$f+1+2, f+2, 1+4, 1-2-3$	hmlhhmm	7	82 (88)
$f+1+2, f+2, 1, b+2-1, 1+4-2-d+4$	hmhmlhl	8	85 (91)
$f+1+2, f+2, 1+4, 1, 1+2$	hmlhhm	6	74 (80)
$f+1+2, f+2, 1+4, 1+4, 1+4$	hmlhlhlh	8	72 (78)
$f+1+2, f+2, 1+4, 1+4, df+3$	hmhlhlm	7	77 (83)
$f+1+2, f+2, ub_u_uf+3, 1+4, df+3$	hmmlhm	6	81 (87)
$f+1+2, f+2, ub_u_uf+3, 1-4-4$	hmmhl1	6	82 (88)
$f+1+2, f+2, b+2-1+2, 1+4, f+2$	hmmhlhm	7	83 (89)
$f+1+2, f+2, ub_u_uf+3, 1, b+2-4$	hmmhml	6	80 (86)
$f+1+2, f+2, wr4, 1+4-2-4$	hmmlhhm	7	85 (91)
$f+1+2, f+2, wr4, 1+4, b+3-1+2$	hmmlhmm	7	81 (87)
$f+1+2, f+2, 1, 1-1-3, f+1+2$	hmhhmmh	7	91 (97)
$f+1+2, f+2, b+2-1-3, f+1+2$	hmmmmh	6	92 (98)
$f+1+2, f+2, 1+4, 1+4, 1+4-2-d+4$	hmlhlhlhl	9	81 (87)
$f+1+2, f+2, 1-1-3, d+2$	hmhmmm	6	81 (87)
$f+1+2, f+2, b+2-1-3, d+2$	hmmmmm	6	85 (91)
$f+1+2, f+2, 1+4-2, df+3$	hmlhhm	6	76 (83)
$f+1+2, f+2, 1, 1, 1, 1, f+2$	hmhhhhm	7	76 (82)
$f+1+2, f+2, b+4, 1+4, 1+4-2-d+4$	mmlhlhl	7	86 (92)
$f+1+2, f+2, b+4, 1+4, df+3$	hmmlhm	6	82 (88)
$f+1+2, f+2, b+4, 1+4, df+4$	hmmlhm	6	77 (83)
$f+1+2, f+2, b+4, 1+4, db+3$	hmmlhl	6	77 (83)
$f+1+2, f+2, b+4, 1+4, 1+4, df+3$	hmmlhlhm	8	88 (94)
$f+1+2, f+2, b+4, 1+4, 1+4-2$	hmmlhlhh	8	82 (88)
$f+1+2, f+2, b+4, 1+4, df+1-2$	hmmlhmm	7	82 (88)
$f+1+2, f+2, b+4, 1+4, 1+4, db+3$	hmmlhlhl	8	84 (90)
$f+1+2, f+2, b+4, 1-2-3$	hmmhmm	6	87 (93)
$f+1+2, f+2, b+4, b+2-1-3$	hmmmmm	6	86 (92)

f+1+2, f+2, b+4, b+2-1-4	hmmmlh	7	90 (96)
f+1+2, f+2, b+2, b+2-1+2, df+3	hmmhm	6	88 (94)
f+1+2, f+2, b+4, 1, f+2	hmmhm	5	78 (84)
f+1+2, f+2, b+4, 1+4, f+2	hmmlhm	6	81 (87)
f+1+2, f+2, 1+4-2-1-2-3	hmlhmm	8	90 (96)
f+1+2, f+2, b+4, 1+4, 1, d+2	hmmlhmm	7	83 (89)
f+1+2, f+2, b+4, b+2-1-d+4	hmmml	6	89 (95)
f+1+2, f+2, b+1-2-3, 1+4-2-d+4	hmmmlhl	8	91 (97)

(Without enemy spring forward)

Note: In DR this is no longer guaranteed, because the opponent can do a backroll after f+1+2 and avoid the second hit.

Command:	Hit Area:	Total Hit:	Total Damage:
f+1+2, f+2	hm	2	53 (59)
f+1+2, df+3	hl	2	47 (53)
f+1+2, (f, f) 3~4	hl	2	54 (60)
f+1+2, 3+4	hm	2	53 (59)
f+1+2, (f), df+3	hm	2	54 (60)
f+1+2, db+3	hl	2	47 (53)

HIT STARTER 11: "3~4" Normal Damage 22, Counter 26
(Only from left or right side)

Command:	Hir Area:	Total Hit:	Total Damage:
3~4, 1+4, 1-2-3	llhmm	6	51 (55)
3~4, 1+4, 1-1-4	hlhmm	6	49 (53)
3~4, 1+4, 1, 1+2	hlhmm	5	43 (47)
3~4, 1+4, 1-2-4	llhmm	6	47 (51)
3~4, 1+4, 1+4-2-d+4	llhlhl	6	44 (48)
3~4, 1+4, 1, df+3	llhmm	5	43 (47)
3~4, 1+4, df+1-2, f+2	llhmm	6	50 (54)
3~4, 1+4, 1, df+4	llhmm	5	38 (42)

3~4,1+4,1+4,db+3 1lhlhl 6 42(44)

3~4,1+4,1,1,f+2 1lhghm 6 45(49)

HIT STARTER 12:"wr1" Counter only,damage 22

Command: Hit Area: Total Hits: Total Damage:

wr1,f+2,ub_u_uf+3,1+4-2-4 mmmllghm 7 76

wr1,f+2,1,1,1,1+2 mmhhghm 6 64

wr1,f+2,1,1,1-2-3 mmhhghmm 7 72

wr1,f+2,1,1+4-2-4 mmhlghm 7 69

wr1,f+2,1,b+2-1-d+4 mmhmm1 6 71

wr1,f+2,ub_u_uf+3,1+4,1+4-2-d+4 mmmllhlhl 8 74

wr1,f+2,1,1,b+2-1-4 mmhhmmh 7 73

wr1,f+2,df+1,1-2-3 mmmghmm 6 72

wr1,f+2,ub_u_uf+3,1-2-3 mmmghmm 6 76

wr1,f+2,ub_u_uf+3,1-1-4 mmhhmmh 6 74

wr1,f+2,ub_u_uf+3,1-1-3 mmhhmm 6 72

wr1,f+2,ub_u_uf+3,1,b+2-1-4 mmmhmmmm 7 80

wr1,f+2,ub_u_uf+3,1,b+2-1-3 mmmhmmmm 7 78

wr1,f+2,ub_u_uf+3,1,1,1-2-3 mmmhhghmm 7 79

wr1,f+2,1,b+2-1+2,1+4-2-d+4 mmhmlhlhl 8 76

wr1,f+2,ub_u_uf+3,1,1-1-4 mmmhhhlh 7 72

wr1,f+2,ub_u_uf+3,1,1+2 mmmghm 5 68

wr1,f+2,ub_u_uf+3,1,1,f+2 mmmghm 6 70

wr1,f+2,1,1,b+2-1+2,f+2 mmhhmghm 7 72

wr1,f+2,4,1+4-2-4 mmhlghm 7 77

wr1,f+2,4,1+4,1+4-2,d+4 mmhlhlhl 8 76

wr1,f+2,1+4,1-2-3 mmlghmm 7 72

wr1,f+2,1,b+2-1,1+4-2-d+4 mmhmm1hl 8 75

wr1,f+2,1+4,1,1+2 mmlghm 6 64

wr1,f+2,1+4,1+4,1+4 mmlhlhlh 8 62

$wr1, f+2, 1+4, 1+4, df+3$	mmhlhlm	7	67
$wr1, f+2, ub_u_uf+3, 1+4, df+3$	mmmlhm	6	71
$wr1, f+2, ub_u_uf+3, 1-4-4$	mmmhll	6	72
$wr1, f+2, b+2-1+2, 1+4, f+2$	mmhhlhm	7	73
$wr1, f+2, ub_u_uf+3, 1, b+2-4$	mmhmml	6	70
$wr1, f+2, wr4, 1+4-2-4$	mmmlhhm	7	75
$wr1, f+2, wr4, 1+4, b+3-1+2$	mmmlhmm	7	71
$wr1, f+2, 1, 1-1-3, f+1+2$	mmhhmmh	7	81
$wr1, f+2, b+2-1-3, f+1+2$	mmmmmmh	7	82
$wr1, f+2, 1-1-3, d+2$	mhhmmm	6	71
$wr1, f+2, b+2-1-3, d+2$	mmmmmm	6	75
$wr1, f+2, 1+4-2, df+3$	mmlhhm	6	66
$wr1, f+2, 1, 1, 1, 1, f+2$	mmhhhhm	7	66
$wr1, f+2, b+4, 1+4, 1+4-2-d+4$	mmmlhlhl	8	76
$wr1, f+2, b+4, 1+4, df+3$	mmmlhm	6	72
$wr1, f+2, b+4, 1+4, df+4$	mmmlhm	6	67
$wr1, f+2, b+4, 1+4, db+3$	mmmlhl	6	68
$wr1, f+2, b+4, 1+4, 1+4, df+3$	mmmlhlhm	8	82
$wr1, f+2, b+4, 1+4, 1+4-2$	mmmlhlhh	8	72
$wr1, f+2, b+4, 1+4, df+1-2$	mmmlhmm	7	72
$wr1, f+2, b+4, 1+4, 1+4, db+3$	mmmlhlhl	8	74
$wr1, f+2, b+4, 1-2-3$	mmmhmm	6	77
$wr1, f+2, b+4, b+2-1-3$	mmmmmm	6	76
$wr1, f+2, b+4, b+2-1-4$	mmmmmlh	7	80
$wr1, f+2, b+2, b+2-1+2, df+3$	mmmmhm	6	78
$wr1, f+2, b+4, 1, f+2$	mmhm	5	68
$wr1, f+2, b+4, 1+4, f+2$	mmmlhm	6	71
$wr1, f+2, 1+4-2-1-2-3$	mmlhhmm	8	80
$wr1, f+2, b+4, 1+4, 1, d+2$	mmmlhhm	7	73
$wr1, f+2, b+4, b+2-1-d+4$	mmmmml	6	79

wr1,f+2,b+2-1-3,1+4-2-d+4	mmmmmlhl	8	81
wr1,f+2,df+1,b+2-1-3,f+1+2	mmmmmmh	7	87
(Only against mid-big character like Steve or Marduk)			
wr1,1+2,1+4-2-4	mmlhhm	6	67
wr1,1+2,1+4,1-2-3	mmlhhmm	5	73
wr1,1+2,wr4,1+4-2-4	mmmlhhm	7	76
wr1,1+2,1+4,1-2-4	mmlhhmm	7	69
wr1,1+2,1+4,1-1-4	mmlhhml	7	71
wr1,1+2,1+4,1+4,1+4,1+4-2-d+4	mmlhlhlhlhl	9	72
wr1,1+2,1+4,1,1+2	mmlhhm	6	65
wr1,1+2,1+4,1,f+2	mmlhhm	6	64
wr1,1+2,1+4-2,df+3	mmlhhm	6	67
wr1,1+2,1+4,1+4,df+3	mmlhlhm	7	68
wr1,1+2,1+4,b+2-1-4	mmlhmmlm	8	76
wr1,1+2,1+4,b+2-1+2,f+2	mmlhmhm	7	73
wr1,1+2,1+4,1,f+2	mmlhhm	6	64
wr1,1+2,1+4,1,1+4-2-d+4	mmlhhhlhl	8	69
wr1,1+2,1+4,1-4	mmlhhl	6	60
wr1,1+2,1+4,1+4-2	mmlhlhh	7	62
wr1,1+2,wr4,1+4,1+4-2-d+4	mmmlhlhl	8	75
wr1,1+2,wr4,1+4,f+2	mmmlhm	6	70
wr1,1+2,wr4,1+4,df+3	mmmlhm	6	71
wr1,1+2,wr4,1+4,b+2-1+2	mmmlhmh	7	70
wr1,1+2,1+4,b+2-1,f+2	mmlhmmm	7	74
wr1,1+2,wr4,1+4,1+2	mmmlhm	6	71
wr1,1+2,1+4,d+3+4	mmlhlm	6	63
wr1,1+2,1+4,d+3+4	mmlhlm	6	63
wr1,1+2,1+4-2,df+3	mmlhhm	6	67
wr1,1+2,1+4,1,d+2	mmlhhm	6	63
wr1,1+2,b+4,1+4,1+4-2-d+4	mmmlhlhl	8	77
wr1,1+2,b+4,1+4,df+3	mmmlhm	6	73

wr1,1+2,b+4,1+4,df+4	mmmlhm	6	68
wr1,1+2,b+4,1+4,db+3	mmmlhl	6	69
wr1,1+2,b+4,1+4,1+4,df+3	mmmlhlhm	8	79
wr1,1+2,b+4,1+4,1+4-2	mmmlhlhh	8	73
wr1,1+2,b+4,1+4,df+1-2	mmmlhmm	7	73
wr1,1+2,b+4,1+4,1+4,db+3	mmmlhlhl	8	75
wr1,1+2,b+4,1-2-3	mmmhmm	6	78
wr1,1+2,b+4,b+2-1-3	mmmmmm	6	77
wr1,1+2,b+4,b+2-1-4	mmmmmlh	7	81
wr1,1+2,b+2,b+2-1+2,df+3	mmmmhm	6	79
wr1,1+2,b+4,1,f+2	mmhm	5	69
wr1,1+2,b+4,1+4,f+2	mmmlhm	6	72
wr1,1+2,1+4-2-1-2-3	mmlhhmm	8	81
wr1,1+2,b+4,1+4,1,d+2	mmmlhhm	7	74
wr1,1+2,b+4,1+4,1-4	mmlhhl	6	61
wr1,2,ub_u_uf+3,1+4-2-4	mmmlhhm	7	71
wr1,2,1,1,1,1+2	mmhghm	7	59
wr1,2,1,1,1-2-3	mmhghmm	7	67
wr1,2,1,1+4-2-4	mmhlhhm	7	64
wr1,2,1,b+2-1-d+4	mmhmml	6	66
wr1,2,ub_u_uf+3,1+4,1+4-2-d+4	mmmlhlhl	8	70
wr1,2,1,1,b+2-1-4	mmhghmh	7	68
wr1,2,df+1,1-2-3	mmmhmm	6	67
wr1,2,ub_u_uf+3,1-2-3	mmmhmm	6	71
wr1,2,ub_u_uf+3,1-1-4	mmhghmh	6	69
wr1,2,ub_u_uf+3,1-1-3	mmhghmm	6	67
wr1,2,ub_u_uf+3,1,b+2-1-4	mmmhmmmm	7	75
wr1,2,ub_u_uf+3,1,b+2-1-3	mmmhmmmm	7	73
wr1,2,ub_u_uf+3,1,1,1-2-3	mmhghmm	7	74
wr1,2,1,b+2-1+2,1+4-2-d+4	mmhmlhl	8	69

wr1,2,ub_u_uf+3,1,1-1-4	mmhhlh	7	67
wr1,2,ub_u_uf+3,1,1+2	mmhm	5	63
wr1,2,ub_u_uf+3,1,1,f+2	mmhhm	6	65
wr1,2,1,1,b+2-1+2,f+2	mmhmmh	7	67
wr1,2,4,1+4-2-4	mmhlhmm	7	72
wr1,2,4,1+4,1+4-2,d+4	mmhlhlhl	8	71
wr1,2,1+4,1-2-3	mmlhmm	7	67
wr1,2,1,b+2-1,1+4-2-d+4	mmhmlhl	8	70
wr1,2,1+4,1,1+2	mmlhmm	6	59
wr1,2,1+4,1+4,1+4	mmlhlhlh	8	57
wr1,2,1+4,1+4,df+3	mmhlhlm	7	62
wr1,2,ub_u_uf+3,1+4,df+3	mmmlhm	6	66
wr1,2,ub_u_uf+3,1-4-4	mmhlhl	6	67
wr1,2,b+2-1+2,1+4,f+2	mmhlhmm	7	68
wr1,2,ub_u_uf+3,1,b+2-4	mmhml	6	65
wr1,2,wr4,1+4-2-4	mmmlhmm	7	70
wr1,2,wr4,1+4,b+1-1+2	mmmlhmm	7	67
wr1,2,1,1-1-3,f+1+2	mmhmmh	7	76
wr1,2,b+2-1-3,f+1+2	mmmmmh	6	77
wr1,2,1+4,1+4,1+4-2-d+4	mmlhlhlhl	9	66
wr1,2,wr4,1+4,1+4-2-d+4	mmmlhlhl	8	69
wr1,2,1+4-2,df+3	mmlhmm	6	61
wr1,2,b+2-1-3,d+2	mmmmmm	6	70
wr1,2,1+4,1,d+2	mmlhmm	6	57
wr1,2,1-1-3,d+2	mmmlmm	6	66
wr1,2,1,1,1,1,f+2	mmhhmm	7	61
wr1,2,b+4,1+4,1+4-2-d+4	mmmlhlhl	8	71
wr1,2,b+4,1+4,df+3	mmmlhm	6	67
wr1,2,b+4,1+4,df+4	mmmlhm	6	67
wr1,2,b+4,1+4,db+3	mmmlhl	6	63

wr1,2,b+4,1+4,1+4,df+3	mmmlhlhm	8	73
wr1,2,b+4,1+4,1+4-2	mmmlhlhh	8	67
wr1,2,b+4,1+4,df+1-2	mmmlhmm	7	67
wr1,2,b+4,1+4,1+4,db+3	mmmlhlhl	8	69
wr1,2,b+4,1-2-3	mmmhmm	6	72
wr1,2,b+4,b+2-1-3	mmmmmm	6	71
wr1,2,b+4,b+2-1-4	mmmmmlh	7	75
wr1,2,b+2,b+2-1+2,df+3	mmmmhm	6	73
wr1,2,b+4,1,f+2	mmhmm	5	63
wr1,2,b+4,1+4,f+2	mmmlhm	6	70
wr1,2,1+4-2-1-2-3	mmlhhmm	8	71
wr1,2,b+4,1+4,1,d+2	mmmlhhm	7	68
wr1,2,b+4,b+2-1-d+4	mmmmml	6	74
wr1,2,b+2-1-3,1+4-2-d+4	mmmmmlhl	8	76
wr1,2,df+1,b+2-1-3,f+1+2	mmmmmmh	7	82
(Only against mid-big character like Steve or Marduk)			
wr1,df+2,ub_u_uf+3,1+4-2-4	mmmlhhm	7	73
wr1,df+2,1,1,1,1+2	mmhghm	6	61
wr1,df+2,1,1,1-2-3	mmhghmm	7	69
wr1,df+2,1,1+4-2-4	mmhlhgm	7	66
wr1,df+2,1,b+2-1-d+4	mmhmmml	6	68
wr1,df+2,ub_u_uf+3,1+4,1+4-2-d+4	mmmlhlhl	8	72
wr1,df+2,1,1,b+2-1-4	mmhghmh	7	70
wr1,df+2,df+1,1-2-3	mmmhmm	6	69
wr1,df+2,ub_u_uf+3,1-2-3	mmmhmm	6	73
wr1,df+2,ub_u_uf+3,1-1-4	mmhghmh	6	71
wr1,df+2,ub_u_uf+3,1-1-3	mmhghmm	6	69
wr1,df+2,ub_u_uf+3,1,b+2-1-4	mmmhmmmm	7	77
wr1,df+2,ub_u_uf+3,1,b+2-1-3	mmmhmmmm	7	75
wr1,df+2,ub_u_uf+3,1,1,1-2-3	mmhghmm	7	76
wr1,df+2,1,b+2-1+2,1+4-2-d+4	mmhmlhl	8	71

wr1,df+2,ub_u_uf+3,1,1-1-4	mmhhlh	7	69
wr1,df+2,ub_u_uf+3,1,1+2	mmhm	5	65
wr1,df+2,ub_u_uf+3,1,1,f+2	mmhhm	6	67
wr1,df+2,1,1,b+2-1+2,f+2	mmhmmh	7	76
wr1,df+2,4,1+4-2-4	mmhlhmm	7	75
wr1,df+2,4,1+4,1+4-2,d+4	mmhlhlhl	8	73
wr1,df+2,1+4,1-2-3	mmlhmm	7	69
wr1,df+2,1,b+2-1,1+4-2-d+4	mmhmlhl	8	71
wr1,df+2,1+4,1,1+2	mmlhmm	6	61
wr1,df+2,1+4,1+4,1+4	mmlhlhlh	8	59
wr1,df+2,1+4,1+4,df+3	mmhlhlm	7	64
wr1,df+2,ub_u_uf+3,1+4,df+3	mmmlhm	6	68
wr1,df+2,ub_u_uf+3,1-4-4	mmhll	6	69
wr1,df+2,b+2-1+2,1+4,f+2	mmhllhm	7	70
wr1,df+2,ub_u_uf+3,1,b+2-4	mmhml	6	67
wr1,df+2,wr4,1+4-2-4	mmmlhmm	7	73
wr1,df+2,wr4,1+4,b+3-1+2	mmmlhmm	7	68
wr1,df+2,1,1-1-3,f+1+2	mmhmmh	7	78
wr1,df+2,b+2-1-3,f+1+2	mmmmmh	6	79
wr1,df+2,1+4,1+4,1+4-2-d+4	mmlhlhlhl	9	68
wr1,df+2,1+4-2,df+3	mmlhmm	6	63
wr1,df+2,b+2-1-3,d+2	mmmmmm	6	72
wr1,df+2,1+4,1,d+2	mmlhmm	6	59
wr1,df+2,1-1-3,d+2	mmhmm	6	68
wr1,df+2,1,1,1,1,f+2	mmhhmm	7	63
wr1,df+1,b+2-1-3,f+1+2	mmmmmmh	7	84
(Only against mid-big character like Steve or Marduk)			
wr1,ub_u_uf+4,1+4,1,f+2	mmlhmm	6	57
wr1,ub_u_uf+4,b+2-1-3,1+4-2-d+4	mmmmmlhl	8	85
wr1,df+2,b+4,1+4,1+4-2-d+4	mmmlhlhl	8	73
wr1,df+2,b+4,1+4,df+3	mmmlhm	6	69

wr1,df+2,b+4,1+4,df+4	mmmlhm	6	69
wr1,df+2,b+4,1+4,db+3	mmmlhl	6	65
wr1,df+2,b+4,1+4,1+4,df+3	mmmlhlhm	8	75
wr1,df+2,b+4,1+4,1+4-2	mmmlhlhh	8	69
wr1,df+2,b+4,1+4,df+1-2	mmmlhmm	7	69
wr1,df+2,b+4,1+4,1+4,db+3	mmmlhlhl	8	71
wr1,df+2,b+4,1-2-3	mmmhmm	6	74
wr1,df+2,b+4,b+2-1-3	mmmmmm	6	73
wr1,df+2,b+4,b+2-1-4	mmmmmh	6	75
wr1,df+2,b+4,b+2-1+2,df+3	mmmmhm	6	75
wr1,df+2,b+4,1,f+2	mmmhmm	5	65
wr1,df+2,b+4,1+4,f+2	mmmlhm	6	72
wr1,df+2,1+4-2-1-2-3	mmlhhmm	8	78
wr1,df+2,b+4,1+4,1,d+2	mmmlhmm	7	70
wr1,df+2,b+2-1-3,1+4-2-d+4	mmmmmlhl	8	78
wr1,ub_u_uf+4,1+4,1,d+2	mmlhmm	6	66
wr1,ub_u_uf+4,1+4,1+4-2-d+4	mmlhlhl	7	69
wr1,ub_u_uf+4,1+4,1-2-4	mmlhlm	6	67
wr1,ub_u_uf+4,1+4,1,df+3	mmlhmm	6	68
wr1,ub_u_uf+4,1+4-2-4	mmlhmm	6	70
wr1,ub_u_uf+4,1+4,b+2-1-4	mmlhmml	7	77
wr1,ub_u_uf+4,1+4,df+1-2	mmlhmm	6	65
wr1,ub_u_uf+4,b+2-1-3,d+2	mmmmmm	6	79
wr1,ub_u_uf+4,b+2-1,1+4-2-d+4	mmmmmlhl	7	77
wr1,ub_u_uf+4,b+2-1+2,1+4,f+2	mmmmmlhm	7	77
wr1,ub_u_uf+4,1+4,1+4,1+4-2-d+4	mlhlhlhl	9	75
wr1,f+4,1+4-2-4	mhlhmm	6	70
wr1,f+4,1+4,1-2-4	mhlhhmm	7	72
wr1,f+4,1+4,1-1-4	mhlhhmm	7	74
wr1,f+4,1+4,1-2-3	mhlhhmm	7	76

wr1, f+4, 1+4, 1+4-2	mhlhlhh	7	68
wr1, f+4, 1+4, df+1-2	mhlhmm	6	65
wr1, f+4, 1+4, 1, df+4	mhlhhm	6	63
wr1, f+4, 1+4, d+3+4	mhlhlh	6	66
wr1, f+4, 1+4, df+3	mhlhm	5	65
wr1, f+4, 1+4-2-1	mhlhhh	6	56

HIT STARTER 14 "d+2" Counter only, damage 21

Command:	Hit Area:	Total Hits:	Total Damage:
d+2, 1+4, 1-2-3	mlhlmm	6	50
d+2, 1+4-2-4	mlhhm	5	44
d+2, 1+4, 1, 1+2	mlhhm	5	42
d+2, 1+4, 1, f+2	mlhhm	5	41
d+2, 1+4, 1, 1+4-2-d+4	mlhhlhl	7	46
d+2, 1+4, 1, df+3	mlhhm	5	42
d+2, 1+4, b+2-1+2, f+2	mlhmmm	6	50
d+2, 1+4, b+2-1-4	mlhmmh	6	51
d+2, 1+4, 1+4-2	mlhlhh	6	39
d+2, 1+4, b+2-1-3	mlhmmm	6	49
d+2, 1+4, b+2-1+2, df+3	mlhmmm	6	51
d+2, 1+4, 1, d+2	mlhhm	5	40
d+2, 1+4-2, df+3	mlhhm	5	44
d+2, b+4, 1+4, 1+4-2-d+4	mmlhlhl	7	52
d+2, b+4, 1+4, df+3	mmlhm	5	50
d+2, b+4, 1+4, df+4	mmlhm	5	45
d+2, b+4, 1+4, db+3	mmlhl	5	46
d+2, b+4, 1+4, 1+4, df+3	mmlhlhm	7	56
d+2, b+4, 1+4, 1+4-2	mmlhlhh	7	50
d+2, b+4, 1+4, df+1-2	mmlhmm	6	49
d+2, b+4, 1+4, 1+4, db+3	mmlhlhl	7	51

d+2,b+4,1-2-3	mmhmm	5	54
d+2,b+4,b+2-1-3	mmmmm	5	54
d+2,b+4,b+2-1-4	mmmlh	6	58
d+2,b+2,b+2-1+2,df+3	mmhmm	5	56
d+2,b+4,1,f+2	mmhm	4	46
d+2,b+4,1+4,f+2	mmlhm	5	49
d+2,1+4-2-1-2-3	mlhhmm	7	58
d+2,b+4,1+4,1,d+2	mmlhmm	6	51

HIT STARTER 15 "fc DF+2" counter only,damage 14

Command:	Hit Area:	Total Hits:	Total Damage:
fc DF+2,wr3,b+2-1-4	lmmmh	5	61
fc DF+2,wr3,1+4-2-4	lmlhmm	6	59
fc DF+2,wr3,b+2-1-3	lmmmm	5	59
fc DF+2,wr3,b+2-1,1+4-2-d+4	lmmmlhl	7	66
fc DF+2,wr3,b+2-1,f+2	lmmmm	5	61
fc DF+2,wr3,b+2-1,df+3	lmmmm	5	62
fc DF+2,wr3,1+4,1+4-2	lmlhlhh	7	54
fc Df+2,wr3,b+2-1-3,d+2	lmmmmm	6	68
fc DF+2,wr3,1+4-2,df+3	lmlhmm	6	59

HIT STARTER 16 "b+4" counter only,damage 21

Command:	Hit Area:	Total Hits:	Total Damage:
b+4,1+4,1-2-3	mlhlmm	6	50
b+4,1+4-2-4	mlhmm	5	44
b+4,1+4,1,1+2	mlhmm	5	42
b+4,1+4,1,f+2	mlhmm	5	41
b+4,1+4,1,1+4-2-d+4	mlhhlhl	7	46
b+4,1+4,1,df+3	mlhmm	5	42
b+4,1+4,b+2-1+2,f+2	mlhmmm	6	50

b+4,1+4,b+2-1-4	mlhmmh	6	51
b+4,1+4,1+4-2	mlhlhh	6	39
b+4,1+4,b+2-1-3	mlhmmm	6	49
b+4,1+4,b+2-1+2,df+3	mlhmmm	6	51
b+4,wr4,1+4-2-4	mmlhhm	6	63
b+4,wr4,1+4,1+4-2-d+4	mmlhlhl	7	52
b+4,1+4-2,df+3	mlhhm	5	44
b+4,wr4,1+4,1,d+2	mmlhhm	6	49
b+4,wr4,1+4,1+2	mmlhm	5	49
b+4,b+4,1+4,1+4-2-d+4	mmlhlhl	7	52
b+4,b+4,1+4,df+3	mmlhm	5	50
b+4,b+4,1+4,df+4	mmlhm	5	45
b+4,b+4,1+4,db+3	mmlhl	5	46
b+4,b+4,1+4,1+4,df+3	mmlhlhm	7	56
b+4,b+4,1+4,1+4-2	mmlhlhh	7	50
b+4,b+4,1+4,df+1-2	mmlhmm	6	49
b+4,b+4,1+4,1+4,db+3	mmlhlhl	7	51
b+4,b+4,b+2-1-4	mmmmhl	6	58
b+4,b+2,b+2-1+2,df+3	mmmhmm	5	56
b+4,b+4,1,f+2	mmhm	4	46
b+4,b+4,1+4,f+2	mmlhm	5	49
b+4,1+4-2-1-2-3	mlhhhmm	7	58
b+4,b+4,1+4,1,d+2	mmlhhm	6	51

HIT STARTER 17 "4" counter only,damage 21

Command:	Hit Area:	Total Hits:	Total Damage:
4,1+4-2-4	hlhhm	5	44
4,1+4,1-2-3	hlhhmm	6	50
4,1+4,b+2-1+2,f+2	hlhmmm	6	50
4,1+4,b+2-1-4	hlhmmh	6	51

4,1+4,b+2-1-3	hlhmmm	6	49
4,1+4,1,d+2	hlhhm	5	41

HIT STARTER 18 "d+3+4" counter only,damage 26

Command:	Hit Area:	Total Hits:	Total Damage:
d+3+4,1+4-2-4	lhlhhm	6	49
d+3+4,1,1-2-3	lhllmm	6	52
d+3+4,1+4,1-2-3	lhlhlmm	7	55
d+3+4,1,1,1-1-4	lhhhhlh	7	48
d+3+4,1+4,b+2-1+2,f+2	lhlhmmm	7	55
d+3+4,b+2-1-d+4	lhmm1	5	52
d+3+4,1+4,b+2-1+2,df+3	lhlhmmm	7	56
d+3+4,1,1+4-2-4	lhlhghm	7	52
d+3+4,1-1-3,f+1+2	lhhmmh	6	61
d+3+4,b+2-1-3,f+1+2	lhmmmh	6	65
d+3+4,1+4,1+4,1+4-2-d+4	lhlhlhlhl	9	54
d+3+4,4,1+4-2-4	lhhllhgm	7	60
d+3+4,4,1+4,1+4-2-d+4	lhhllhlhl	8	59
d+3+4,1,1-2-4	lhhhmm	6	48
d+3+4,1+4,1,1+2	lhlhgm	6	47
d+3+4,df+1,1-2-3	lhmhmm	6	55
d+3+4,1-1,d+3+4	lhhmlh	6	49
d+3+4,df+1-2,1+4-2-d+4	lhmhlhl	7	54
d+3+4,1,1-1-3	lhhhmm	6	48
d+3+4,1+4,df+1,1+4-2-d+4	lhlhmlhl	8	53
d+3+4,1+4,1,f+2	lhlhgm	6	46
d+3+4,1+4,1,4	lhlhhh	6	45
d+3+4,b+2-1-3,d+2	lhmmmm	6	58
d+3+4,1-1-3,d+2	lhhmmmm	6	54
d+3+4,1+4-2,df+3	lhlhgm	6	49

d+3+4,b+4,1+4,1+4-2-d+4	lhmlhlhl	8	59
d+3+4,b+4,1+4,df+3	lhmlhm	6	55
b+3+4,b+4,1+4,df+4	lhmlhm	6	50
d+3+4,b+4,1+4,db+3	lhmlhl	6	51
d+3+4,b+4,1+4,1+4-2	lhmlhlhh	8	55
d+3+4,1+4-2-1-2	hlhghhm	7	48
d+3+4,1+4-2-1-1	hlhghhm	7	51
d+3+4,b+4,df+3	lhmm	4	49
d+3+4,b+4,f+2	lhmm	4	48

HIT STARTER 19 "ss 4" Counter Only,damage 21

Command:	Hit Area:	Total Hit:	Total Damage:
ss 4,1+4,1-2-3	hlhghm	6	50
ss 4,1+4-2-4	hlghm	5	44
ss 4,1+4,1+4,1+4-2-d+4	hlhlhlhh	8	49
ss 4,1+4-2-1-1-4	hlhghmlh	7	51
ss 4,1+4,1-2-4	hlhghm	5	46
ss 4,1+4,1-1-4	hlhghmlh	6	48
ss 4,1+4,1,1+2	hlghm	5	42
ss 4,1+4,1,df+3	hlghm	5	42
ss 4,1+4,1+4,f+2	hlhlhm	6	44
ss 4,1+4,1+4,db+3	hlhlhl	6	41
ss 4,1+4,1+4,df+4	hlhlhm	6	40
ss 4,1+4,df+1-2	lhmm	5	39
ss 4,1+4,1,1+4-2	hlhhlhh	7	42
ss 4,1+4,1,f+2	hlghm	5	41
ss 4,1+4,1-4	hlhhl	5	38
ss 4,1+4,1+4,df+3	hlhlhm	6	45
ss 4,1+4,1-1	hlghm	5	38
ss 4,1+4,df+1,1+4-2-d+4	lhmlhl	7	48

ss 4, f+2	hm	2	35
ss 4, db+4-4	hll	3	38
ss 4, 1+4, df+1-2, db+3	hlhmm1	6	46
ss 4, 1+4, 1, 1, db+3	hlhhh1	6	41
ss 4, 1+4, 1, 4	hlhhh	5	40
ss 4, 1+4, df+1, f+2	hlhmm	5	43

HIT STARTER 20 "fc df,d,DF+1+2"(in the air),throw,damage 15

Command: Hit Area: Total Hits: Total Damage:

fc df,d,DF+1+2,1,1,1-2-3	hhhhmm	6	44
fc df,d,DF+1+2,b+2-1-3,f+1+2	hmmmh	5	54
fc df,d,DF+1+2,1-1-3,f+1+2	hhmmh	5	50
fc df,d,DF+1+2,ub_u_uf+3,1-2-3	hmhmm	5	48
fc df,d,DF+1+2,ub_u_uf+3,1-1-4	hmhmm	5	46
fc df,d,DF+1+2,ub_u_uf+3,1-1-3	hmhmm	5	44
fc df,d,DF+1+2,ub_u_uf+3,1+4,1+4-d+4	hmlhlhl	7	47
fc df,d,DF+1+2,1,b+2-1+2,1+4-d+4	hhm1hl	7	46
fc df,d,DF+1+2,1,b+2-1,f+2	hhmmm	5	41
fc df,d,DF+1+2,ub_u_uf+3,1,1+4,f+2	hmh1hm	6	43
fc df,d,DF+1+2,ub_u_uf+3,1+4,df+3	hmlhm	5	43
fc df,d,DF+1+2,1,ub_u_uf+3,1-2-3	hhmhmm	6	49
fc df,d,DF+1+2,1,ub_u_uf+3,1+4,f+2	hhm1hm	6	43
fc df,d,DF+1+2,1,ub_u_uf+3,1,1+2	hhmhm	5	41
fc df,d,DF+1+2,1,ub_u_uf+3,b+2-1-4	hhmmmh	6	50
fc df,d,DF+1+2,1,ub_u_uf+3,b+2-1-3	hhmmmm	6	48
fc df,d,DF+1+2,4,1+4-2-4	hhlh1hm	6	49
fc df,d,DF+1+2,4,f+4	hhh	3	39
fc df,d,DF+1+2,4,1+4,1-1-4	hhlh1hl	7	48
fc df,d,DF+1+2,4,1+4,1+2	hhlhm	5	44
fc df,d,DF+1+2,4,1+4,b+2-1+2	hhlhmm	6	45

are really destructive,so probably you can do some
 weall combo that are not write here,this is only
 because i wrote only the more useful wall
 combo,but if you do a combo that it's not write
 here and that combo it's useful,tell me.

Note 2:When you read "wh" it mean that the opponent must be
 hit by the wall.

Wall Combo Starter 1: "3+4",Normal damage 31,counter 33

Command:	Hit Area:	Total Hit:	Total Damage:
3+4,wh,1+4-2	mmlhh	5	49(51)
3+4,wh,db+4,4	mmll	4	57(60)
3+4,wh,f+2	mmm	3	46(49)
3+4,wh,db+3	mm1	3	42(45)
3+4,wh,b+3	mmm	3	46(49)

Wall Combo Starter 2: "f+2",Normal damage 21,counter 25

Command:	Hit Area:	Total Hit:	Total Damage:
f+2,ub_u_uf+3,1-2-4,wh,f,F+4	mmhmmm	6	73(77)
f+2,ub_u_uf+3,1-2-4,wh,f+4	mmhmmh	6	69(73)
f+2,ub_u_uf+3,1-2(wh)-4	mmhmm	5	59(63)
f+2,ub_u_uf+3,1-2-4,wh,f+2	mmhmmm	6	66(70)
f+2,ub_u_uf+3,1-2-4,wh,f+1+2	mmhmmh	6	74(78)
f+2,ub_u_uf+3,1-2-4,wh,df+3	mmhmmm	6	67(71)
f+2,ub_u_uf+3,1-2-4,wh,1-1-4	mmhmmhmlh	9	87(91)
f+2,ub_u_uf+3,1-1-3,wh,f,F+4	mmhmmm	6	73(77)
f+2,ub_u_uf+3,1-1-3,wh,f+4	mmhmmm	6	69(73)
f+2,ub_u_uf+3,1-1-3,wh,f+2	mmhmmm	6	66(70)
f+2,ub_u_uf+3,1-1-3,wh,f+1+2	mmhmmh	6	74(78)
f+2,ub_u_uf+3,1-1-3,wh,df+3	mmhmmm	6	67(71)
f+2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	87(91)
f+2,b+2-1+2,wh,1-1-4	mmhmlh	7	71(75)
f+2,1+4-2(wh)-1-1-4	mlhhmlh	8	70(74)

f+2,b+2-1-3,wh,1+4-2	mmhmlhh	7	73 (77)
f+2,4,1+4-2,wh,f+1-4	mhlhhmlh	8	77 (81)
f+2,b+2-1-3,wh,d+2,3~4	mmmmml	6	79 (83)
f+2,wr4,1+4-2,wh,f+1-4	mmlhhmlh	8	75 (79)
f+2,b+2-1-3,wh,1-1-d+4	mmmmhml	7	83 (87)
f+2,ub_u_uf+3,1-1-3,wh,1-1-d+4	mmhmmhml	8	89 (93)
f+2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	86 (90)
f+2,wh,ub_u_uf+4	mm	2	40 (44)
f+2,wh,f+1+2	mh	2	45 (49)
f+2,wh,b+2-1-4	mmmlh	5	61 (65)
f+2,1,1,wh,1-1-4	mhhhmlh	7	62 (66)
f+2,1,1,wh,1-1-d+4	mhhhml	6	59 (63)

Wall Combo Starter 3: "2" Normal Damage 16,counter 19

Command:	Hit Area:	Total Hit:	Total Damage:
2,ub_u_uf+3,1-2-4,wh,f,F+4	mmhmmm	6	68 (71)
2,ub_u_uf+3,1-2-4,wh,f+4	mmhmmh	6	64 (67)
2,ub_u_uf+3,1-2 (wh)-4	mmhmm	5	54 (57)
2,ub_u_uf+3,1-2-4,wh,f+2	mmhmmm	6	62 (65)
2,ub_u_uf+3,1-2-4,wh,f+1+2	mmhmmh	6	69 (72)
2,ub_u_uf+3,1-2-4,wh,df+3	mmhmmm	6	62 (65)
2,ub_u_uf+3,1-2-4,wh,1-1-4	mmhmmhmlh	9	82 (85)
2,ub_u_uf+3,1-1-3,wh,f,F+4	mmhmmm	6	68 (71)
2,ub_u_uf+3,1-1-3,wh,f+4	mmhmmm	6	64 (67)
2,ub_u_uf+3,1-1-3,wh,f+2	mmhmmm	6	61 (64)
2,ub_u_uf+3,1-1-3,wh,f+1+2	mmhmmh	6	69 (72)
2,ub_u_uf+3,1-1-3,wh,df+3	mmhmmm	6	62 (65)
2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	82 (85)
2,b+2-1+2,wh,1-1-4	mmmhmlh	7	66 (69)
2,1+4-2 (wh)-1-1-4	mlhhhmlh	8	65 (68)

2,b+2-1-3,wh,1+4-2	mmhmlhh	7	68 (72)
2,4,1+4-2,wh,f+1-4	mhlhhmlh	8	72 (75)
2,b+2-1-3,wh,d+2,3~4	mmmmml	6	74 (77)
2,wr4,1+4-2,wh,f+1-4	mmlhhmlh	8	70 (73)
2,b+2-1-3,wh,1-1-d+4	mmmmhml	7	78 (81)
2,ub_u_uf+3,1-1-3,wh,1-1-d+4	mmhmmhml	8	84 (87)
2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	81 (84)
2,wh,ub_u_uf+4	mm	2	35 (38)
2,wh,f+1+2	mh	2	40 (43)
2,wh,b+2-1-4	mmmlh	5	56 (59)
2,1,1,wh,1-1-4	mhhhmlh	7	57 (60)
2,1,1,wh,1-1-d+4	mhhhml	6	54 (57)

Wall Combo Starter 4:"df+2" Normal Damage 18,counter 21

Command:	Hit Area:	Total Hit:	Total Damage:
df+2,ub_u_uf+3,1-2-4,wh,f,F+4	mmhmmm	6	70 (73)
df+2,ub_u_uf+3,1-2-4,wh,f+4	mmhmmh	6	66 (69)
df+2,ub_u_uf+3,1-2 (wh) -4	mmhmm	5	56 (59)
df+2,ub_u_uf+3,1-2-4,wh,f+2	mmhmmm	6	64 (67)
df+2,ub_u_uf+3,1-2-4,wh,f+1+2	mmhmmh	6	71 (74)
df+2,ub_u_uf+3,1-2-4,wh,df+3	mmhmmm	6	64 (67)
df+2,ub_u_uf+3,1-2-4,wh,1-1-4	mmhmmhmlh	9	84 (87)
df+2,ub_u_uf+3,1-1-3,wh,f,F+4	mmhmmm	6	70 (73)
df+2,ub_u_uf+3,1-1-3,wh,f+4	mmhmmm	6	66 (69)
df+2,ub_u_uf+3,1-1-3,wh,f+2	mmhmmm	6	63 (66)
df+2,ub_u_uf+3,1-1-3,wh,f+1+2	mmhmmh	6	69 (72)
df+2,ub_u_uf+3,1-1-3,wh,df+3	mmhmmm	6	64 (67)
df+2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	84 (87)
df+2,b+2-1+2,wh,1-1-4	mmmhmlh	7	68 (71)
df+2,1+4-2 (wh) -1-1-4	mlhhhmlh	8	67 (70)

df+2,b+2-1-3,wh,1+4-2	mmhmlhh	7	71 (74)
df+2,4,1+4-2,wh,f+1-4	mhlhhmlh	8	74 (77)
df+2,b+2-1-3,wh,d+2,3~4	mmmmml	6	76 (79)
df+2,wr4,1+4-2,wh,f+1-4	mmlhhmlh	8	72 (74)
df+2,b+2-1-3,wh,1-1-d+4	mmmmhml	7	80 (83)
df+2,ub_u_uf+3,1-1-3,wh,1-1-d+4	mmhmmhml	8	86 (89)
df+2,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	83 (86)
df+2,wh,ub_u_uf+4	mm	2	37 (40)
df+2,wh,f+1+2	mh	2	42 (45)
df+2,wh,b+2-1-4	mmmlh	5	58 (61)
df+2,1,1,wh,1-1-4	mhhhmlh	7	59 (62)
df+2,1,1,wh,1-1-d+4	mhhhml	6	56 (59)

Wall Combo Starter 5:"db+2" Normal Damage 16,Counter 19

Command:	Hit Area:	Total Hit:	Total Damage:
db+2,b+2-1+2,wh,1-1-4	mmmhmlh	7	66 (69)
db+2,1+4-2 (wh) -1-1-4	mlhhhmlh	8	65 (68)
db+2,b+2-1-3,wh,1+4-2	mmhmlhh	7	68 (72)
db+2,4,1+4-2,wh,f+1-4	mhlhhmlh	8	72 (75)
db+2,b+2-1-3,wh,d+2,3~4	mmmmml	6	74 (77)
db+2,wr4,1+4-2,wh,f+1-4	mmlhhmlh	8	70 (73)
db+2,b+2-1-3,wh,1-1-d+4	mmmmhml	7	78 (81)
db+2,wh,ub_u_uf+4	mm	2	35 (38)
db+2,wh,f+1+2	mh	2	40 (43)
db+2,wh,b+2-1-4	mmmlh	5	56 (59)
db+2,1,1,wh,1-1-4	mhhhmlh	7	57 (60)
db+2,1,1,wh,1-1-d+4	mhhhml	6	54 (57)

Wall Combo Starter 6: "wr3",Normal damage 22,counter 26

Command:	Hit Area:	Total Hit:	Total Damage:
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wr3,b+2-1+2,wh,1-1-4	mmhmlh	7	72 (76)
wr3,1+4-2 (wh) -1-1-4	mlhhhmlh	8	71 (75)
wr3,b+2-1-3,wh,1+4-2	mmhmlhh	7	74 (78)
wr3,4,1+4-2,wh,f+1-4	mhlhhmlh	8	78 (82)
wr3,b+2-1-3,wh,d+2,3~4	mmmmml	6	80 (84)
wr3,wr4,1+4-2,wh,f+1-4	mmlhhmlh	8	76 (77)
wr3,b+2-1-3,wh,1-1-d+4	mmmmhml	7	84 (88)
wr3,ub_u_uf+3,1-1-3,wh,1-1-d+4	mmhmmhml	8	90 (94)
wr3,ub_u_uf+3,1-1-3,wh,1-1-4	mmhmmhmlh	9	87 (91)
wr3,wh,ub_u_uf+4	mm	2	41 (45)
wr3,wh,f+1+2	mh	2	46 (47)
wr3,wh,b+2-1-4	mmmlh	5	62 (66)
wr3,1,1,wh,1-1-4	mhhhmlh	7	63 (67)
wr3,1,1,wh,1-1-d+4	mhhhml	6	60 (64)

Wall Combo Starter 7:"d+3+4" Counter only,damage 25

Command:	Hit Arwa:	Total Hit:	Total Damage:
d+3+4,b+2-1+2,wh,1-1-4	lhmmhmlh	8	75
d+3+4,1+4-2 (wh) -1-1-4	lhlhhhmlh	9	76
d+3+4,b+2-1-3,wh,1+4-2	lhmhmlhh	8	77
d+3+4,4,1+4-2,wh,f+1-4	lhhllhhmlh	9	81
d+3+4,b+2-1-3,wh,d+2,3~4	lhmmmmml	7	84
d+3+4,wr4,1+4-2,wh,f+1-4	lhmlhhmlh	9	79
d+3+4,b+2-1-3,wh,1-1-d+4	lhmmmhml	8	87
d+3+4,df+1,1-1-3,wh,1-1-d+4	lhmmmmhml	9	87
d+3+4,df+1,1-1-3,wh,1-1-4	lhmmmmhmlh	10	84
d+3+4,wh,ub_u_uf+4	lhm	4	44
d+3+4,wh,f+1+2	lhh	3	49
d+3+4,wh,b+2-1-4	lhmmmlh	6	65
d+3+4,1,1,wh,1-1-4	lhhhhmlh	8	66

d+3+4, 1, 1, wh, 1-1-d+4	lhhhhml	7	63
d+3+4, wh, 1-1-4	lhhmlh	6	62
d+3+4, wh, 1-1-d+4	lhhml	5	65
d+3+4, wh, d+3+4	lhlh	4	46
d+3+4, d+3+4, wh, f+1-d+4	lhlhml	6	75
d+3+4, d+3+4, wh, f+1-4	lhlhmlh	7	72

Wall Combo Starter 8: "F+3" Normal Damage 50, counter 60

Command:	Hit Area:	Total Hit:	Total Damage:
F+3, wh, 1+4, 1-2-4	mlhhmm	6	75 (85)
F+3, wh, 1+4, 1-2-3	mlhhmm	6	79 (89)
F+3, wh, 3+4	mmmm	4	84 (94)
F+3, wh, 1+4, 1-1-4	mlhhmm	6	77 (87)
F+3, wh, 1+4-2	mlhh	4	68 (78)
F+3, wh, 1-1-d+4	mhml	4	72 (82)
F+3, wh, 1+4-2-4	mlhhm	5	75 (85)
F+3, wh, 1-1-4	mhmlh	5	85 (95)
F+3, wh, f+1-d+4 (Delayed)	mml	3	73 (83)
F+3, wh, 1-2-3	mhmm	4	73 (83)
F+3, wh, 1-1, 1+4-3-d+4	mhmlhl	6	76 (86)
F+3, wh, 1-1-3, f+1+2	mhmmh	5	85 (95)
F+3, wh, b+2-1-3, f+1+2	mmmmh	5	89 (99)
F+3, wh, 1-1-3, d+2	mhmmm	5	78 (88)
F+3, wh, 1, 1-2-4, wh, f+1+2	mhhmmh	6	96 (106)
F+3, wh, 1, 1-2-4, wh, f+1-4	mhhmmmlh	8	105 (115)
F+3, wh, 1, 1-2-4, wh, f+1-d+4	mhhmmhl	7	107 (117)
F+3, wh, 1, 1-2-4, wh, df+3	mhhmmm	6	89 (99)
F+3, wh, 1, 1-2-4, wh, f+2	mhhmmh	6	88 (98)
F+3, wh, 1, 1-2-4, wh, 1+4-2	mhhmmlhh	8	81 (91)

(Note: All of this wall combo, can be done with f, F+2, df+3 and f+1+2)

1+4, 2	14	-2, -4	+9, +7	+9, +7	+9, +7
1+4, 2, 4		-15	KD	KD	KD
1+4, 2, d+4		-26	KD (HS)	KD (HS)	KD (HS)
b+1+4	13				
b+1+4, 4		-14	KD	KD	KD
b+1+4, 3		-16	0	0	KD
2	15	-6	KD (HS)	+9	KD (HS)
f+2	18	-17	KD (HS)	KD (HS)	KD (HS)
f, f+2	13	-12	KD	KD	KD
d+2	18	-2	+11	+11	KD (HS)
d/f+2	19	-5	KD (HS)	KD (HS)	KD (HS)
d/b+2	24	-10	KD (HS)	KD (HS)	KD (HS)
d/b+1	12	-7	+3	+3	+3
b+2	15	-4	+1	+1	+1
b+2, 1+2		-10	+9	Miss	KD
b+2, 1+2, 4		-13	KD	KD	KD
b+2, 1		-7	+4	+4	+4
WS+2	14	-7	+9	+9	+9
FC, (d/f_D/F) +2	15	-12	-1	-1	+19 (HS)
2+3	28	0	KD (HS)	Miss	KD (HS)
3~4	24	-17	KD	KD	KD
f+3 [d_b]	29~51	-2_+6 [-19]	KD_KD [-6]	KD_KD [-6]	KD_KD [-6]
d/f+3	18	-11	KD	KD	KD
d/b+3	21	-12	+4	+4	+4
b+3	16	-19	KD (HS)	KD (HS)	KD (HS)
b+3, 2		-18	KD (HS)	HD (HS)	KD (HS)
b+3, 4		-10	+1	+1	KD (HS)
u/f+3	20	-3	+8	+8	+8
u/f+4	20	-10	KD (HS)	KD (HS)	KD (HS)
WS+3	19	-15	KD (HS)	KD (HS)	KD (HS)

Braids	80.000 G
Angel Hair	200.000 G (NEW)
Geisha Hair	150.000 G (NEW)
Pythonesse Hair	500.000 G (NEW)
Blond Stylish Hair	40.000 G (NEW)
Brown Stylish Hair	80.000 G (NEW)
Dizzy	30.000 G (NEW)

FACE:

Item:	Cost:
No Bandana	30.000 G
Morning Glory	200.000 G
Bookworm Glasses	50.000 G
Geisha Make Up	60.000 G (NEW)

UPPER BODY:

Item:	Cost:
Chest Protector	120.000 G
Bow	60.000 G
Choker	30.000 G
Jeweled Necklace	30.000 G (NEW)
Phinwheel	120.000 G (NEW)
Colorful Fan	60.000 G (NEW)

LOWER BODY:

Item:	Cost:
Kusarigama:	60.000 G
Ribbon Belt	150.000 G
Chain Belt	40.000 G
Aura	40.000 G (NEW)
Aura Random Charge	30.000 G (NEW)

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COLORS:

COLOR 1:Gi & Bandanna

Color:	Cost:
Black	18.000 G
Red	8.000 G
Blue	8.000 G
Yellow	8.000 G
Green	8.000 G
Lime Green	8.000 G
Violet	8.000 G
Pink	8.000 G
Green-Yellow	
Light Blue	
Dark Cyan	

COLOR 2:Hakama

Color:	Cost:
White	18.000 G
Red	8.000 G
Blue	8.000 G
Yellow	8.000 G
Green	8.000 G
Lime Green	8.000 G
Violet	8.000 G
Pink	8.000 G

COLOR 3:Gloves & Instep Guards

Color:	Cost:
White	18.000 G
Red	8.000 G

Blue	8.000	G
Yellow	8.000	G
Green	8.000	G
Lime Green	8.000	G
Violet	8.000	G
Pink	8.000	G

COSTUME 2:X Button

ITEMS:

HEAD:

Item:	Cost:
Visor	200.000 G
Hunting Cap	300.000 G
Braids	80.000 G
Pigtails	120.000 G (NEW)
Beretta	300.000 G (NEW)
Casket	200.000 G (NEW)
Hyper Ponytail	150.000 G (NEW)
Blond Stylish Hair	40.000 G (NEW)
Brown Stylish Hair	80.000 G (NEW)
Dizzy	30.000 G (NEW)

FACE:

Item:	Cost:
Headset	120.000 G
Sports Sunglasses	60.000 G
Bookworm Glasses	50.000 G

UPPER BODY:

Item:	Cost:
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Bag	150.000 G
Pendant	30.000 G
Choker	30.000 G

LOWER BODY:

Item:	Cost:
Leg-Warmers	60.000 G
Kneepads	500.000 G
Chain Belt	40.000 G
Skirt	500.000 G (NEW)
Aura	40.000 G (NEW)
Aura Random Charge	30.000 G (NEW)

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COLORS:

COLOR 1: Bodysuit & Wrists

Color:	Cost:
Black	18.000 G
Red	8.000 G
Blue	8.000 G
Yellow	8.000 G
Green	8.000 G
Orange	8.000 G
Violet	8.000 G
Pink	8.000 G

COLOR 2: Shirt, Socks & Elbow Pads

Color:	Cost:
White	18.000 G
Black	18.000 G
Red	8.000 G
Yellow	8.000 G

Green	8.000	G
Orange	8.000	G
Violet	8.000	G
Pink	8.000	G

COLOR 3:Boots & Shinguards

Color:	Cost:	
White	18.000	G
Black	18.000	G
Red	8.000	G
Yellow	8.000	G
Green	8.000	G
Orange	8.000	G
Violet	8.000	G
Pink	8.000	G

COSTUME 3:Triange Button

ITEMS:

HEAD:

Item:	Cost:	
Short Hair	60.000	G (NEW)
Knit Balls	200.000	G (NEW)
Ponytail & Headset	60.000	G (NEW)
School Girl Topknot	120.000	G (NEW)
Ponytail	500.000	G (NEW)
Blond Stylish Hair	40.000	G (NEW)
Brown Stylish Hair	80.000	G (NEW)
Dizzy	30.000	G (NEW)

FACE:

Item:	Cost:
Bookworm Glasses	50.000 G

UPPER BODY:

Item:	Cost:
Tie	150.000 G (NEW)
School Bag	30.000 G (NEW)

LOWER BODY:

Item:	Cost:
Knee High Socks	300.000 G (NEW)
Aura	40.000 G (NEW)
Aura Random Charge	30.000 G (NEW)

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COLORS:

COLOR 1:Blouse

White	18.000 G
Black	8.000 G
Blue	8.000 G
Yellow	8.000 G
Green	8.000 G
Orange	8.000 G
Purple	8.000 G
Pink	8.000 G
Green-Yellow	8.000 G
Light-Blue	8.000 G
Dark-Cyan	8.000 G

COLOR 2:Sweater

White	18.000 G
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Black	18.000	G
Blue	8.000	G
Yellow	8.000	G
Green	8.000	G
Orange	8.000	G
Purple	8.000	G
Pink	8.000	G
Green-Yellow	8.000	G
Light-Blue	8.000	G
Dark-Cyan	8.000	G

COLOR 3:Skirt

White	18.000	G
Black	8.000	G
Blue	8.000	G
Yellow	8.000	G
Green	8.000	G
Orange	8.000	G
Purple	8.000	G
Pink	8.000	G
Green-Yellow	8.000	G
Light-Blue	8.000	G
Dark-Cyan	8.000	G

(in DR,Asuka's extra costumes are available from the beginning)

(Asuka's Extra costume was done by Oogure Ito)

MY PERSONAL ASUKA

Probably,no one wont to know how I have customized my asuka,
however I'll tell you,after all,is nice to know how i have create my
personal asuka,I think,if you're not agree,tell me.
For now my Asuka is the same I used in Tekken 5,I must create a new
Asuka for Dark Resurrection,i'll do soon.
My new Asuka is ready,i have wrote the data for the japanese version

and Us Version.

TOTAL WINS MAX IN ARCADE MODE: 126 (3 rounds,Ultra Hard Difficulty)

PLAYER NAME: Krizalid

TITLE: 62/67 ,cost 50.000 G

PLAYER DATA: 619 Wins 5 Loses Wins Loses

CHARACTER RANK: Divine Fist

COSTUME 1:

HEAD: White Hairband

FACE: Morning Glory

UPPER BODY: Bow

LOWER BODY: Kusarigama

COLOR 1: Unequip (white)

COLOR 2: White

COLOR 3: White

COSTUME 2:

HEAD: Barrette

FACE: Headset

UPPER BODY: Bag

LOWER BODY: Kneepads

COLOR 1: Black

COLOR 2: White

COLOR 3: Black

COSTUME 3:

HEAD: Short Hair

FACE: (Nothing)

UPPER BODY: School Bag

LOWER BODY: Chain Belt

COLOR 1: Black

