

Fatal Fury: Wild Ambition FAQ/Walkthrough

by Goh_Billy

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Fatal Fury: Wild Ambition
FAQ By: Goh_Billy (billy_kane_32@hotmail.com)
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=====
1. Legend
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```
1.1 Basic Game Legend

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|     |     |    |             |                   |          |
|-----|-----|----|-------------|-------------------|----------|
| ub  | u   | uf | f - Forward | S - Strong Attack | + - And  |
| \   |     | /  | b - Back    | P - Punch         | / - Or   |
| b-- | --f |    | u - Up      | K - Kick          | , - Then |
| /   |     | \  | d - Down    | L - Line Sway     |          |
| db  | d   | df |             |                   |          |

qcf - quarter circle forward (d, df, f)  
qcb - quarter circle back (d, db, b)  
hcf - half circle forward (b, db, d, df, f)  
hcb - half circle back (f, df, d, db, b)

## 1.2 Chain Attack Legend

-----

\* - can perform special/super right after if connected  
E - ends string  
1 - first hit must connect for this part to come out  
2 - second hit must connect for this part to come out  
3 - third hit must connect for this part to come out  
O - overhead  
\_ - must be blocked low  
A - launches opponent into the air  
G - opponent must be on ground and must be close enough to connect the pursue  
    (otherwise dash towards them before they recover to get close enough)  
< - backdash  
> - shifts to other side of opponent  
T - taunt  
H - first attack must be from a high jump for this part to come out

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## 2. System

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++++++  
| 2.1 Basics |  
++++++

|              |                                                                                                                         |                                                                                                                                                                                                                                                                            |
|--------------|-------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Front Throw  | f + S close                                                                                                             |                                                                                                                                                                                                                                                                            |
| Back Throw   | f + S close to<br>opponent's back                                                                                       |                                                                                                                                                                                                                                                                            |
| Redirect     | f + L                                                                                                                   | puts opponent in position<br>so their back is facing<br>you                                                                                                                                                                                                                |
| Throw Escape | f + S just as you<br>are being thrown<br>(b + S just as<br>you are being<br>thrown from f,<br>b + S throw<br>maneuvers) | works on standard front<br>throws; the motion to<br>escape is determined by<br>the motion used to<br>activate the throw you<br>are being caught in;<br>f + S / b, f + S / df,<br>df + S throws are escaped<br>with f + S, and f, b + S<br>throws are escaped with<br>b + S |
| Throw Soften | f + S while you are<br>being thrown<br>(b + S while you<br>are being thrown<br>from f, b + S<br>throw maneuvers)        | works on standard front<br>throws; the motion to<br>escape is determined by<br>the motion used to<br>activate the throw you<br>are being caught in;                                                                                                                        |

f + S / b, f + S / df,  
df + S throws are  
softened with f + S, and  
f, b + S throws are  
softened with b + S

|                           |                                                                                         |                                                                                                                                  |
|---------------------------|-----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| Redirect Escape           | f + L just as you<br>are being<br>redirected                                            |                                                                                                                                  |
| Crawl                     | hold df                                                                                 |                                                                                                                                  |
| Line Sway Into Background | L / u + L                                                                               |                                                                                                                                  |
| Line Sway Into Foreground | d + L                                                                                   |                                                                                                                                  |
| Forward Run               | f, f, then hold f<br>to continue run                                                    |                                                                                                                                  |
| Dash Jump                 | uf                                                                                      |                                                                                                                                  |
| Halt                      | b or stop holding<br>f                                                                  |                                                                                                                                  |
| Dash Backward             | b, b                                                                                    |                                                                                                                                  |
| Short aka Small Jump      | tap ub/u/uf                                                                             |                                                                                                                                  |
| High Jump                 | press ub/u/uf                                                                           |                                                                                                                                  |
| Air Block                 | ub/u/uf, b                                                                              |                                                                                                                                  |
| Block High                | b                                                                                       |                                                                                                                                  |
| Block Low                 | db                                                                                      | will not block overheads                                                                                                         |
| Guard Impact              | tap f, f very<br>quickly after<br>blocking an<br>attack                                 | pushes opponent away from<br>you                                                                                                 |
| Guard Crush               | if you guard too<br>often you will<br>eventually have<br>your guard broken              |                                                                                                                                  |
| Roll Recovery             | L after getting<br>knocked down                                                         |                                                                                                                                  |
| Dizzy Recovery            | shake joystick and<br>tap the buttons<br>rapidly when<br>dizzied                        |                                                                                                                                  |
| Taunt                     | P+K                                                                                     | fills Heat Gauge                                                                                                                 |
| Reaching Attack           | f + S                                                                                   |                                                                                                                                  |
| Float Launcher            | df + S                                                                                  | launches opponent, however<br>they will air recover if<br>not hit after the launch;<br>becomes a true launcher<br>on counter hit |
| Charging Attack           | f, f, P/K/S                                                                             |                                                                                                                                  |
| Pursue Attack             | df + S on downed<br>opponent                                                            | some characters have a<br>taunt rather than an<br>attack                                                                         |
| Kara Cancel               | input a special or<br>super during the<br>early frames of a<br>normal/command<br>attack |                                                                                                                                  |

|              |                                                                                                                   |                                                                                                 |
|--------------|-------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| Attack Clash | if two attacks meet<br>at the very same<br>time, you will<br>"clash" and<br>neither character<br>will take damage | seems to have relatively<br>tight timing in this<br>game, making this a<br>very rare occurrence |
|--------------|-------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|

++++  
| 2.2 Heat Gauge And Supers |  
++++

Heat Gauge  
-----

The Power Gauge in this game is different than that of the other Fatal Fury Real Bout games. The meter itself has a half way point. It starts at this point at the beginning of the match. The gauge tries to remain at this mid point throughout the match. If the gauge falls below the mid point it will gradually increase back to 50%. If your meter is above the mid point and you remain idle or do not attack, the meter will decrease back to the 50%. You can fill the meter by performing special moves, landing attacks, blocking attacks, and taunting. The Heat Gauge will decrease when you take damage. Once the meter is completely full it will read "MAX OK." You are now able to perform Heat Blow attacks or Overdrive Power Super. Using a portion of the Heat Gauge can also allow you to use a Counter Attack. If the meter ever empties completely you will be dizzied. The following are maneuvers that use the Heat Gauge:

|                       |                                                       |                                                                                                                                                                                                                                                                                                                            |
|-----------------------|-------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Counter Attack        | f + P+K while<br>blocking an attack                   | uses up and requires<br>60% of the Heat Gauge                                                                                                                                                                                                                                                                              |
| Heat Blow             | P+K+S                                                 | Heat Gauge must be<br>Maxed; uses up 80%<br>of the Heat Gauge;<br>unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |
| Overdrive Power Super | refer to the<br>character's<br>movelist for<br>motion | Heat Gauge must be<br>Maxed; uses up 99%<br>of the Heat Gauge                                                                                                                                                                                                                                                              |

Super Desperation  
-----

You can perform a Super Desperation when your lifebar begins to flash red. While your lifebar is flashing, you can perform as many Super Desperations as you want. The Heat Gauge has no effect on the Super Desperations in this game.

|                   |              |                          |
|-------------------|--------------|--------------------------|
| Super Desperation | refer to the | lifebar must be flashing |
|-------------------|--------------|--------------------------|

character's red  
movelist for  
motion

=====  
3. Characters  
=====

\*\*\*\*\*  
\* 3.1 Terry Bogard \*  
\*\*\*\*\*

Colors

-----  
K/S - Red jacket and hat  
P/L - Black jacket and hat

Win Victories

-----  
P - Turns around and tosses hat  
K - Wipes hat on pants and puts it back on  
S - Rolls arm and then puts hand on bicep  
L - Shrugs and waves hand near head

Throws

-----  
Buster Throw f + S close  
Neck Hanging Crusher f + S close to  
opponent's back  
Back Spin Attack f, b + S close  
Redirect f + L puts opponent in position  
so their back is facing  
you  
Neck Breaker Drop Dash Forward, P+K

Basic Moves

-----  
Crawl hold df  
Air Knee K from short jump overhead  
Rotating Kick S from u high jump overhead  
Hook Punch tap P rapidly  
Short Arm Uppercut S 2 hits when close

Command Moves

-----  
Flying Turn Kick f + K can be easily kara cancelled  
Launching Knee df + K  
Power Dunk S overhead  
Jawing Kick f + S  
Uppercut df + S float launches; true  
launcher on counter hit  
Fierce Roundhouse b + S can be easily kara cancelled  
Shoulder Charge f, f, P/K/S  
Punt Kick Dash Forward, f + S overhead  
Smash Fist df + S on downed pursue attack  
opponent  
Feint Power Geyser d + K+S

Back Turned Moves

-----

Backfist P/K/S  
Sweep d + P/K/S

Special Moves

-----  
Power Wave

qcf + P will collide with other  
projectiles as both will  
be "destroyed" in the  
process

Round Wave

qcf + S (hold S to  
empower) absorbs projectiles;  
empowering this move  
allows you to stun  
the opponent if the  
maneuver connects  
(not blocked)

Power Charge

b, df + P launches on counter hit

Burning Knuckle

qcb + P/S P=short, S=long

Rising Tackle

Charge d for 1 first part must be blocked  
second, u + P low

Crack Shoot

qcb + K

Super Desperation

-----  
Power Geyser

qcb, db, f + K+S absorbs projectiles

Heat Blow

-----  
Final Burn

P+K+S unblockable; will stun  
opponent if move  
connects; will launch  
opponent on counter hit;  
can be used while being  
attacked and will act  
as a sort of combo  
breaker (will not break  
Overdrive Power Supers  
or Super Desperations)

Overdrive Power Supers

-----  
Triple Geyser

qcb, db, f + S absorbs projectiles

Heat Up Geyser

f, b, db, d, df + S first part must touch  
opponent to perform  
the entire maneuver;  
geyser portion absorbs  
projectiles

Chain Attacks

-----  
Punch Starters

.....  
P (\*) -----> K (\*) -----> df + S (\*, O, A)-----> df + S (G, E)  
| S (\*, E) K (O, E)  
| S (E)  
| d + S (\*, \_, E)

```

|
|
-----> f + S (*) -----> S (E)
|
|
-----> d + S (_) -----> df + S (G, E)

```

```

d + P (*)-----> d + K (*, _)-----> d + S (*, _) -----> df + S (G, E)
 d + S (*, E) S (O, E)

```

Kick Starters

```

.....
K (*) -----> K (E)

```

```

d + K (*, _)----> d + S (_) -----> df + S (G, E)

```

Strong Starters

```

.....
S (*) -----> S (*) -----> S (E)

```

```

* 3.2 Joe Higashi *

```

|                                   |                                              |
|-----------------------------------|----------------------------------------------|
| Colors                            | Win Victories                                |
| -----                             | -----                                        |
| K/S - Yellow shorts w/ Black trim | P - Hands on hips and laughs                 |
| P/L - Blue shorts w/ White trim   | K - Scratches back of his head and waves off |
|                                   | S - Falls to knees and puts both arms up     |
|                                   | L - Punches twice and flexes arm             |

Throws

```

Jaws Special f + S close
Spinning Flame Top f + S close to
 opponent's back
Joe Cut f, b + S close
Neck Sumo df, df + S close
 Knees Of Hell K, K
 Joe Final f + S
Redirect f + L puts opponent in position
 so their back is facing
 you

```

Basic Move

```

Crawl hold df

```

Command Moves

```

Quick Uppercut b + P
High Kick f + K can be easily kara cancelled
Gold Knee Child S overhead

```

|                       |                                 |                                                                                                                                                                                                                               |
|-----------------------|---------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tiger Sword           | b + K                           | overhead; can be easily kara cancelled                                                                                                                                                                                        |
| Slide Kick            | df + K                          | must be blocked low                                                                                                                                                                                                           |
| Side Kick             | f + S                           |                                                                                                                                                                                                                               |
| Rising Elbow          | df + S                          | float launches; true launcher on counter hit                                                                                                                                                                                  |
| Knee Strike           | f, f, P/K/S                     |                                                                                                                                                                                                                               |
| Special Taunt         | df + S on downed opponent       | pursue taunt                                                                                                                                                                                                                  |
| Feint Hurricane Upper | d + P+S                         |                                                                                                                                                                                                                               |
| Feint Screw Upper     | d + K+S                         |                                                                                                                                                                                                                               |
| Back Turned Moves     |                                 |                                                                                                                                                                                                                               |
| -----                 |                                 |                                                                                                                                                                                                                               |
| High Swipe Kick       | P/K/S                           |                                                                                                                                                                                                                               |
| Sweep                 | d + P/K/S                       |                                                                                                                                                                                                                               |
| Special Moves         |                                 |                                                                                                                                                                                                                               |
| -----                 |                                 |                                                                                                                                                                                                                               |
| Hurricane Upper       | hcf + P                         | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                |
| Exploding Hurricane   | hcf + S                         | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                |
| TNT Punch             | tap P repeatedly                |                                                                                                                                                                                                                               |
| Dynamite Fist         | qcf + P                         | overhead                                                                                                                                                                                                                      |
| Dynamite Elbow        | qcf + S                         |                                                                                                                                                                                                                               |
| Tiger Kick            | f, d, df + K                    |                                                                                                                                                                                                                               |
| Golden Heel           | qcb + K                         | overhead                                                                                                                                                                                                                      |
| Powerful Slash Kick   | db, f + S / Charge<br>db, f + S | first part must connect (not blocked) to perform entire maneuver                                                                                                                                                              |
| Super Desperation     |                                 |                                                                                                                                                                                                                               |
| -----                 |                                 |                                                                                                                                                                                                                               |
| Screw Upper           | f, b, db, d,<br>df + K+S        | absorbs projectiles                                                                                                                                                                                                           |
| Heat Blow             |                                 |                                                                                                                                                                                                                               |
| -----                 |                                 |                                                                                                                                                                                                                               |
| Tiger Elbow           | P+K+S                           | unblockable; will stun opponent if move connects; will launch opponent on counter hit; can be used while being attacked and will act as a sort of combo breaker (will not break Overdrive Power Supers or Super Desperations) |

Overdrive Power Super





|                             |                                          |                                                                                             |
|-----------------------------|------------------------------------------|---------------------------------------------------------------------------------------------|
| Neck Hanging Tree           | while crouching<br>press df + S<br>close |                                                                                             |
| Redirect                    | f + L                                    | puts opponent in position<br>so their back is facing<br>you                                 |
| Basic Moves<br>-----        |                                          |                                                                                             |
| Crawl                       | hold df                                  |                                                                                             |
| Double Knee Drop            | S from short jump                        | overhead                                                                                    |
| Command Moves<br>-----      |                                          |                                                                                             |
| Buffalo Senton              | ub/uf, d + S                             | overhead; only works on<br>high jump                                                        |
| Double Sledgehammer         | f + K                                    | overhead; can be easily kara<br>cancelled                                                   |
| Hammer Swing                | df + K                                   | both parts must be blocked<br>low; can be easily kara<br>cancelled                          |
| Buffalo Ball                | db + K                                   |                                                                                             |
| Crushing Buffalo            | f + S                                    |                                                                                             |
| Double Scoop                | df + S                                   | float launches; true<br>launcher on counter hit                                             |
| Clothesline                 | f, f, P/K/S                              |                                                                                             |
| Butt Drop                   | df + S on downed<br>opponent             | pursue taunt                                                                                |
| Feint Poison Mist           | d + P+S                                  |                                                                                             |
| Feint Giant Bomb            | f + P+S                                  |                                                                                             |
| Back Turned Moves<br>-----  |                                          |                                                                                             |
| Turn Chop                   | P/K/S                                    |                                                                                             |
| Arm Sweep                   | d + P/K/S                                |                                                                                             |
| Special Moves<br>-----      |                                          |                                                                                             |
| Poison Mist                 | qcb + P/S                                | P=straight, S=upward;<br>stuns on counter hit;<br>the mist itself can<br>absorb projectiles |
| Giant Bomb                  | db, f + S / Charge<br>db, f + S          |                                                                                             |
| Thunder Death Driver        | 360 + S                                  | connects close and it<br>is unblockable                                                     |
| Super Drop Kick             | Charge K for 5<br>seconds, release       |                                                                                             |
| Super Desperations<br>----- |                                          |                                                                                             |
| Thor's Hammer               | f, b, db, d,<br>df + K+S                 |                                                                                             |
| Berserk Trident             | 360 + K+S                                | connects close and it<br>is unblockable                                                     |

Heat Blow

-----

|               |       |                                                                                                                                                                                                                                                          |
|---------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bull Headbutt | P+K+S | unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |
|---------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

-----

|                  |                |                                                                                         |
|------------------|----------------|-----------------------------------------------------------------------------------------|
| Circle Hurricane | f, b, d, u + S | connects close and it<br>is unblockable; does<br>not drain heat meter<br>if move whiffs |
|------------------|----------------|-----------------------------------------------------------------------------------------|

Chain Attacks

-----

Punch Starters

.....

|       |        |       |        |                  |        |               |
|-------|--------|-------|--------|------------------|--------|---------------|
| P (*) | -----> | K (*) | -----> | df + S (*, O, A) | -----> | df + S (G, E) |
|       |        |       |        | S (E)            |        |               |
|       |        |       |        | d + S (*, _, E)  |        |               |

|           |        |              |        |              |        |               |
|-----------|--------|--------------|--------|--------------|--------|---------------|
| d + P (*) | -----> | d + K (*, _) | -----> | d + S (*, _) | -----> | df + S (G, E) |
|           |        |              |        | S (O, E)     |        |               |

Kick Starters

.....

|       |        |       |        |          |
|-------|--------|-------|--------|----------|
| K (*) | -----> | K (*) | -----> | S (O, E) |
|-------|--------|-------|--------|----------|

Strong Starters

.....

|       |        |       |        |          |        |               |
|-------|--------|-------|--------|----------|--------|---------------|
| S (*) | -----> | S (*) | -----> | S (*, A) | -----> | df + S (G, E) |
|-------|--------|-------|--------|----------|--------|---------------|

\*\*\*\*\*  
\* 3.4 Li Xiangfei \*  
\*\*\*\*\*

Colors

-----

K/S - Red top  
P/L - Green top

Win Victories

-----

P - Has two swords and ends with pose  
K - Crosses arms and smiles  
s - Jumps up and down for joy  
L - Spins with hands behind head

Throw

-----

|                        |                                   |                                                             |
|------------------------|-----------------------------------|-------------------------------------------------------------|
| Thousand Reverse Feast | f + S close                       |                                                             |
| Gem Issuing Hand       | f + S close to<br>opponent's back |                                                             |
| Redirect               | f + L                             | puts opponent in position<br>so their back is facing<br>you |

#### Basic Moves

-----

|                         |               |
|-------------------------|---------------|
| Crawl                   | hold df       |
| Rapid Blows To Backhand | tap P rapidly |

#### Command Moves

-----

|                        |                              |                                                      |
|------------------------|------------------------------|------------------------------------------------------|
| Back Flip              | db, db                       |                                                      |
| Quick Arrow            | P                            |                                                      |
| Quick Arrow            | df, df + P                   | can be easily kara cancelled                         |
| Top Kick               | f + K                        | can be easily kara cancelled                         |
| Low Foot               | b + K                        | must be blocked low; can be<br>easily kara cancelled |
| Needle Kick            | f + S                        |                                                      |
| High Snap Kick         | df + S                       | float launches; true<br>launcher on counter hit      |
| Charging Back          | f, f, P/K/S                  |                                                      |
| Whirlwind Kick         | Dash Forward, f + S          | overhead                                             |
| Low Whirlwind Kick     | d + K                        | must be blocked low                                  |
| Crushing Stomp         | df + S on downed<br>opponent | pursue attack                                        |
| Feint Tremendous Talus | d + K+S                      |                                                      |

#### Back Turned Moves

-----

|             |           |
|-------------|-----------|
| Double Stab | P/K/S     |
| Sweep       | d + P/K/S |

#### Special Moves

-----

|                       |                                          |                                                                                                                                                                                                                              |
|-----------------------|------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dream World Wave      | qcf + P/S                                | P=short, S=long                                                                                                                                                                                                              |
| Piercing Sacred Elbow | qcb + P                                  |                                                                                                                                                                                                                              |
| Annihilation Kick     | qcf + K                                  | rolling elbow must connect<br>(not blocked) to perform<br>the maneuver                                                                                                                                                       |
| Burst Heaven Mount    | f, d, df + K                             |                                                                                                                                                                                                                              |
| Fluttering Crash      | qcb + K                                  | must touch opponent to<br>perform the entire<br>maneuver; unblockable                                                                                                                                                        |
| Drunken Crash         | qcb + S (hold S<br>to delay<br>maneuver) | must touch opponent to<br>perform the entire<br>maneuver; unblockable;<br>Xiangfei can be struck<br>out of move with a low<br>attack, from behind, or<br>a projectile; move<br>functions as a high<br>counter attack as well |

|       |                 |
|-------|-----------------|
| Abort | L while holding |
|-------|-----------------|

S and delaying  
maneuver / L  
after fourth  
step forward

Super Desperations

-----  
Tremendous Talus

f, b, db, d,  
df + K+S

Sacred Dragon Starter  
Follow Up

S  
qcf + P+K

Sacred Dragon Starter  
must connect (not  
blocked) to perform  
this follow up

Finish

b, f + P+K

Heat Blow

-----  
Angelic Flip

P+K+S

unblockable; will stun  
opponent if move  
connects; will launch  
opponent on counter hit;  
can be used while being  
attacked and will act  
as a sort of combo  
breaker (will not break  
Overdrive Power Supers  
or Super Desperations)

Overdrive Power Super

-----  
Fanatic Fang

360 + S

connects close; unblockable;  
the missed blast can hurt  
the opponent

Chain Attacks

-----  
Punch Starters

P (\*) -----> K (\*) -----> df + S (\*, O, A)-----> df + S (G, E)  
S (E)  
d + S (\*, \_, E)

d + P (\*)-----> d + K (\*, \_)-----> d + S (\*, \_) -----> df + S (G, E)  
S (O, E)

Kick Starters

-----  
f + K -----> K -----> K (\*, \_, E)

Strong Starters

-----  
S (\*) -----> S (\*) -----> S (E)

Dash Forward,--> S (\*) -----> S (\*, A, E)  
f + S (O) d + K (\*, \_, E) L (<, T, E)  
d + L (>, E)

\*\*\*\*\*  
\* 3.5 Kim Kaphwan \*

Colors Win Victories  
-----  
K/S - White costume w/ Blue trim P - Crosses arms and puts them at side  
P/L - Yellow costume w/ Black trim K - Puts hands together and bows  
S - Flip kicks  
L - Performs Cloud Of Dust and puts arm out

Throw  
-----  
Body Drop f + S close  
Crescent Moon Kick f + S close to  
opponent's back  
Redirect f + L puts opponent in position  
so their back is facing  
you

Basic Moves  
-----  
Crawl hold df  
Straight Jump Kick K from u high jump overhead

Command Moves  
-----  
Hopping Axe Kick f + K overhead  
Half Moon Kick df + K can be easily kara cancelled  
Razor Blade Kick S Half Moon Kick must  
connect (not blocked)  
to perform this follow  
up  
Double Kick f + S 2 hits  
Spike Kick df + S float launches; true  
launcher on counter hit  
Flying Turn Kick Dash Forward, f + P /  
f, f, P/K/S  
Paired Dragon Kick K+S in air use as a crossup  
Turn Around d, d refer to Back Turned  
Moves section  
Special Taunt df + S on downed pursue taunt  
opponent  
Feint Phoenix Flattner d + K+S

Back Turned Moves  
-----  
Blind High Kick P/K  
Slice Kick K

Powerful Axe Kick S  
Sweep d + P/K/S  
Turn Around d, d

Special Moves

-----  
Cloud Of Dust Charge d for 1 second, u + P if only this part is performed Kim will end up with his back turned  
Flap In Cloud d + P Cloud Of Dust must connect (not blocked) to perform this follow up  
Spirit Of Conquest Kick qcf + K absorbs projectiles  
Crescent Moon Slash qcb + K/S K=short, S=long  
Flying Swallow Slice Charge d for 1 second, u + K  
Soaring Kick d + K in air  
Judgment Kick df + K Soaring Kick must touch opponent to allow this follow up; must be blocked low

Super Desperation

-----  
Phoenix Kick Dance hcf + K+S in air move must connect (not blocked) to perform entire super

Heat Blow

-----  
Phoenix Axe Kick P+K+S unblockable; will stun opponent if move connects; will launch opponent on counter hit; can be used while being attacked and will act as a sort of combo breaker (will not break Overdrive Power Supers or Super Desperations)

Overdrive Power Super

-----  
Phoenix Flattner qcb, db, f + S dash in must connect (not blocked) to perform entire super

Chain Attacks

Punch Starters

.....  
P (\*) -----> K (\*) -----> df + S (\*, O, A) -----> df + S (G, T, E)  
| S (E)  
| d + S (\*, \_, E)  
|





Basic Move

-----

Crawl hold df

Command Moves

-----

Forward Roll f + P  
Cherry Raid K must be blocked low  
Flying Knee f + K can be easily kara cancelled  
Air Snap Kick f + K  
Flip Kick f + K Air Snap Kick must connect  
(not blocked) to perform  
this follow up  
Rising Dragon b + K maneuver leaves Mai with  
her back turned  
Blossom Fan f + S  
Fan Uppercut df + S float launches; true  
launcher on counter hit  
Butt Bump f, f, P/K/S  
Butt Drop df + S on downed pursue attack  
opponent  
Feint Butterfly Fan d + P+S  
Feint Solar Flash Dance b + P+S

Back Turned Moves

-----

Back Fan P/K/S  
Sweep d + P/K/S

Special Moves

-----

Butterfly Fan qcf + P will collide with other  
projectiles as both will  
be "destroyed" in the  
process  
Dragon Blaze Dance qcb + P absorbs projectiles  
Deadly Ninja Bees hcf + S  
Solar Flash Dance Charge d for 1.5 absorbs projectiles  
seconds, u + S  
Flying Squirrel d + P+K in air from high jumps only

Super Desperation

-----

Super Deadly Ninja Bees f, b, db, d,  
df + K+S

Heat Blow

-----

Night Bird P+K+S unblockable; will stun  
opponent if move  
connects; will launch  
opponent on counter hit;  
can be used while being  
attacked and will act  
as a sort of combo



## Basic Moves

-----

Crawl hold df  
Downward Chop tap P rapidly

## Command Moves

-----

Falling Roll Kick f + K can be easily kara cancelled  
Spinning Axe Kick b + K overhead; can be easily kara cancelled  
Spinning Palm Strike f + S  
Rising Palm df + S float launches; true launcher on counter hit  
Reverse Leg Lift b + S  
Reverse Spin Kick db + S can be easily kara cancelled  
Flying Roll Kick f, f, P/K/S  
Ground Slash df + S on downed opponent pursue attack  
Feint Flying Slice d + P+S  
Feint Super Ripping Shot d + K+S

## Back Turned Moves

-----

Turn Chop P/K/S  
Sweep d + P/K/S

## Special Moves

-----

Rising Dragon Blast f, d, df + P  
Flying Slice qcb + P will collide with other projectiles as both will be "destroyed" in the process  
Sky Ripping Shot hcf + K  
Explosion Quake hcb + K must touch opponent to perform the entire maneuver; unblockable  
Violent Flying Fist qcb + S absorbs projectiles (note, however, there is considerable start up time before this move can absorb anything)  
Phantom Slash db, f + S / Charge  
db, f + S

## Super Desperation

-----

Super Ripping Shot qcb, db, f + K+S

## Heat Blow

-----

Crunch Punch P+K+S unblockable; will stun



## Throws

-----

|               |                                   |                                                             |
|---------------|-----------------------------------|-------------------------------------------------------------|
| Grab And Toss | f + S close                       |                                                             |
| Clear Out     | f + S close to<br>opponent's back |                                                             |
| Redirect      | f + L                             | puts opponent in position<br>so their back is facing<br>you |

## Basic Move

-----

|       |         |  |
|-------|---------|--|
| Crawl | hold df |  |
|-------|---------|--|

## Command Moves

-----

|                     |                                                  |                                                 |
|---------------------|--------------------------------------------------|-------------------------------------------------|
| Down Fist           | f + P                                            | overhead; can be easily kara<br>cancelled       |
| Headsplitter        | df + P                                           | must be blocked low                             |
| Tempering Boot      | df + K                                           | second part is an overhead                      |
| Back Kick           | f + S                                            |                                                 |
| Uppercut Swing      | df + S                                           | float launches; true<br>launcher on counter hit |
| Rage Uppercut       | K+S in air                                       | 2 hits                                          |
| Disastrous Headbutt | f, f, P/K/S                                      |                                                 |
| Dropping Hell Kick  | Dash Forward,<br>f + K+S                         | overhead                                        |
| Hell Stomp          | df + S on downed<br>opponent                     | pursue attack                                   |
| Sand Shower         | tap S repeatedly<br>when you are<br>knocked down | wake up move                                    |
| Feint Sadomazo      | f + P+S                                          |                                                 |

## Back Turned Moves

-----

|                |           |  |
|----------------|-----------|--|
| Sneaky Forearm | P/K/S     |  |
| Sweep          | d + P/K/S |  |

## Special Moves

-----

|             |                                                      |                                                                                                                                                                                        |
|-------------|------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Venom Claw  | f, db, f + P                                         |                                                                                                                                                                                        |
| Venom Stabs | tap P very rapidly                                   | Venom Claw must connect<br>(not blocked and the<br>attack should be<br>relatively close so that<br>Yamazaki's hand impales<br>the opponent) to be able<br>to perform this follow<br>up |
| Snake Tamer | qcb + P/K/S (hold<br>button to delay<br>and empower) | P=high, K=mid, S=low; S<br>version must be blocked<br>low; S version when e<br>empowered can stun<br>opponent                                                                          |
| Abort       | L                                                    |                                                                                                                                                                                        |
| Sadomazo    | hcf + K                                              | high counter attack                                                                                                                                                                    |

|                    |                                                              |                                                                                 |
|--------------------|--------------------------------------------------------------|---------------------------------------------------------------------------------|
| Double Return      | qcf + S                                                      | absorbs projectiles; will only return Mai's Butterfly Fan                       |
| Absorb             | perform Double Return on a projectile                        | will absorb the projectile and all you to stock it for use later with follow up |
| Super Projectile   | qcf + S                                                      | will only work if you successfully absorbed projectile from previous part       |
| Projectile         | perform Double Return on a projectile and continue to hold S |                                                                                 |
| Explosive Headbutt | f, b, d, u + S                                               | connects close; unblockable                                                     |

Super Desperations

|            |                                    |                                  |
|------------|------------------------------------|----------------------------------|
| Guillotine | f, b, db, d, df + K+S              | the descent catch is an overhead |
| Shovel     | Charge db for 1 second, b, f + K+S | attacks must be blocked low      |

Heat Blow

|                |       |                                                                                                                                                                                                                               |
|----------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tempering Kick | P+K+S | unblockable; will stun opponent if move connects; will launch opponent on counter hit; can be used while being attacked and will act as a sort of combo breaker (will not break Overdrive Power Supers or Super Desperations) |
|----------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

|              |                                       |                                                                                                                                                                                                                                   |
|--------------|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Yondan Drill | 360 + S , tap S repeatedly to empower | will connect close and is unblockable; if grab misses Yamazaki will still charge and perform level 1 ending; when grab connects tap S very rapidly:<br>level 1, 4 hits<br>level 2, 9 hits<br>level 3, 10 hits<br>level 4, 23 hits |
|--------------|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Chain Attacks

Punch Starters

```

.....
P (*) -----> K (*) -----> df + S (*, O, A)-----> df + S (G, E)
 S (E)
 d + S (*, _, E)

```

```

d + P (*)-----> d + K (*, _)-----> d + S (*, _) -----> df + S (G, E)
 S (O, E)

```

Kick Starters  
.....

None

Strong Starters  
.....

```

S (*) -----> S (*) -----> S (E)

```

```

* 3.9 Tsugumi Sendo *

```

| Colors                                           | Win Victories                                                                     |
|--------------------------------------------------|-----------------------------------------------------------------------------------|
| -----                                            | -----                                                                             |
| K/S - Black shorts and White jacket w/ Blue trim | P - Wobbles arm then puts forward "V" sign<br>K - Wobbles arm then points upward  |
| P/L - Red shorts and Black jacket w/ Yellow      | S - Puts arm forward three times then jumps<br>L - Turns around and shakes finger |

Throws  
-----

|                |                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------|-----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tsugumi Driver | f + S close                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Tsugumi Suplex | f + S close to<br>opponent's back                   |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Monkey Flip    | df, df + S close                                    | launches                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Rainbow German | df, df + S close<br>to crouching<br>opponent's back |                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Hold           | S, S, S                                             | timing on this follow up<br>is ridiculous; activate<br>the first part of the<br>extended hold by<br>pressing S at the last<br>special camera angle<br>before the camera<br>returns to normal and<br>Tsugumi releases the<br>Rainbow German; after<br>this rhythmically<br>press S two more times<br>to produce two more<br>extended holds; mashing<br>S appears not to work<br>and will make the Hold<br>follow up fail as a<br>result |

|                            |                                                              |                                                                                                                                              |
|----------------------------|--------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| Redirect                   | f + L                                                        | puts opponent in position<br>so their back is facing<br>you                                                                                  |
| Basic Move<br>-----        |                                                              |                                                                                                                                              |
| Crawl                      | hold df                                                      |                                                                                                                                              |
| Command Moves<br>-----     |                                                              |                                                                                                                                              |
| Pulling Riser              | d, d + P when the<br>opponent<br>attempts a<br>pursue attack |                                                                                                                                              |
| High Up Sobat              | K during Pull Riser                                          | timing is tricky on this<br>follow up                                                                                                        |
| Rolling Sobat              | f + K                                                        | can be easily kara cancelled                                                                                                                 |
| Shin Crush Kick            | b + K                                                        | must be blocked low; can be<br>easily kara cancelled                                                                                         |
| Skull Crush Kick           | f + S                                                        |                                                                                                                                              |
| Uppercut                   | df + S                                                       | float launches; true<br>launcher on counter hit                                                                                              |
| Wind Punch                 | b + S (hold S to<br>empower)                                 | has three levels of<br>strength                                                                                                              |
| Rolling Breaker            | d + S                                                        | Wind Punch must connect<br>(not blocked) to<br>perform the follow up;<br>execute motion at the<br>moment the Wind Punch<br>hits the opponent |
| Bull Charge                | f, f, P/K/S                                                  |                                                                                                                                              |
| Catch                      | f, b + S                                                     | connects close;<br>unblockable                                                                                                               |
| Grand Pass                 | f + S                                                        | switches to the back of<br>opponent                                                                                                          |
| Rope Throw                 | b + S                                                        | switches to the back of<br>opponent if follow up<br>isn't used                                                                               |
| Re-Pulling                 | continue to hold b<br>from previous<br>motion and press<br>S |                                                                                                                                              |
| Body Slam                  | d + S                                                        |                                                                                                                                              |
| Elbow Drop                 | df + S on downed<br>opponent                                 | pursue attack                                                                                                                                |
| Feint Osaka Naniwa Lariat  | f + P+S                                                      |                                                                                                                                              |
| Back Turned Moves<br>----- |                                                              |                                                                                                                                              |
| Backfist                   | P/K/S                                                        |                                                                                                                                              |
| Sweep                      | d + P/K/S                                                    |                                                                                                                                              |
| Special Moves<br>-----     |                                                              |                                                                                                                                              |
| Tsugumi Elbow              | qcf + P                                                      | absorbs projectiles;<br>when successful in                                                                                                   |



absorbing a  
projectile Tsugumi  
will activate a  
sweep type maneuver

|                             |                                                |                                                                                                                                                                                                                                                          |
|-----------------------------|------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Osaka Naniwa Lariat         | Charge b for 1<br>second, f + P                |                                                                                                                                                                                                                                                          |
| Tower Drop Driver           | b, d, db + P/K/S                               | P=short, K=medium,<br>S=far; must touch<br>opponent to perform<br>the entire maneuver;<br>unblockable                                                                                                                                                    |
| Hunting Bridge              | qcb + K                                        | must connect (not<br>blocked) to perform<br>the entire maneuver;<br>it can hit airborne<br>opponents but will<br>only act as a kick<br>attack                                                                                                            |
| Okonomi Preperation         | Charge d for 1<br>second, u + K                | this first kick must<br>be blocked low                                                                                                                                                                                                                   |
| Kick Combo                  | K, K, K, S                                     | the last part is an<br>overhead                                                                                                                                                                                                                          |
| Super Drop Kick Lite        | Charge K for 5<br>seconds, release             |                                                                                                                                                                                                                                                          |
| Octopus Heat                | qcf + S                                        | counter attack to jump<br>maneuvers and special<br>moves (not projectiles)                                                                                                                                                                               |
| Tripping Up                 | b, db, d + S close<br>to standing<br>opponent  | unblockable                                                                                                                                                                                                                                              |
| Tsugumi Hip                 | u + S                                          |                                                                                                                                                                                                                                                          |
| Power Bomber                | b, db, d + S close<br>to crouching<br>opponent | unblockable                                                                                                                                                                                                                                              |
| Super Desperations<br>----- |                                                |                                                                                                                                                                                                                                                          |
| Flying Tsugumi Drop         | f, b, db, d,<br>df + K+S                       |                                                                                                                                                                                                                                                          |
| Pulling Flying Tsugumi Drop | f, b, db, d<br>df +K+S close                   | unblockable                                                                                                                                                                                                                                              |
| Tripping Up Set Up          | b, db, d + S close<br>to standing<br>opponent  | unblockable                                                                                                                                                                                                                                              |
| Osaka Naniwa Death Lock     | hcf + K+S                                      |                                                                                                                                                                                                                                                          |
| Heat Blow<br>-----          |                                                |                                                                                                                                                                                                                                                          |
| Burning Lariat              | P+K+S                                          | unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |



## Basic Moves

-----

|                |                                  |                                    |
|----------------|----------------------------------|------------------------------------|
| Crawl          | hold df                          |                                    |
| Clawed Palm    | tap P rapidly                    |                                    |
| Jump Kick      | S from a short jump              | overhead                           |
| Rapid Air Palm | S, S, S, d + S from<br>high jump | 4 hits; all parts are<br>overheads |

## Command Moves

-----

|                       |                                                    |                                                                     |
|-----------------------|----------------------------------------------------|---------------------------------------------------------------------|
| Rolling Axe Kick      | b + K                                              | overhead; can be easily kara<br>cancelled                           |
| Wind Blade            | crouch, f + K                                      |                                                                     |
| Heavy Palm Strike     | f + S                                              |                                                                     |
| Rising Palm           | df + S                                             | float launches; true<br>launcher on counter hit                     |
| Double Murdering Kick | df + K+S                                           | second part must be blocked<br>low; can be easily kara<br>cancelled |
| Swipe Elbow           | f, f, P/K/S                                        |                                                                     |
| Crushing Palm Thrust  | df + S on downed<br>opponent who is<br>facing up   | pursue attack                                                       |
| Thunder Break Throw   | df + S on downed<br>opponent who is<br>facing down | pursue attack                                                       |
| Feint Gale Fist       | d + P+S                                            |                                                                     |
| Feint Raging Storm    | d + K+S                                            |                                                                     |

## Back Turned Moves

-----

|          |           |  |
|----------|-----------|--|
| Backfist | P/K/S     |  |
| Sweep    | d + P/K/S |  |

## Special Moves

-----

|                       |                              |                                                                                         |
|-----------------------|------------------------------|-----------------------------------------------------------------------------------------|
| Gale Fist             | qcb + P                      | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Hurricane Fist        | qcf + P/S in air             | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Evil Shadow Charge    | qcb + S                      | dash must connect (not<br>blocked) to perform entire<br>maneuver                        |
| Thunder Break Throw   | df + S on downed<br>opponent | pursue attack                                                                           |
| Below The Belt Blast  | hcf + P                      | low counter attack; stuns<br>opponent                                                   |
| Spiral Parrying Throw | hcf + K                      | counter attack to jump<br>maneuvers and special<br>moves (not projectiles)              |

Crescent Moon                      hcf + S                      high counter

Super Desperations

-----

|                  |                                             |                     |
|------------------|---------------------------------------------|---------------------|
| Raging Storm     | db, hcb, df + K+S                           | absorbs projectiles |
| Empty Wind Blast | Charge db for 1.5<br>seconds, b,<br>f + K+S | absorbs projectiles |

Heat Blow

-----

|                 |       |                                                                                                                                                                                                                                                          |
|-----------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Deadly Backfist | P+K+S | unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |
|-----------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

-----

|                  |                                      |                                                                                                                    |
|------------------|--------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| Raging Power     | f, b, db, d, df + S                  | Geese will have energy<br>surround him for around<br>8 seconds and follow up<br>can only occur during<br>this time |
| Raising Dead End | hcf + K/S                            | K=counter attack to jump<br>maneuvers and special<br>moves (not projectiles),<br>S=high counter                    |
| Deadly Rave      | hcb, f + P, P, P, K<br>K, K, S, S, S | dash in must connect (not<br>blocked) for the entire<br>super to be performed                                      |
| Finish           | qcb + S                              |                                                                                                                    |

Chain Attacks

-----

Punch Starters

.....

|       |        |       |        |                  |        |               |         |
|-------|--------|-------|--------|------------------|--------|---------------|---------|
| P (*) | -----> | K (*) | -----> | df + S (*, O, A) | -----> | P (3)         | -----+  |
|       |        |       |        | S (E)            |        | df + S (G, E) |         |
|       |        |       |        | d + S (*, _, E)  |        |               |         |
|       |        |       |        |                  |        |               |         |
|       |        |       |        |                  |        | K (E)         | <-----+ |
|       |        |       |        |                  |        | df + S (G, E) |         |

|           |        |              |        |                          |               |
|-----------|--------|--------------|--------|--------------------------|---------------|
| d + P (*) | -----> | d + K (*, _) | -----> | d + S (*, _)      -----> | df + S (G, E) |
|           |        |              |        | S (O, E)                 |               |

Kick Starters

.....

None

Strong Starters

.....

S (\*) -----> S (\*) -----> S (E)

\*\*\*\*\*
\* 3.11 Toji Sakata \*
\*\*\*\*\*

Colors

-----

K/S - White and Green shirt w/
Black pants
P/L - Red and White shirt w/
Brown pants

Win Victories

-----

P - Taps closed fan on shoulder
K - Lifts hat with fan and eye glows
S - Slashes with fan
L - Throws fan and crosses arms

Throws

-----

Every Direction Throw f + S close
Knee Spin f + S close to
opponent's back
Raven Drop d + S close in air
Self Attack Throw b, f + S close
Shuttlecock Split d + S
Reverse Throw d + S when back is
turned and
opponent is close
behind you
Roaring Heaven Slash u, d + S
Redirect f + L puts opponent in position
so their back is facing
you

Basic Moves

-----

Crawl hold df
Air Fan Uppercut S from short jump overhead

Command Moves

-----

Fan Stab f + S
Swipe Uppercut df + S float launches; true
launcher on counter hit
Charging Fan Swipe f, f, P/K/S
Turn Around d, d refer to Back Turned
Moves section
Piercing Fan df + S on downed
opponent pursue attack
Feint Symbiotic Slice d + P+S
Feint Heaven Thrust d + K+S

Back Turned Moves

-----

|                      |                                                  |                     |
|----------------------|--------------------------------------------------|---------------------|
| Reverse Throw        | d + S when<br>opponent is<br>close behind<br>you |                     |
| Roaring Heaven Slash | u, d + S                                         |                     |
| Blind Fan Swipe      | P/K/S                                            |                     |
| Ankle Splitter       | P+K                                              | must be blocked low |
| Hopping Slash        | P+S                                              | overhead            |
| Upward Strike        | K+S                                              |                     |
| Fan Sweep            | d + P/K                                          |                     |

Special Moves

-----

|                             |                         |                                                                                                                                  |
|-----------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| Cyclone Seizure             | hcf + P                 | high counter attack                                                                                                              |
| Mirror Murder               | f, d, df + P            | a projectile counter<br>attack; will absorb<br>projectiles and<br>counter with a<br>blast attack; can<br>hit normally as<br>well |
| Symbiotic Slice             | qcb + P/S               | P=stationary, S=far                                                                                                              |
| Thundering Heavens Homicide | f, b, d, u + S<br>close | unblockable                                                                                                                      |

Super Desperation

-----

|               |                  |                     |
|---------------|------------------|---------------------|
| God Of War    | qcb, db, f + K+S | absorbs projectiles |
| Heaven Thrust | hcf + S          | overhead            |

Heat Blow

-----

|             |       |                                                                                                                                                                                                                                                          |
|-------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roaring Bop | P+K+S | unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |
|-------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

-----

|                  |               |             |
|------------------|---------------|-------------|
| Mortally Inspire | 360 + S close | unblockable |
|------------------|---------------|-------------|

Chain Attacks

-----

Punch Starters

.....

P (\*) -----> K (\*) -----> df + S (\*, O, A)-----> df + S (G, E)

S (E)  
d + S (\*, \_, E)

d + P (\*)-----> d + K (\*, \_)-----> d + S (\*, \_) -----> df + S (G, E)  
S (O, E)

Kick Starters  
.....

None

Strong Starters  
.....

S (\*) -----> S (\*) -----> S (E)

\*\*\*\*\*  
\* 3.12 Billy Kane \*  
\*\*\*\*\*

Colors

Win Victories

-----

-----

K/S - Black costume w/ Yellow  
trim

P - Turns around and puts palm forward

K - Sticks pole in ground and leans on it

P/L - Black costume w/ Blue dress  
shirt

S - Performs Whirlwind Pole and then poses

L - Taps pole on shoulder

Throws

-----

Fishing Rod Throw f + S close

Cane Strangle Shoulder Toss f + S close to  
opponent's back

Hell Drop f, b + S close

Redirect f + L puts opponent in position  
so their back is facing  
you

Basic Move

-----

Crawl hold df

Command Moves

-----

Spin Kick f + K 2 hits

Head Splitting Cane b + K can be easily kara cancelled

Steep Dragon Kick b, df + K second part is an overhead

Prop Spin Kick f + S

Snapping Cane df + S float launches; true  
launcher on counter hit

Scissor Kick Flip db + S

Pole Charge f, f, P/K/S

Pole Stab df + S on downed pursue attack  
opponent

Feint Cudgel Cruncher d + P+S

Back Turned Moves

-----

Quick Turn Swipe P/K/S  
Sweep d + P/K/S

Special Moves

-----

|                        |                                                     |                                                                      |
|------------------------|-----------------------------------------------------|----------------------------------------------------------------------|
| Whirlwind Pole         | qcf + P (tap P repeatedly to continue to spin pole) | absorbs projectiles                                                  |
| Cudgel Cruncher        | Charge b for 1 second, f + P                        | absorbs projectiles                                                  |
| Flame Cudgel Cruncher  | b, f + S                                            | Cudgel Cruncher must connect (not blocked) to perform this follow up |
| Sparrow Drop           | qcb + P                                             |                                                                      |
| Fire Pursuit Cane      | qcb + K                                             |                                                                      |
| Pursuit Assault Cane   | db, qcf + K                                         | control descent with b or f                                          |
| Clubber Rush           | S                                                   | press S early during the Pursuit Assault Cane                        |
| Gliding Crackdown Cane | u + S                                               | press u + S at the apex of the Pursuit Assault Cane jump             |

Super Desperations

-----

|                  |                       |                     |
|------------------|-----------------------|---------------------|
| Super Fire Wheel | f, b, db, d, df + K+S | absorbs projectiles |
| Scarlet Uppercut | f, df, d + S          |                     |

Heat Blow

-----

|                |       |                                                                                                                                                                                                                               |
|----------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Baseball Swing | P+K+S | unblockable; will stun opponent if move connects; will launch opponent on counter hit; can be used while being attacked and will act as a sort of combo breaker (will not break Overdrive Power Supers or Super Desperations) |
|----------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

-----

|                     |                     |                           |
|---------------------|---------------------|---------------------------|
| Salamander Streamer | f, b, db, d, df + S | flames absorb projectiles |
|---------------------|---------------------|---------------------------|

Chain Attacks

-----

Punch Starters

.....

P (\*) -----> K (\*) -----> df + S (\*, O, A)-----> df + S (G, E)



S (E)  
d + S (\*, \_, E)

d + P (\*)-----> d + K (\*, \_)-----> d + S (\*, \_) -----> df + S (G, E)  
S (O, E)

Kick Starters  
.....

None

Strong Starters  
.....

S (\*) -----> S (\*) -----> S (E)

-----

\*\*\*\*\*  
\* 3.13 Duck King \*  
\*\*\*\*\*

Colors  
-----

Win Victories  
-----

|                                                    |                                               |
|----------------------------------------------------|-----------------------------------------------|
| K/S - Purple pants and White top<br>w/ Orange trim | P - Puts arms up and then jumps and spins     |
| P/L - White pants and White top<br>w/ Blue trim    | K - Slides on knees and points                |
|                                                    | S - Performs short Break Spiral and lays down |
|                                                    | L - Dances and steps on his chick             |

Throws  
-----

|                    |                                   |                                                             |
|--------------------|-----------------------------------|-------------------------------------------------------------|
| Rolling Neck Throw | f + S close                       |                                                             |
| Reverse Neck Throw | f + S close to<br>opponent's back |                                                             |
| Redirect           | f + L                             | puts opponent in position<br>so their back is facing<br>you |

Basic Moves  
-----

|                |               |        |
|----------------|---------------|--------|
| Crawl          | hold df       |        |
| Attention Chop | tap P rapidly |        |
| Headbutt       | S             | 2 hits |

Command Moves  
-----

|             |                               |                                                                                                                                          |
|-------------|-------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| Mad Spin    | b + P                         | overhead                                                                                                                                 |
| Slide       | df + K                        | must be blocked low                                                                                                                      |
| Needle Kick | while blocking<br>press f + K | press f + K before the<br>opponent's attack hits<br>your blocking animation<br>or f + K when an attack<br>whiffs your block<br>animation |

|                |       |  |
|----------------|-------|--|
| Step Side Chop | f + S |  |
|----------------|-------|--|

|                          |                              |                                                 |
|--------------------------|------------------------------|-------------------------------------------------|
| Raising Kick             | df + S                       | float launches; true<br>launcher on counter hit |
| Hop Buoy                 | d, d + S                     |                                                 |
| Motor Motor              | df + S                       | 2 hits; both hits must be<br>blocked low        |
| Spear Headbutt           | f, f, P/K/S                  |                                                 |
| Aero Turn                | L in air                     | turns Duck King around in<br>air                |
| Special Taunt            | df + S on downed<br>opponent | pursue taunt                                    |
| Feint Head Spin Attack   | f + P+S                      |                                                 |
| Feint Flying Spin Attack | d + P+S in air               | only works on high jumps                        |

#### Back Turned Moves

-----

|                |           |  |
|----------------|-----------|--|
| Forearm Shot   | P/K/S     |  |
| Chopping Sweep | d + P/K/S |  |

#### Special Moves

-----

|                        |                                   |                                                                                                                                                                                  |
|------------------------|-----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Head Spin Attack       | Charge b for 1<br>second, f + P/S | P=short, S=far                                                                                                                                                                   |
| Flying Spin Cannonball | qcb + P in air                    | only works on high jumps                                                                                                                                                         |
| Flying Spin Attack     | qcb + S in air                    | only works on high jumps;<br>will crash and burn if<br>move misses                                                                                                               |
| Secret Kick            | S                                 | Flying Spin Attack must<br>touch opponent to be<br>able to perform this<br>follow up                                                                                             |
| Dancing Dive           | qcb + K                           | first part must be blocked<br>low                                                                                                                                                |
| Break Storm            | f, d, df + K                      | first part must be blocked<br>low                                                                                                                                                |
| Break Storm King       | f, d, df, f, uf + K               | first part must be blocked<br>low                                                                                                                                                |
| Beat Rush              | f, b, f + S                       |                                                                                                                                                                                  |
| Fake                   | P                                 |                                                                                                                                                                                  |
| Dance Hop              | K                                 | first part must be blocked<br>low; can use Feint<br>Flying Spin Attack,<br>Flying Spin Attack,<br>Flying Spin Cannonball,<br>and Spiral Brother<br>Custom after this<br>maneuver |
| Raking Feet            | S                                 | must be blocked low                                                                                                                                                              |

#### Super Desperations

-----

|                       |                           |                                                                   |
|-----------------------|---------------------------|-------------------------------------------------------------------|
| Break Spiral          | hcf, uf, d + K+S<br>close | unblockable                                                       |
| Spiral Brother Custom | hcf + K+S in air          | must touch opponent to<br>perform entire maneuver;<br>unblockable |

Heat Blow

-----

Crescent Smash

P+K+S

unblockable; will stun  
opponent if move  
connects; will launch  
opponent on counter hit;  
can be used while being  
attacked and will act  
as a sort of combo  
breaker (will not break  
Overdrive Power Supers  
or Super Desperations)

Overdrive Power Super

-----

Space Cowboy

qcb, db, f + S

must connect (not blocked)  
to perform the entire  
super; must be blocked  
low

Chain Attacks

-----

Punch Starters

.....

P (\*) -----> K (\*) -----> df + S (\*, O, A) -----> df + S (G, T, E)  
S (E) S (E)  
d + S (\*, \_, E)

d + P (\*) -----> d + K (\*, \_) -----> d + S (\*, \_) -----> df + S (G, T, E)  
S (O, E)

Kick Starters

.....

K (\*) -----> S (E)

Strong Starters

.....

S (\*) -----> S (\*) -----> S (E)

\*\*\*\*\*  
\* 3.14 Mr. Karate \*  
\*\*\*\*\*

Colors

-----

K/S - Orange pants and Black top  
w/ Gray trim  
P/L - Red pants and Red top w/  
Blue trim

Win Victories

-----

P - Crosses arms then puts them in front  
K - Raises arms over head then crosses arms  
S - Punches and then expels energy  
L - Puts fist on chin

Throws

-----

|                            |                                          |                                                                                                                                                                                                                                                             |
|----------------------------|------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Valley Drop                | f + S close                              |                                                                                                                                                                                                                                                             |
| Empty Overhead Thrust      | f + S close to<br>opponent's back        |                                                                                                                                                                                                                                                             |
| Redirect                   | f + L                                    | puts opponent in position<br>so their back is facing<br>you                                                                                                                                                                                                 |
| Basic Moves                |                                          |                                                                                                                                                                                                                                                             |
| -----                      |                                          |                                                                                                                                                                                                                                                             |
| Crawl                      | hold df                                  |                                                                                                                                                                                                                                                             |
| Jump Kick                  | S from ub/uf high<br>jump                | overhead                                                                                                                                                                                                                                                    |
| Straight Punch             | tap P rapidly                            |                                                                                                                                                                                                                                                             |
| Command Moves              |                                          |                                                                                                                                                                                                                                                             |
| -----                      |                                          |                                                                                                                                                                                                                                                             |
| Heel Drop                  | f + K                                    | 2 hits; second part is<br>an overhead; can be<br>easily kara cancelled                                                                                                                                                                                      |
| Side Kick                  | S                                        |                                                                                                                                                                                                                                                             |
| Shin Crusher               | df + K                                   | must be blocked low; can<br>be easily kara cancelled                                                                                                                                                                                                        |
| Step Punch                 | f + S                                    |                                                                                                                                                                                                                                                             |
| Short Uppercut             | df + S                                   | float launches; true<br>launcher on counter hit<br>can be easily kara cancelled                                                                                                                                                                             |
| Tiger Spin Kick            | db + S                                   |                                                                                                                                                                                                                                                             |
| Hooking Punch              | f, f, P/K/S                              |                                                                                                                                                                                                                                                             |
| Tiger Blast                | df + S on downed<br>opponent             | pursue attack                                                                                                                                                                                                                                               |
| Willpower Charge           | Hold P+K+S                               | will charge up your POW<br>meter                                                                                                                                                                                                                            |
| Feint Tiger Gleam Fist     | d + P+S                                  |                                                                                                                                                                                                                                                             |
| Feint Supreme Roaring Fist | d + K+S                                  |                                                                                                                                                                                                                                                             |
| Back Turned Moves          |                                          |                                                                                                                                                                                                                                                             |
| -----                      |                                          |                                                                                                                                                                                                                                                             |
| Gut Kick                   | P/K/S                                    |                                                                                                                                                                                                                                                             |
| Sweep                      | d + P/K/S                                |                                                                                                                                                                                                                                                             |
| Special Moves              |                                          |                                                                                                                                                                                                                                                             |
| -----                      |                                          |                                                                                                                                                                                                                                                             |
| Tiger Gleam Fist           | qcf + P/S (hold to<br>delay and empower) | P=short, S=far; holding<br>the button will delay<br>the move and will also<br>make the fireball explode<br>at the end of its journey<br>with a bigger explosion;<br>will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process |
| Air Tiger Gleam Fist       | qcf + S in air                           | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process                                                                                                                                                                     |
| Tiger Cannon               | f, d, df + P/S                           | P=short, S=far                                                                                                                                                                                                                                              |

|                         |                                                                              |                                                                                                                                                                                                                                            |
|-------------------------|------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Extreme Limit Fist      | b, d, db + P                                                                 | must connect (not blocked)<br>to perform the entire<br>maneuver; overhead;<br>launches                                                                                                                                                     |
| Momentary Violence Fist | f, b, f + P                                                                  | must connect (not blocked)<br>to perform the entire<br>maneuver                                                                                                                                                                            |
| Swallow Gale Kick       | qcf + K                                                                      | Swallow Gale Kick must<br>touch opponent to allow<br>for follow up                                                                                                                                                                         |
| Knockout Kick           | qcf + K                                                                      |                                                                                                                                                                                                                                            |
| Death Fist              | qcb + S                                                                      | high counter attack                                                                                                                                                                                                                        |
| Delayed Death Fist      | hold S with previous<br>motion when you<br>successfully<br>activate maneuver | delays the glowing spark<br>explosion; will activate<br>explosion when you<br>release S; the move<br>empowers the longer S<br>is held; if hit during<br>delay the opponent will<br>lose spark and the<br>explosion will not be<br>possible |

Super Desperations

-----

|                          |                                    |                     |
|--------------------------|------------------------------------|---------------------|
| Supreme Roaring Fist     | f, b, db, d, df,<br>f + K+S        | absorbs projectiles |
| Air Supreme Roaring Fist | f, b, db, d, df,<br>f + K+S in air | absorbs projectiles |

Heat Blow

-----

|               |       |                                                                                                                                                                                                                                                          |
|---------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lightning Arm | P+K+S | unblockable; will stun<br>opponent if move<br>connects; will launch<br>opponent on counter hit;<br>can be used while being<br>attacked and will act<br>as a sort of combo<br>breaker (will not break<br>Overdrive Power Supers<br>or Super Desperations) |
|---------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Overdrive Power Super

-----

|                        |                          |                                                 |
|------------------------|--------------------------|-------------------------------------------------|
| Tiger Boisterous Dance | qcf, df, d, db,<br>b + S | dash in must connect to<br>perform entire super |
|------------------------|--------------------------|-------------------------------------------------|

Chain Attacks

-----

Punch Starters

.....

|       |        |       |        |                  |        |        |
|-------|--------|-------|--------|------------------|--------|--------|
| P (*) | -----> | K (*) | -----> | df + S (*, O, A) | -----> | (G, E) |
|       |        |       |        | S (E)            |        |        |
|       |        |       |        | d + S (*, _, E)  |        |        |

d + P (\*)-----> d + K (\*, \_)-----> d + S (\*, \_) -----> (G, E)  
S (O, E)

Kick Starters  
.....

K (\*) -----> u + S (\*, O, E)

Strong Starters  
.....

S (\*) -----> S (\*) -----> S (E)

=====  
4. Misc. And Easter Eggs  
=====

\*\*\*\*\*  
\* 4.1 Special Intros \*  
\*\*\*\*\*

- Terry vs Andy
- Terry vs Geese
- Joe vs Joe
- Raiden vs Tsugumi
- Xiangfei vs Terry/Kim/Toji
- Kim vs Raiden/Yamazaki/Geese/Billy
- Mai vs Andy
- Geese vs Raiden/Andy/Mr. Karate
- Geese vs Billy
- Toji vs Geese

\*\*\*\*\*  
\* 4.2 Win Victories \*  
\*\*\*\*\*

You can choose your win victory in this game. Simply hold the corresponding button after you KO your opponent. Each character's section has which win victory you will receive by holding each button.

\*\*\*\*\*  
\* 4.3 Unlockables \*  
\*\*\*\*\*

- Unlock Duck King - Beat the game with every character in Arcade mode.
- Unlock Mr. Karate - Beat the game with any character without losing a round or using a continue in Arcade mode.
- Unlock Team Battle Mode - Beat the game with every character.
- Unlock Data Mode - Beat the game with any character in Arcade mode.

=====  
5. Conclusion  
=====

5.1 What's Missing/Needed

-Cleanup and corrections

-If you have anything to add, any corrections I need to make, please email me at billy\_kane\_32@hotmail.com. Credit will be given for your contribution.

5.2 Credits

-SNK

-Gamefaqs

-And me for writing this faq

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