

# Suiko Enbu FAQ/Walkthrough

by Goh\_Billy

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                        Suiko Enbu
                          AKA
                        Outlaws Of The Lost Dynasty
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                        Version #: 3.0
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=====
1. Legend
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|     |     |    |             |                   |               |
|-----|-----|----|-------------|-------------------|---------------|
| ub  | u   | uf | f - Forward | HP - Heavy Punch  | P - Any Punch |
| \   |     | /  | b - Back    | MP - Medium Punch | K - Any Kick  |
| b-- | --f |    | u - Up      | LP - Light Punch  | + - And       |
| /   |     | \  | d - Down    | HK - Heavy Kick   | / - Or        |
| db  | d   | df |             | MK - Medium Kick  | , - Then      |
|     |     |    |             | LK - Light Kick   |               |

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)

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2. System  
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+++++++  
| 2.1 Basics |  
+++++++

|                |                                                                                                                                              |                                                                                                                               |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Throw          | f/b + MP/HP close                                                                                                                            | refer to character movelist<br>for specific motion and<br>details                                                             |
| Block High     | b                                                                                                                                            |                                                                                                                               |
| Block Low      | db                                                                                                                                           | will not block overheads                                                                                                      |
| Forward Run    | f, f, then hold f<br>to continue run                                                                                                         |                                                                                                                               |
| Halt           | b or stop holding f                                                                                                                          |                                                                                                                               |
| Dash Backward  | b, b                                                                                                                                         |                                                                                                                               |
| Backward Run   | b, b, b very quickly,<br>then hold b to<br>continue to run                                                                                   |                                                                                                                               |
| Halt           | f or stop holding b                                                                                                                          |                                                                                                                               |
| Projectile Hop | db/d/df when just<br>about to land on top<br>of a projectile                                                                                 | db=hop backwards, d=hop<br>straight up, df=hop<br>forward                                                                     |
| Taunt          | LP+LK                                                                                                                                        |                                                                                                                               |
| Fake Dizzy     | MP+MK                                                                                                                                        | use any attack to exit dizzy<br>state                                                                                         |
| Throw Weapon   | HP+HK                                                                                                                                        | refer to character movelist<br>for details                                                                                    |
| Dizzy Recovery | shake joystick and<br>tap P and K rapidly<br>when dizzied                                                                                    |                                                                                                                               |
| Negative Edge  | allows you to perform<br>maneuvers by holding<br>the attack button<br>down, performing<br>the motion, then<br>releasing the attack<br>button | an example would be<br>performing a qcf + P<br>maneuver by instead holding<br>P, qcf, releasing P; this<br>works for specials |
| Desperation    | perform motion listed in<br>character movelist<br>when lifebar is low<br>and flashing                                                        | available only in Special<br>Mode                                                                                             |

Arcade vs Special Mode - There are notable differences between these two modes. The immediate difference is that Desperation moves are only available in Special Mode. Special moves, properties, and inputs also change in Special Mode depending on the character. These differences or additions are noted as such in the movelist details.

+++++  
| 2.2 Launchers And Juggles |  
+++++

This game has four special move properties that will be detailed here in this section. These properties are Launcher, Spin Launcher, Bound Attack, and Wall Crush. Each of these are essential in creating juggles and performing other combos in this game. The maneuvers with these properties are marked as such in the movelist details.

Launcher

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This is an attack that will launch your opponent into the air allowing you to juggle them. You can use a Spin Launcher after a Launcher to hit them back into the air allowing for another juggle opportunity. You can also use a Bound Attack after a Launcher to continue your combo and allow another juggle opportunity. A Wall Crush may also be used after a Launcher to stun the opponent against the wall. You can even use an air throw (if your character has one) after a Launcher. Using another Launcher after an initial Launcher will only strike the opponent. It will not give it the property of allowing you to juggle the opponent again. A Launcher will also not have it's unique property if you use it after a Wall Crush, a Bound Attack, or a Spin Launcher. Below is a flow chart to help understand when a Launcher works and when it doesn't.

Launcher -----> Spin Launcher  
Launcher -----> Bound Attack  
Launcher -----> Wall Crush

Launcher --X--> Launcher  
Spin Launcher --X--> Launcher  
Bound Attack --X--> Launcher  
Wall Crush --X--> Launcher

Spin Launcher

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Like the Launcher, this launches your opponent into the air allowing you to juggle them. You can even use an air throw (if your character has one) after a Spin Launcher. It is worth noting that only Riki and Rochishin CANNOT be Spin Launched. Instead, moves that are labeled Spin Launchers will act as regular Launchers to them. All other characters are pray to Spin Launchers. The difference between a Spin Launcher and a regular Launcher is that a Spin Launcher can be used after a Wall Crush, a Bound Attack, or a regular Launcher. Using another Spin Launcher after a regular Launcher or a Spin Launcher will strike the opponent, but not produce the properties of allowing you to juggle the opponent again. Below is a flow chart to help understand when a Spin Launcher works and when it doesn't.

Spin Launcher -----> Bound Attack  
Spin Launcher -----> Wall Crush  
Launcher -----> Spin Launcher  
Bound Attack -----> Spin Launcher  
Wall Crush -----> Spin Launcher

Spin Launcher --X--> Launcher  
Spin Launcher --X--> Spin Launcher

Bound Attack

-----  
A Bound Attack is a maneuver that hits the opponent to the floor so hard they bounce back into the air allowing for you to juggle them. You can even use an air throw (if your character has one) after a Bound Attack. You can use a Spin Launcher or a Wall Crush after a Bound Attack. You can also use a Bound Attack after any launcher (Launcher or Spin Launcher). You cannot use a Bound Attack after a Wall Crush. It will only hit the opponent but not produce the same properties that allow you to juggle the opponent after. This also occurs if you try to use another Bound Attack after an initial Bound Attack. Finally, a Launcher will not produce juggle properties if used after a Bound Attack. Below is a flow chart to help understand when a Bound Attack works and when it doesn't.

Bound Attack -----> Spin Launcher  
Bound Attack -----> Wall Crush  
Launcher -----> Bound Attack  
Spin Launcher -----> Bound Attack

Bound Attack --X--> Launcher  
Bound Attack --X--> Bound Attack  
Wall Crush --X--> Bound Attack

#### Wall Crush

-----  
A Wall Crush is a maneuver that sends the opponent flying across the screen. If the opponent comes in contact with the corner of the stage they will splat against it and remain stuck for a short amount of time. The opponent will be in a stunned state and can be comboed. Surprisingly, you can use an air throw (if your character has one) after an opponent is crushed against the corner of the stage. The only thing that allows you to launch the opponent again for a juggle after a Wall Crush is a Spin Launcher. You can link a Wall Crush from a Launcher, a Spin Launcher, and a Bound Attack. Below is a flow chart to help understand when a Wall Crush works and when it doesn't.

Wall Crush -----> Spin Launcher  
Launcher -----> Wall Crush  
Spin Launcher -----> Wall Crush  
Bound Attack -----> Wall Crush

Wall Crush --X--> Launcher  
Wall Crush --X--> Bound Attack  
Wall Crush --X--> Wall Crush

#### +++++ | 2.3 Weapon Gauge | +++++

The Weapon Gauge is the sword shaped gauge at the bottom of the screen. This meter will decrease if you block an opponent's weapon based attack. Block too many of these and your weapon gauge will completely deplete. Once empty your weapon will be destroyed and you will be dizzied. You will not have your weapon for the rest of the match. Only two characters are able to get their "weapons" back during the match. These two characters are Kousonyou and Gen Shouji. In their case, the meter will slowly increase. Once full, they will be given back use of their weapon. Another interesting fact is that your Weapon Gauge will decrease very slightly if your opponent blocks one of your weapon based attacks.

The Weapon Gauge can also be completely emptied if you throw your weapon





|                        |                                                |                                                                                                                                                                                                     |
|------------------------|------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Claw Strike            | d + HP                                         | 2 hits; Launcher                                                                                                                                                                                    |
| Special Moves          |                                                |                                                                                                                                                                                                     |
| -----                  |                                                |                                                                                                                                                                                                     |
| Flying Serpent Missile | qcf + P                                        | LP=slow, MP=medium, HP=fast;<br>Special Mode adds size differences to the fireballs (LP=small, MP=medium, HP=large); will collide with other projectiles as both will be "destroyed" in the process |
| Knee Kick              | d, u + K / Charge d, u + K                     | LK=short, MK=medium, HK=far; overhead                                                                                                                                                               |
| Dashing Serpent Punch  | qcb + P                                        | LP=short and is a Spin Launcher, MP=medium, HP=far and is a Wall Crush                                                                                                                              |
| Serpent Sting          | P after MP/HP version of Dashing Serpent Punch | follow up of the MP version of Dashing Serpent Punch is a Launcher; Special Mode only                                                                                                               |

Desperation

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|                |               |                                                                               |
|----------------|---------------|-------------------------------------------------------------------------------|
| Berserker Rage | qcb, qcb + HP | increases strength and speed; lifebar will slowly decrease; Special Mode only |
|----------------|---------------|-------------------------------------------------------------------------------|

\*\*\*\*\*  
\* 3.2 Rinchuu \*  
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Colors

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LP - Emerald costume w/ Gray waist cushion and Purple scarf  
MP - Indian Red costume w/ Red waist cushion and Green scarf  
HP - Off White costume w/ Purple waist cushion and Blue scarf  
LK - Rose costume w/ Dark Gray waist cushion and Green scarf  
MK - Violet costume w/ Purple waist cushion and Rose scarf  
HK - Medium Gray costume w/ Auburn waist cushion and Purple scarf  
Start - Orchid costume w/ Gray waist cushion and Buff scarf  
LK after opponent chooses Rinchuu with LK - Gold costume w/ Gray waist cushion and Straw scarf

.....  
While Armed  
.....

Throw

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|              |                   |                                            |
|--------------|-------------------|--------------------------------------------|
| Setup Impale | f/b + MP/HP close | f and b determine where opponent is thrown |
|--------------|-------------------|--------------------------------------------|

## Basic Moves

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|                   |           |                                                                    |
|-------------------|-----------|--------------------------------------------------------------------|
| Slash Uppercut    | HP close  | 2 hits; Launcher                                                   |
| Circle Stab       | MP in air | has two parts but only one<br>can strike the opponent;<br>overhead |
| Crushing Axe Kick | HK close  | Bound Attack; overhead                                             |
| High Snap         | HK far    | Wall Crush                                                         |

## Command Moves

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|              |        |                                                                                                                       |
|--------------|--------|-----------------------------------------------------------------------------------------------------------------------|
| Hand Beckon  | LP+LK  | taunt                                                                                                                 |
| Fake Dizzy   | MP+MK  | use any attack to exit dizzy<br>state                                                                                 |
| Throw Weapon | HP+HK  | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; refer to unarmed<br>movelist |
| Spear Sweep  | d + HP | must be blocked low; knocks<br>down                                                                                   |
| Thrust Kick  | f + HK | Wall Crush; can step past<br>opponent                                                                                 |

## Special Moves

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|                       |               |                                                                                                                                                                                                                                          |
|-----------------------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Savage Panther Claw   | hcf + P       | LP=slow, MP=medium, HP=fast<br>and knocks down; Special<br>Mode adds size differences<br>to the fireballs<br>(LP=small, MP=medium,<br>HP=large); will collide<br>with other projectiles as<br>both will be "destroyed"<br>in the process |
| Cartwheel Kick        | hcb + P       | LP=short, MP=medium, HP=far<br>with final part being a<br>Bound Attack; maneuver<br>parts are overheads                                                                                                                                  |
| Invincible Rapid Fire | tap P rapidly | LP=slow stabs, MP=medium<br>stabs, HP=fast stabs                                                                                                                                                                                         |
| Foothold Spear        | qcf + K       |                                                                                                                                                                                                                                          |
| Typhoon Spear         | f, d, df + K  | LK=only kick portion,<br>MK=long distance with<br>spear slash, HK=very long<br>distance with spear slash<br>(spear slash is a Bound<br>Attack); spear slash in MK<br>and HK version is an<br>overhead                                    |

## Desperation

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|             |         |                                                      |
|-------------|---------|------------------------------------------------------|
| Spaz Attack | hcb + K | dash in must connect (not<br>blocked) to perform the |
|-------------|---------|------------------------------------------------------|





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LP - Blue sleeves and Green top w/ Yellow scarf  
MP - Off White sleeves and Red top w/ Mustard scarf  
HP - Light Gray sleeves and Gray top w/ Light Gray scarf  
LK - Pink sleeves and Red top w/ Cream scarf  
MK - Moss Green sleeves and Green top w/ Gray scarf  
HK - Medium Gray sleeves and Mulberry top w/ Blue scarf  
Start - Gold sleeves and Blue top w/ Amber scarf  
LK after opponent chooses Kosanjyou with LK - Gold sleeves and Buff top w/  
Orange scarf

.....  
While Armed  
.....

#### Throws

-----

|                |                             |                                               |
|----------------|-----------------------------|-----------------------------------------------|
| Frankensteiner | f/b + MP/HP close           | f and b determine where<br>opponent is thrown |
| Earth Direct   | f/b + MP/HP close in<br>air | f and b determine where<br>opponent is thrown |

#### Basic Moves

-----

|                    |           |                    |
|--------------------|-----------|--------------------|
| Double Slash       | HP far    | 2 hits             |
| Air Uppercut Slash | ub/uf, HP | Launcher; overhead |
| Falling Heel       | HK close  | 2 hits             |

#### Command Moves

-----

|               |                                   |                                                                                                                                                                                                           |
|---------------|-----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flower Toss   | LP+LK                             | taunt                                                                                                                                                                                                     |
| Fake Dizzy    | MP+MK                             | use any attack to exit dizzy<br>state                                                                                                                                                                     |
| Throw Weapons | HP+HK                             | first weapon will collide<br>with other projectiles as<br>both will be "destroyed"<br>in the process while<br>second weapon will usually<br>continue and strike<br>opponent; refer to unarmed<br>movelist |
| Slide Kick    | d + HK                            | must be blocked low                                                                                                                                                                                       |
| Sankaku Tobi  | f + P/K when at edge<br>of screen | a triangle jump                                                                                                                                                                                           |

#### Special Moves

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|                      |         |                                                                                                                                                                                                                  |
|----------------------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flaming Jasmine Wave | qcf + P | the higher the attack button<br>used the higher the damage<br>output (although very<br>little difference);<br>Special Mode adds size<br>differences to the<br>fireballs (LP=small,<br>MP=medium, HP=large); will |
|----------------------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

|                 |              |                                                                                                                                         |
|-----------------|--------------|-----------------------------------------------------------------------------------------------------------------------------------------|
|                 |              | go under most projectiles<br>however will collide with<br>another Flaming Jasmine<br>Wave as both will be<br>"destroyed" in the process |
| Typhoon Slasher | f, d, df + P | LP=stationary slice,<br>MP=medium leap slice,<br>HP=far leap slice                                                                      |
| Samsara Kick    | qcf + K      | LK=short with single kick,<br>MK=medium with double<br>kicks, HK=far with double<br>kicks                                               |

Desperation  
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|                     |                |                                                                                                                                                                          |
|---------------------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Vacuum Jasmine Wave | qcf + P in air | orb blast must connect (not<br>blocked) to perform the<br>entire maneuver; orb blast<br>absorbs projectiles; end<br>of Desperation is a Wall<br>Crush; Special Mode only |
|---------------------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

.....  
While Unarmed  
.....

Throws  
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|                |                             |                                               |
|----------------|-----------------------------|-----------------------------------------------|
| Changing Winds | f/b + MP/HP close           | f and b determine where<br>opponent is thrown |
| Earth Direct   | f/b + MP/HP close in<br>air | f and b determine where<br>opponent is thrown |

Basic Moves  
-----

|                        |          |                    |
|------------------------|----------|--------------------|
| Skyward Uppercut       | MP close | Launcher           |
| Punch To Driving Elbow | HP close | 2 hits; Wall Crush |
| Falling Heel           | HK close | 2 hits             |

Command Moves  
-----

|              |                                   |                                       |
|--------------|-----------------------------------|---------------------------------------|
| Flower Toss  | LP+LK                             | taunt                                 |
| Fake Dizzy   | MP+MK                             | use any attack to exit dizzy<br>state |
| Slide Kick   | d + HK                            | must be blocked low                   |
| Sankaku Tobi | f + P/K when at edge<br>of screen | a triangle jump                       |

Special Moves  
-----

|                      |         |                                                                                                                                      |
|----------------------|---------|--------------------------------------------------------------------------------------------------------------------------------------|
| Flaming Jasmine Wave | qcf + P | the higher the attack button<br>used the higher the damage<br>output (although very<br>little difference);<br>Special Mode adds size |
|----------------------|---------|--------------------------------------------------------------------------------------------------------------------------------------|



Command Moves

-----

|               |                                |                                                                                                                                                                                      |
|---------------|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Hand Beckon   | LP+LK                          | taunt                                                                                                                                                                                |
| Fake Dizzy    | MP+MK                          | use any attack to exit dizzy state                                                                                                                                                   |
| Throw Weapons | HP+HK                          | first weapon will collide with other projectiles as both will be "destroyed" in the process while second weapon will usually continue and strike opponent; refer to unarmed movelist |
| Double Sweep  | d + HK                         | 2 hits; both parts must be blocked low                                                                                                                                               |
| Sankaku Tobi  | f + P/K when at edge of screen | a triangle jump                                                                                                                                                                      |

Special Moves

-----

|                          |                                             |                                                                                                                                                                                                       |
|--------------------------|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flaming Ki Punch         | Charge db for 1.25 seconds, f + P / hcf + P | LP=small burst, MP=medium burst, HP=large burst and is a Wall Crush; absorbs projectiles; hcf motion in Special Mode only                                                                             |
| Majestic Teleport Attack | f, d, df + P                                | LP=low, MP=medium, HP=high; overhead (although HP version is too high to hit crouching opponent); Bound Attack; invulnerable for a short time when Taisou disappears                                  |
| Ki Bomb                  | qcf + P in air                              | LP=fireball and follow ups are slow, MP=fireball and follow ups are medium speed, HP=fireball and follow ups are fast; will collide with other projectiles as both will be "destroyed" in the process |
| Second Ki Bomb           | qcf + same punch used in initial command    | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                        |
| Third Ki Bomb            | qcf + same punch used in initial command    | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                        |
| Fourth Ki Bomb           | qcf + same punch used in initial command    | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                        |
| Fifth Ki Bomb            | qcf + same punch used in initial command    | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                        |
| Teleport                 | hcb + K                                     | LK=teleports backwards,                                                                                                                                                                               |

Teleport 2

qcb + P/K / qcb + two punch buttons / qcb + two kick buttons

MK=stationary teleport, HK=teleports forward (can teleport past opponent); invulnerable for a short time when Taisou disappears; Arcade Mode only  
LP=teleports above and near opponent, MP=teleports above and behind opponent, HP=teleports a sweep distance from opponent, LP+MP/MP+HP/LP+HP=ends up behind and near opponent, LK=teleports backwards, MK=stationary teleport, HK=teleports forward (can teleport past opponent), LK+MK/MK+HK/LK+HK=ends up in air from stationary position; invulnerable for a short time when Taisou disappears; Special Mode only

Desperation

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Super Ki Beam

hcb, f + HP

absorbs projectiles; Special Mode only

.....  
While Unarmed  
.....

Throws

-----  
Chest Chop

f/b + MP/HP close

f and b determine where opponent is thrown

Chest Stomp

f/b + MP/HP close in air

f and b determine where opponent is thrown

Basic Moves

-----  
Uppercut

MP close

Launcher

Air Sobat

u, MK

Wall Crush; overhead

Lean Kick

HK close

Wall Crush

Swift Roundhouse

HK far

Spin Launcher

Command Moves

-----  
Hand Beckon

LP+LK

taunt

Fake Dizzy

MP+MK

use any attack to exit dizzy state

Double Sweep

d + HK

2 hits; both parts must be blocked low

Sankaku Tobi

f + P/K when at edge

a triangle jump

Special Moves

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|                          |                                                              |                                                                                                                                                                                                                                                         |
|--------------------------|--------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flaming Ki Punch         | Charge db for 1.25 seconds, f + P / hcf + P                  | LP=small burst, MP=medium burst, HP=large burst and is a Wall Crush; absorbs projectiles; hcf motion in Special Mode only                                                                                                                               |
| Majestic Teleport Attack | f, d, df + P                                                 | LP=low, MP=medium, HP=high; overhead (although HP version is too high to hit crouching opponent); Bound Attack; invulnerable for a short time when Taisou disappears                                                                                    |
| Ki Bomb                  | qcf + P in air                                               | LP=fireball and follow ups are slow, MP=fireball and follow ups are medium speed, HP=fireball and follow ups are fast; will collide with other projectiles as both will be "destroyed" in the process                                                   |
| Second Ki Bomb           | qcf + same punch used in initial command                     | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                                          |
| Third Ki Bomb            | qcf + same punch used in initial command                     | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                                          |
| Fourth Ki Bomb           | qcf + same punch used in initial command                     | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                                          |
| Fifth Ki Bomb            | qcf + same punch used in initial command                     | will collide with other projectiles as both will be "destroyed" in the process                                                                                                                                                                          |
| Teleport                 | hcb + K                                                      | LK=teleports backwards, MK=stationary teleport, HK=teleports forward (can teleport past opponent); invulnerable for a short time when Taisou disappears; Arcade Mode only                                                                               |
| Teleport 2               | qcb + P/K / qcb + two punch buttons / qcb + two kick buttons | LP=teleports above and near opponent, MP=teleports above and behind opponent, HP=teleports a sweep distance from opponent, LP+MP/MP+HP/LP+HP=ends up behind and near opponent, LK/LK+MK/LK+HK=teleports backwards, MK=stationary teleport, HK=teleports |

forward (can teleport past opponent), MK+HK=ends up in air from stationary position; invulnerable for a short time when Taisou disappears; Special Mode only

Desperation

-----

|               |         |                                  |
|---------------|---------|----------------------------------|
| Shadow Charge | qcf + K | Spin Launcher; Special Mode only |
|---------------|---------|----------------------------------|

\*\*\*\*\*  
\* 3.5 Riki \*  
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Colors

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LP - Arylide Yellow top and Gray shorts w/ Green belt  
MP - Red top and Arylide yellow shorts w/ Blue belt  
HP - Off White top and Gray shorts w/ Blue belt  
LK - Purple top and Light Gray shorts w/ Orange belt  
MK - Blue top and Red shorts w/ Orange belt  
HK - Gray top and Blue shorts w/ Pink belt  
Start - Green top and Orange shorts w/ Gray belt  
LK after opponent chooses Riki with LK - Gold top and Buff shorts w/ Cream belt

.....  
While Armed  
.....

Throw

-----

|                |                   |                                                                           |
|----------------|-------------------|---------------------------------------------------------------------------|
| Slice And Dice | f/b + MP/HP close | f and b determine where opponent is thrown; tap P rapidly for more damage |
|----------------|-------------------|---------------------------------------------------------------------------|

Basic Moves

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|                 |           |                         |
|-----------------|-----------|-------------------------|
| Air Axe Swipe   | u, HP     | Spin Launcher; overhead |
| Double Axe Chop | ub/uf, HP | Bound Attack; overhead  |

Command Moves

-----

|               |       |                                                                                                                              |
|---------------|-------|------------------------------------------------------------------------------------------------------------------------------|
| Nose Pick     | LP+LK | taunt                                                                                                                        |
| Fake Dizzy    | MP+MK | use any attack to exit dizzy state                                                                                           |
| Throw Weapons | HP+HK | first weapon will collide with other projectiles as both will be "destroyed" in the process while second weapon will usually |



|                  |        |                                                               |
|------------------|--------|---------------------------------------------------------------|
|                  |        | continue and strike<br>opponent; refer to unarmed<br>movelist |
| Shin Slice       | d + LP | must be blocked low                                           |
| Shin Swipe       | d + MP | must be blocked low                                           |
| Horizontal Swipe | d + HP | must be blocked low; knocks<br>down                           |

Special Moves

-----

|                         |                                      |                                                                                                                          |
|-------------------------|--------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Black Death Blizzard    | hcf + P                              | LP=short, MP=medium, HP=far                                                                                              |
| Scorching Breath        | f, d, df + P                         | LP=quick fire burst,<br>MP=medium length fire<br>burst, HP=long lasting<br>fire burst; fire burst<br>absorbs projectiles |
| Mandarin Earth Splitter | qcb + P / qcb + two<br>punch buttons | LP=very close, LP+MP=close,<br>MP=medium, MP+HP=far,<br>HP=very far; rock will<br>absorb projectiles                     |

Desperation

-----

|                     |                 |                                                                                               |
|---------------------|-----------------|-----------------------------------------------------------------------------------------------|
| Mandarin Death Chop | b, d, db, f + P | dash in must connect (not<br>blocked) to perform the<br>entire maneuver; Special<br>Mode only |
|---------------------|-----------------|-----------------------------------------------------------------------------------------------|

.....  
While Unarmed  
.....

Throw

-----

|            |                   |                                               |
|------------|-------------------|-----------------------------------------------|
| Body Fling | f/b + MP/HP close | f and b determine where<br>opponent is thrown |
|------------|-------------------|-----------------------------------------------|

Basic Moves

-----

|                      |           |                         |
|----------------------|-----------|-------------------------|
| Axe Handle Crush     | HP close  | Bound Attack            |
| Bladed Chop          | HP far    | Spin Launcher           |
| Air Hand Swipe       | u, HP     | Spin Launcher; overhead |
| Air Axe Handle Smash | ub/uf, HP | Bound Attack; overhead  |

Command Moves

-----

|                |        |                                       |
|----------------|--------|---------------------------------------|
| Nose Pick      | LP+LK  | taunt                                 |
| Fake Dizzy     | MP+MK  | use any attack to exit dizzy<br>state |
| Shin Poke      | d + LP | must be blocked low                   |
| Chopping Sweep | d + HP | must be blocked low; knocks<br>down   |

Special Moves

```

-----
Scorching Breath          f, d, df + P          LP=quick fire burst,
                          MP=medium length fire
                          burst, HP=long lasting
                          fire burst; fire burst
                          absorbs projectiles
Mandarin Earth Splitter  qcb + P / qcb + two   LP=very close, LP+MP=close,
                          punch buttons      MP=medium, MP+HP=far,
                          HP=very far; rock will
                          absorb projectiles
Dropping Kick            qcf + K in air (at    LK=slow, MK=medium, HK=fast
                          peak of jump)      and 2 parts if it touches
  opponent (blocked or not)
  with the second part being
  a Spin Launcher; Special
  Mode only

```

Desperation

```

-----
Atomic Earth Splitter    qcb, db, d + HP      blast absorbs projectiles;
                          Special Mode only

```

```

*****
* 3.6 Rochishin   *
*****

```

Colors

```

-----
LP -   Bronze top and Gray pants w/ Red belt
MP -   Red top and Yellow pants w/ Green belt
HP -   Silver top and Silver pants w/ Red belt
LK -   Medium Gray top and Pink pants w/ Orange belt
MK -   Green top and Red pants w/ Orange belt
HK -   Blue Gray top and Medium Gray pants w/ Orange belt
Start - Orange top and Cool Gray pants w/ Blue belt
LK after opponent chooses Rochishin with LK - Buff top and Gold pants w/ Green
  belt

```

```

.....
                          While Armed
.....

```

Throw

```

-----
Delayed Choke Slam      f/b + MP/HP close     f and b determine where
                          opponent is thrown

```

Basic Move

```

-----
Crushing Side Kick     HK close              knocks down

```

Command Moves

-----

|                |        |                                                                                                           |
|----------------|--------|-----------------------------------------------------------------------------------------------------------|
| Neck Crack     | LP+LK  | taunt                                                                                                     |
| Fake Dizzy     | MP+MK  | use any attack to exit dizzy state                                                                        |
| Throw Weapon   | HP+HK  | will collide with other projectiles as both will be "destroyed" in the process; refer to unarmed movelist |
| Uppercut Slash | d + HP | Wall Crush                                                                                                |

Special Moves

-----

|                    |                                                                                                                                                 |                                                                                                                                                                                                                                                  |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Manchurian Fang    | hcf + P (hold P to delay and shake joystick while delaying to empower maneuver)                                                                 | LP=short, MP=medium, HP=far; projectile and blast absorb projectiles; can delay up to 3 seconds before maneuver automatically executes; opponent can jump into and be damaged by the blue orb Rochishin creates at the beginning of the maneuver |
| Flying Shadow Fist | Charge db for 1.25 seconds, f + P                                                                                                               | LP=short, MP=medium, HP=far                                                                                                                                                                                                                      |
| Twin Fist          | qcf + initial punch used in Flying Shadow Fist motion (does not work for LP version) after Flying Shadow Fist touches opponent (blocked or not) | MP version is a Spin Launcher and HP version is a Launcher; Arcade Mode only                                                                                                                                                                     |
| Twin Fist 2        | P after MP or HP version of Flying Shadow Fist touches opponent (blocked or not)                                                                | MP version follow up is a Spin Launcher and HP version follow up is a Launcher; Special Mode only                                                                                                                                                |
| Silkworm Slash     | f, b, f + P in air                                                                                                                              | LP=trap strikes last very little time, MP=trap strikes last a medium amount of time, HP=trap strikes last a long time and the connected maneuver will Wall Crush; trap strikes must connect (not blocked) to perform the entire maneuver         |

Desperation

-----

|                      |              |                                   |
|----------------------|--------------|-----------------------------------|
| Super Earth Scorcher | b, d, db + P | connects close; Special Mode only |
|----------------------|--------------|-----------------------------------|

.....  
While Unarmed  
.....

Throw



process; freezes opponent  
leaving them in a stunned  
state (lasts 3 seconds or  
until you hit the them);  
throwing another Freeze  
Ball at frozen opponent  
will strike and unfreeze  
them

#### Desperations

-----

|                        |                    |                                                 |
|------------------------|--------------------|-------------------------------------------------|
| Super Earth Scorcher   | b, d, db + P       | connects close; Special Mode<br>only            |
| Manchurian Meteor Fang | f, hcf, d, df + HP | blasts absorb projectiles;<br>Special Mode only |

\*\*\*\*\*  
\* 3.7 Kousonsyou \*  
\*\*\*\*\*

#### Colors

-----

LP - Green costume w/ Purple spirit wearing Blue costume  
MP - Blue costume w/ Red spirit wearing Gray costume  
HP - Light Gray costume w/ Azure spirit wearing Gray costume  
LK - Pink costume w/ Gold spirit wearing Green costume  
MK - Purple costume w/ Yellow spirit wearing Orange costume  
HK - Dark Gray costume w/ Olive Green spirit wearing Steel Blue costume  
Start - Red costume w/ Purple spirit wearing Magenta costume  
LP after opponent chooses Kousonsyou with LP - Gold costume w/ Red spirit  
wearing Gold costume

.....  
While Armed  
.....

#### Throw

-----

|           |                   |                                               |
|-----------|-------------------|-----------------------------------------------|
| Hair Flip | f/b + MP/HP close | f and b determine where<br>opponent is thrown |
|-----------|-------------------|-----------------------------------------------|

#### Basic Moves

-----

|                     |           |                                    |
|---------------------|-----------|------------------------------------|
| Digging Spirit Fist | MP close  | Bound Attack                       |
| Strong Spirit Punch | HP far    | Wall Crush                         |
| Skyward Kick        | HK close  | Launcher                           |
| Boot To Jump Kick   | ub/uf, HK | 2 hits; Spin Launcher;<br>overhead |

#### Command Moves

-----

|            |       |                              |
|------------|-------|------------------------------|
| Butt Pat   | LP+LK | taunt                        |
| Fake Dizzy | MP+MK | use any attack to exit dizzy |

|                       |                                   |                                           |
|-----------------------|-----------------------------------|-------------------------------------------|
| Spirit Hesitation     | HP+HK                             | state                                     |
| Sankaku Tobi          | f + P/K when at edge<br>of screen | taunt<br>a triangle jump                  |
| Weak Spirit Swipe     | d + LP                            | must be blocked low                       |
| Heavy Spirit Swipe    | d + MP                            | must be blocked low                       |
| Sweeping Spirit Swipe | d + HP                            | must be blocked low; knocks<br>down       |
| Crouch Dance          | d + LK                            | 2 hits; both parts must be<br>blocked low |
| Slide Kick            | d + HK                            | must be blocked low                       |

Special Moves

-----

|                        |                                                      |                                                                                                                                                                             |
|------------------------|------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Earth Scorcher         | qcf + P (hold b/f to<br>change distance of<br>throw) | LP=medium, MP=far and Bound<br>Attack, HP=very far and<br>Bound Attack; invulnerable<br>at beginning of maneuver                                                            |
| Low Earth Scorcher     | qcf + K                                              | LK=medium, MK=far, HK=very<br>far; must be blocked low;<br>invulnerable at beginning<br>of maneuver; if performed<br>close to opponent you will<br>miss and slide past them |
| Meteor Strike          | f, b, f + P                                          | LP=medium, MP=far and Spin<br>Launcher, HP=very far and<br>Wall Crush; if performed<br>close to opponent you will<br>miss and fly past them                                 |
| Horriifying Hellraiser | Charge b for 1.25<br>seconds, f + P                  | LP=short, MP=medium, HP=far                                                                                                                                                 |
| Hellraiser Slide       | Charge b for 1.25<br>seconds, f + K                  | LK=short, MK=medium, HK=far;<br>must be blocked low; if<br>performed close to<br>opponent spirit will miss<br>and slide past them                                           |
| Mongolian Bear Hug     | hcb, db, d + MP/HP<br>close                          | unblockable                                                                                                                                                                 |

Desperation

-----

|                |               |                                                    |
|----------------|---------------|----------------------------------------------------|
| Pinball Bounce | qcb, qcb + HP | hits will cause a Wall<br>Crush; Special Mode only |
|----------------|---------------|----------------------------------------------------|

.....  
While Unarmed  
.....

Throw

-----

|             |                |                                                                                 |
|-------------|----------------|---------------------------------------------------------------------------------|
| Punch Wheel | f/b + HP close | f and b determine where<br>opponent is thrown; tap<br>P rapidly for more damage |
|-------------|----------------|---------------------------------------------------------------------------------|

Basic Moves

-----

|                   |                                   |                                           |
|-------------------|-----------------------------------|-------------------------------------------|
| Rolling Smash     | HP close                          | Bound Attack                              |
| Heavy Air Chop    | u, HP                             | Bound Attack; overhead                    |
| Skyward Kick      | HK close                          | Launcher                                  |
| Boot To Jump Kick | ub/uf, HK                         | 2 hits; Spin Launcher;<br>overhead        |
|                   |                                   |                                           |
| Command Moves     |                                   |                                           |
| -----             |                                   |                                           |
| Butt Pat          | LP+LK                             | taunt                                     |
| Fake Dizzy        | MP+MK                             | use any attack to exit dizzy<br>state     |
| Sankaku Tobi      | f + P/K when at edge<br>of screen | a triangle jump                           |
| Hand Sweep        | d + HP                            | must be blocked low; knocks<br>down       |
| Crouch Dance      | d + LK                            | 2 hits; both parts must be<br>blocked low |
| Slide Kick        | d + HK                            | must be blocked low                       |

|                    |                                                      |                                                                        |
|--------------------|------------------------------------------------------|------------------------------------------------------------------------|
| Special Moves      |                                                      |                                                                        |
| -----              |                                                      |                                                                        |
| Earth Scorcher     | qcf + P (hold b/f to<br>change distance of<br>throw) | LP=medium, MP=far and Bound<br>attack, HP=very far and<br>Bound attack |
| Low Earth Scorcher | qcf + K                                              | LK=medium, MK=far, HK=very<br>far; must be blocked low                 |
| Meteor Strike      | f, b, f + P                                          | LP=medium, MP=far and Spin<br>Launcher, HP=very far and<br>Wall Crush  |

|                     |                                     |                   |
|---------------------|-------------------------------------|-------------------|
| Desperation         |                                     |                   |
| -----               |                                     |                   |
| Super Meteor Strike | qcf + P in air (at<br>peak of jump) | Special Mode only |

\*\*\*\*\*  
\* 3.8 Bushou \*  
\*\*\*\*\*

Colors  
-----

LP - Medium Gray top and Powder Blue pants w/ Red belt  
MP - Red top and Medium Gray pants w/ Buff belt  
HP - Off White top and Off White pants w/ Buff belt  
LK - Powder Blue top and Gunmetal Gray pants w/ Purple belt  
MK - Purple top and Amber pants w/ Green belt  
HK - Gunmetal Gray top and Gunmetal Gray pants w/ Purple belt  
Start - Green top and Platinum pants w/ Orange belt  
LK after opponent chooses Bushou with LK - Gold top and Buff pants w/ Red belt

.....  
While Armed  
.....

Throws

-----

|                        |                             |                                                                                 |
|------------------------|-----------------------------|---------------------------------------------------------------------------------|
| Beat Down              | f/b + MP close              | f and b determine where<br>opponent is thrown; tap<br>P rapidly for more damage |
| Double Hook Suplex     | f/b + HP close              | f and b determine where<br>opponent is thrown                                   |
| Air Double Hook Suplex | f/b + MP/HP close in<br>air | f and b determine where<br>opponent is thrown                                   |

Basic Moves

-----

|                    |          |             |
|--------------------|----------|-------------|
| Charging Back      | HP close | knocks down |
| Falling Roundhouse | HK close | 2 hits      |

Command Moves

-----

|               |        |                                                                                                                                                                                                           |
|---------------|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Shoulder Roll | LP+LK  | taunt                                                                                                                                                                                                     |
| Fake Dizzy    | MP+MK  | use any attack to exit dizzy<br>state                                                                                                                                                                     |
| Throw Weapons | HP+HK  | first weapon will collide<br>with other projectiles as<br>both will be "destroyed"<br>in the process while<br>second weapon will usually<br>continue and strike<br>opponent; refer to unarmed<br>movelist |
| Hop Knee      | f + HK | knocks down                                                                                                                                                                                               |

Special Moves

-----

|                     |                      |                                                                            |
|---------------------|----------------------|----------------------------------------------------------------------------|
| Crushing Tiger Claw | f, d, df + P         | LP=2 hits, MP=2 hits and is<br>a Launcher, HP=3 hits and<br>is a Launcher  |
| Doomsday Dragon     | hcb, db, d + P close | LP=low slam, MP=medium slam,<br>HP=high and explosive<br>slam; unblockable |
| Shredding Talon     | qcb + K              | LK=short, MK=medium, HK=far<br>and is a Spin Launcher                      |

Desperation

-----

|                     |                                                                                                                                            |                   |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| Tiger Fighting Hero | lose a round while<br>still armed with your<br>weapons, then<br>immediately hold<br>LP+MP+HP all the way<br>until the next round<br>starts | Special Mode only |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------|-------------------|

.....  
 While Unarmed  
 .....



## Throws

-----

|                        |                          |                                                                           |
|------------------------|--------------------------|---------------------------------------------------------------------------|
| Beat Down              | f/b + MP close           | f and b determine where opponent is thrown; tap P rapidly for more damage |
| DDT                    | f/b + HP close           | f and b determine where opponent is thrown                                |
| Air Double Hook Suplex | f/b + MP/HP close in air | f and b determine where opponent is thrown                                |

## Basic Moves

-----

|                    |          |             |
|--------------------|----------|-------------|
| Charging Back      | HP close | knocks down |
| Falling Roundhouse | HK close | 2 hits      |

## Command Moves

-----

|                |        |                                    |
|----------------|--------|------------------------------------|
| Laydown Beckon | LP+LK  | taunt                              |
| Fake Dizzy     | MP+MK  | use any attack to exit dizzy state |
| Hop Knee       | f + HK | knocks down                        |

## Special Moves

-----

|                 |                      |                                                                                                                                                                    |
|-----------------|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rushing Dragon  | qcb + P              | LP=short, MP=medium, HP=far                                                                                                                                        |
| Second Dragon   | qcb + P              | LP=short, MP=medium, HP=far; if in the initial Rushing Dragon you used HP and you also use HP with the Second Dragon then the Second Dragon will become a Launcher |
| Final Dragon    | qcb + P              | LP=short and knocks down, MP=medium, HP=far and is a Bound Attack                                                                                                  |
| Doomsday Dragon | hcb, db, d + P close | LP=low slam, MP=medium slam, HP=high and explosive slam; unblockable                                                                                               |
| Piledriver      | hcb + P close        | unblockable                                                                                                                                                        |
| Shredding Talon | qcb + K              | LK=short, MK=medium, HK=far and is a Spin Launcher                                                                                                                 |
| Axe Kick        | hcb, hcb + K         | LK=short, MK=medium and falling part is a Bound Attack, HK=far and falling part is a Bound Attack; overhead                                                        |

## Desperation

-----

|             |              |                                                                                       |
|-------------|--------------|---------------------------------------------------------------------------------------|
| Tiger Drill | f, d, df + P | uppercut must connect (not blocked) to perform the entire maneuver; Special Mode only |
|-------------|--------------|---------------------------------------------------------------------------------------|

\*\*\*\*\*

\* 3.9 Gen Shouji \*

\*\*\*\*\*

Colors

-----

- LP - Red loincloth and Dark Gray wraps w/ Turquoise water
- MP - Glaucous loincloth and Eggplant wraps w/ Green water
- HP - Off White loincloth and Off White wraps w/ Gray water
- LK - Purple loincloth and Dark Gray wraps w/ Red water
- MK - Green loincloth and Brown wraps w/ Blue water
- HK - Medium Gray loincloth and Dark Gray wraps w/ Midnight Blue water
- Start - Orange loincloth and Blue wraps w/ Purple water
- LK after opponent chooses Shouji with LK - Gold loincloth and Gold wraps w/ Gold water

.....

While Armed

.....

Throw

-----

|               |                   |                                               |
|---------------|-------------------|-----------------------------------------------|
| Pinwheel Toss | f/b + MP/HP close | f and b determine where<br>opponent is thrown |
|---------------|-------------------|-----------------------------------------------|

Basic Moves

-----

|                |          |                         |
|----------------|----------|-------------------------|
| Power Straight | u, HP    | Spin Launcher; overhead |
| Step High Kick | MK far   | Wall Crush              |
| Pull Kick      | HK close | Launcher                |
| Back Kick      | HK far   | Spin Launcher           |

Command Moves

-----

|               |        |                                       |
|---------------|--------|---------------------------------------|
| All Me        | LP+LK  | taunt                                 |
| Fake Dizzy    | MP+MK  | use any attack to exit dizzy<br>state |
| Sharp Water   | d + LP | must be blocked low                   |
| Slicing Water | d + HP | must be blocked low; knocks<br>down   |

Special Moves

-----

|                           |                                     |                                                                                                                                                              |
|---------------------------|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Shao Lin Slash And Burn   | Charge b for 1.25<br>seconds, f + P | LP=slow, MP=medium, HP=fast<br>and knocks down; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Arcade Mode only |
| Shao Lin Slash And Burn 2 | qcf + P                             | LP=slow, MP=medium, HP=fast<br>and knocks down; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the                              |

|                   |                                               |                                                                                                                                                                                                                                              |
|-------------------|-----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Skull Crusher     | d, u + P / Charge d,<br>u + P                 | process; Special Mode only<br>LP=1 slam, MP=2 slams,<br>HP=3 slams; water hand<br>must catch the opponent<br>in air to perform the<br>entire maneuver; this will<br>catch opponents jumping<br>over Gen Shouji's head                        |
| Water Torture     | hcf + K (hold K and use<br>b/f to move water) | will retain control of water<br>puddle as long as you<br>continue to hold K; water<br>control will end if you<br>are hit or use the Skull<br>Crusher special                                                                                 |
| Water Claw        | LP                                            |                                                                                                                                                                                                                                              |
| Water Spike       | MP                                            | Launcher                                                                                                                                                                                                                                     |
| Water Cage        | HP                                            |                                                                                                                                                                                                                                              |
| Skull Crusher     | d, u + P                                      | LP=1 slam, MP=2 slams,<br>HP=3 slams; water hand<br>must catch the opponent<br>in air to perform the<br>entire maneuver; use<br>after Water Spike to<br>catch opponent after<br>launch; using Skull<br>Crusher ends Water Torture<br>special |
| Shao Lin Crescent | f, d, df + K                                  | LK=short, MK=medium, HK=far;<br>freezes opponent leaving<br>them in a stunned state<br>(lasts 3 seconds or until<br>you hit the them); using<br>another Shao Lin Crescent<br>on a frozen opponent will<br>strike and unfreeze them           |

Desperation

-----

|                |         |                                                                                            |
|----------------|---------|--------------------------------------------------------------------------------------------|
| Tsunami Strike | qcb + P | wave must connect (not<br>blocked) to perform the<br>entire maneuver; Special<br>Mode only |
|----------------|---------|--------------------------------------------------------------------------------------------|

.....  
While Unarmed  
.....

Throw

-----

|             |                   |                                               |
|-------------|-------------------|-----------------------------------------------|
| Throat Kick | f/b + MP/HP close | f and b determine where<br>opponent is thrown |
|-------------|-------------------|-----------------------------------------------|

Basic Moves

-----

|                |          |                     |
|----------------|----------|---------------------|
| One Two Punch  | HP far   | 2 hits; knocks down |
| Step High Kick | MK far   | Wall Crush          |
| Pull Kick      | HK close | Launcher            |

|                 |        |                                       |
|-----------------|--------|---------------------------------------|
| Back Kick       | HK far | Spin Launcher                         |
| Command Moves   |        |                                       |
| -----           |        |                                       |
| Only Me         | LP+LK  | taunt                                 |
| Fake Dizzy      | MP+MK  | use any attack to exit dizzy<br>state |
| Jawing Uppercut | d + HP | Launcher                              |

|                           |                                     |                                                                                                                                                                                                                                                                                                               |
|---------------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Special Moves             |                                     |                                                                                                                                                                                                                                                                                                               |
| -----                     |                                     |                                                                                                                                                                                                                                                                                                               |
| Shao Lin Slash And Burn   | Charge b for 1.25<br>seconds, f + P | LP=slow, MP=medium, HP=fast<br>and knocks down; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Arcade Mode only                                                                                                                                                  |
| Shao Lin Slash And Burn 2 | qcf + P                             | LP=slow, MP=medium, HP=fast<br>and knocks down; will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Special Mode only                                                                                                                                                 |
| Shao Lin Crescent         | f, d, df + K                        | LK=short, MK=medium, HK=far;<br>freezes opponent leaving<br>them in a stunned state<br>(lasts 3 seconds or until<br>you hit the them); using<br>another Shao Lin Crescent<br>on a frozen opponent will<br>strike and unfreeze them<br>while holding it will<br>increase the speed the<br>Weapon Gauge refills |
| Water Summoning           | LK+MK+HK (hold)                     |                                                                                                                                                                                                                                                                                                               |

|              |               |                                                           |
|--------------|---------------|-----------------------------------------------------------|
| Desperation  |               |                                                           |
| -----        |               |                                                           |
| Phoenix Rush | qcf, qcf + HP | phoenix wave absorbs<br>projectiles; Special Mode<br>only |

\*\*\*\*\*  
\* 3.10 Gen Shougo \*  
\*\*\*\*\*

Colors  
-----

- LP - Green wraps and Red loincloth w/ Bronze belt
- MP - Dark Gray wraps and Green loincloth w/ Amber belt
- HP - Light Gray wraps and Off White loincloth w/ Light Blue belt
- LK - Red wraps and Yellow loincloth w/ Blue belt
- MK - Gold wraps and Electric Blue loincloth w/ Bronze belt
- HK - Dark Moss Green wraps and Dark Gray loincloth w/ Medium Gray belt
- Start - Ruby wraps and Pink loincloth w/ Yellow belt
- LK after opponent chooses Shougo with LK - Brown wraps and Gold loincloth w/

.....  
 While Armed  
 .....

Throw

-----

|           |                   |                                                                                 |
|-----------|-------------------|---------------------------------------------------------------------------------|
| Head Bite | f/b + MP/HP close | f and b determine where<br>opponent is thrown; tap<br>P rapidly for more damage |
|-----------|-------------------|---------------------------------------------------------------------------------|

Basic Moves

-----

|                 |        |               |
|-----------------|--------|---------------|
| Nunchaku Smash  | HP far | Spin Launcher |
| Power High Kick | MK far | Wall Crush    |
| Back Kick       | HK far | Spin Launcher |

Command Moves

-----

|                    |        |                                                                                                                       |
|--------------------|--------|-----------------------------------------------------------------------------------------------------------------------|
| Butt Pose          | LP+LK  | taunt                                                                                                                 |
| Fake Dizzy         | MP+MK  | use any attack to exit dizzy<br>state                                                                                 |
| Throw Weapon       | HP+HK  | will collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; refer to unarmed<br>movelist |
| Low Nunchaku Swipe | d + MP | must be blocked low                                                                                                   |

Special Moves

-----

|                  |                                     |                                                                                                                                                                                                                                                                                                                                             |
|------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Punishing 1-2    | qcf + P                             | LP=slow, MP=medium, HP=fast;<br>Gen Shougo throws either a<br>fish, frog (must be<br>blocked low), or a crab<br>(must be blocked low and<br>stuns opponent if it<br>connects); objects will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Arcade Mode only                                         |
| Punishing 1-2 II | Charge b for 1.25<br>seconds, f + P | LP=slow and small, MP=medium<br>and medium size, HP=fast<br>and large; Gen Shougo<br>throws either a fish, frog<br>(must be blocked low), or<br>a crab (must be blocked<br>low and stuns opponent if<br>it connects); objects will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Special Mode only |

|                         |                                                          |                                                                                                                                      |
|-------------------------|----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| Phantom Cyclone Stinger | hcb + P                                                  | water geyser will occur at<br>opponent's location;<br>Launcher                                                                       |
| Nunchaku Rage           | tap P rapidly (use b/f<br>to guide maneuver<br>slightly) | LP=slow swings, MP=medium<br>swings, HP=fast swings                                                                                  |
| Mirage Roll             | f, hcf + K                                               | LK=short, MK=medium, HK=far;<br>invulnerable during roll                                                                             |
| Brilliant Storm         | db, d, df, d, db + K                                     | LK=slow and stationary but<br>can control movement with<br>b/f, MK=medium speed and<br>medium distance, HK=fast<br>and long distance |

Desperation

-----

|                      |                                         |                                  |
|----------------------|-----------------------------------------|----------------------------------|
| Brilliant Storm Drop | qcb + K (use b/f to<br>control descent) | Wall Crush; Special Mode<br>only |
|----------------------|-----------------------------------------|----------------------------------|

.....  
While Unarmed  
.....

Throw

-----

|           |                   |                                                                                 |
|-----------|-------------------|---------------------------------------------------------------------------------|
| Head Bite | f/b + MP/HP close | f and b determine where<br>opponent is thrown; tap<br>P rapidly for more damage |
|-----------|-------------------|---------------------------------------------------------------------------------|

Basic Moves

-----

|                 |        |               |
|-----------------|--------|---------------|
| One Two Punch   | HP far | 2 hits        |
| Power High Kick | MK far | Wall Crush    |
| Back Kick       | HK far | Spin Launcher |

Command Moves

-----

|            |       |                                       |
|------------|-------|---------------------------------------|
| Butt Pose  | LP+LK | taunt                                 |
| Fake Dizzy | MP+MK | use any attack to exit dizzy<br>state |

Special Moves

-----

|                  |                   |                                                                                                                                                                                                                                                                                                     |
|------------------|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Punishing 1-2    | qcf + P           | LP=slow, MP=medium, HP=fast;<br>Gen Shougo throws either a<br>fish, frog (must be<br>blocked low), or a crab<br>(must be blocked low and<br>stuns opponent if it<br>connects); objects will<br>collide with other<br>projectiles as both will<br>be "destroyed" in the<br>process; Arcade Mode only |
| Punishing 1-2 II | Charge b for 1.25 | LP=slow and small, MP=medium                                                                                                                                                                                                                                                                        |

seconds, f + P

and medium size, HP=fast and large; Gen Shougo throws either a fish, frog (must be blocked low), or a crab (must be blocked low and stuns opponent if it connects); objects will collide with other projectiles as both will be "destroyed" in the process; Special Mode only

Phantom Cyclone Stinger hcb + P

water geyser will occur at opponent's location; Launcher

Mirage Roll f, hcf + K

LK=short, MK=medium, HK=far; invulnerable during roll

Brilliant Storm db, d, df, d, db + K

LK=slow and stationary but can control movement with b/f, MK=medium speed and medium distance, HK=fast and long distance; must be blocked low

Desperation

-----

Rising Phoenix b, f, qcf, d, df + HP Special Mode only

\*\*\*\*\*  
\* 3.11 Gen Shoushichi \*  
\*\*\*\*\*

Colors

-----

- LP - Azure wraps and Off White loincloth w/ Dark Gray belt
- MP - Blue wraps and Celeste loincloth w/ Mint Cream belt
- HP - Red wraps and Ivory loincloth w/ Medium Gray belt
- LK - Green wraps and Platinum loincloth w/ Bole belt
- MK - Ruby wraps and Green loincloth w/ Gold belt
- HK - Medium Gray wraps and Medium Gray loincloth w/ Medium Gray belt
- Start - Medium Gray wraps and Blue loincloth w/ Yellow belt
- LK after opponent chooses Shoushichi with LK - Gold wraps and Gold loincloth w/ Buff belt

.....  
While Armed  
.....

Throw

-----

Throat Kick f/b + MP/HP close f and b determine where opponent is thrown

Basic Moves

-----

|                     |           |                         |
|---------------------|-----------|-------------------------|
| One Inch            | HP close  | Launcher                |
| Nunchaku Smash      | HP far    | Bound Attack            |
| Air Nunchaku Smash  | ub/uf, HP | Spin Launcher; overhead |
| Step High Kick      | MK far    | Wall Crush              |
| Back Kick           | HK far    | Spin Launcher           |
| High Air Kick       | u, MK     | Spin Launcher; overhead |
| Heavy High Air Kick | u, HK     | Spin Launcher; overhead |

Command Moves

-----

|                    |        |                                                                                                           |
|--------------------|--------|-----------------------------------------------------------------------------------------------------------|
| Come Here          | LP+LK  | taunt                                                                                                     |
| Fake Dizzy         | MP+MK  | use any attack to exit dizzy state                                                                        |
| Throw Weapon       | HP+HK  | will collide with other projectiles as both will be "destroyed" in the process; refer to unarmed movelist |
| Low Nunchaku Swipe | d + MP | must be blocked low; knocks down                                                                          |

Special Moves

-----

|                           |                                  |                                                                                                                                |
|---------------------------|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| Shao Lin Slash And Burn   | Charge b for 1.25 seconds, f + P | LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process; Arcade Mode only  |
| Shao Lin Slash And Burn 2 | qcf + P                          | LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process; Special Mode only |
| Phantom Cyclone Stinger   | hcb + P                          | water geyser will occur at opponent's location; Launcher                                                                       |
| Nunchaku Rage             | tap P rapidly                    | LP=slow swings, MP=medium swings, HP=fast swings                                                                               |
| Shao Lin Crescent Shock   | f, d, df + K                     | LK=short, MK=medium, HK=far                                                                                                    |
| Mirage Roll               | f, hcf +K                        | LK=short, MK=medium, HK=far; invulnerable during roll                                                                          |

Desperation

-----

|                  |              |                                                  |
|------------------|--------------|--------------------------------------------------|
| Thunderstorm Arc | f, d, df + P | lightning absorbs projectiles; Special Mode only |
|------------------|--------------|--------------------------------------------------|

.....  
While Unarmed  
.....

Throw

-----

|               |                   |                                            |
|---------------|-------------------|--------------------------------------------|
| Pinwheel Toss | f/b + MP/HP close | f and b determine where opponent is thrown |
|---------------|-------------------|--------------------------------------------|



Basic Moves

-----

|                     |        |                         |
|---------------------|--------|-------------------------|
| One Two Punch       | HP far | 2 hits; knocks down     |
| Step High Kick      | MK far | Wall Crush              |
| Back Kick           | HK far | Spin Launcher           |
| High Air Kick       | u, MK  | Spin Launcher; overhead |
| Heavy High Air Kick | u, HK  | Spin Launcher; overhead |

Command Moves

-----

|                 |        |                                    |
|-----------------|--------|------------------------------------|
| Come Here       | LP+LK  | taunt                              |
| Fake Dizzy      | MP+MK  | use any attack to exit dizzy state |
| Jawing Uppercut | d + HP | Launcher                           |

Special Moves

-----

|                         |                                  |                                                                                                             |
|-------------------------|----------------------------------|-------------------------------------------------------------------------------------------------------------|
| Shao Lin Slash And Burn | Charge b for 1.25 seconds, f + P | LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process |
| Phantom Cyclone Stinger | hcb + P                          | water geyser will occur at opponent's location; Launcher                                                    |
| Shao Lin Crescent Shock | f, d, df + K                     | LK=short, MK=medium, HK=far                                                                                 |
| Triple-Leg Deathtrap    | qcb + K                          | LK=short, MK=medium, HK=far with a backflip at the end of the maneuver                                      |
| Mirage Roll             | f, hcf + K                       | LK=short, MK=medium, HK=far; invulnerable during roll                                                       |

Desperations

-----

|                  |                |                                                     |
|------------------|----------------|-----------------------------------------------------|
| Thunderstorm Arc | f, d, df + P   | lightning absorbs projectiles; Special Mode only    |
| Yama Phoenix     | b, hcb, f + HP | phoenix wave absorbs projectiles; Special Mode only |

.....

\*\*\*\*\*  
\* 3.12 Chougai \*  
\*\*\*\*\*

Colors

-----

LP - Green costume w/ Gold and Magenta trim  
MP - Purple costume w/ Gold and Green trim  
HP - Gray costume w/ Camel and Green trim  
LK - Light Gray costume w/ Purple and Medium Gray trim  
MK - Light Green costume w/ Gold and Blue trim



starts

.....  
Transformed  
.....

Throw

-----

|                 |                          |                                                                                             |
|-----------------|--------------------------|---------------------------------------------------------------------------------------------|
| One Handed Toss | f/b + MP close           | f and b determine where<br>opponent is thrown                                               |
| Choking Spike   | f/b + HP close in<br>air | using f puts opponent behind<br>Chougai and using b puts<br>opponent in front of<br>Chougai |

Basic Moves

-----

|                     |           |                                               |
|---------------------|-----------|-----------------------------------------------|
| Powerful Forearm    | HP close  | Wall Crush                                    |
| Diagonal Backfist   | HP in air | Bound Attack; overhead<br>must be blocked low |
| Shin Kick           | LK        | knocks down                                   |
| Step Roundhouse     | MK far    | 2 hits; Bound Attack                          |
| Falling Darkness    | HK close  | 2 hits; Spin Launcher                         |
| Swing To Roundhouse | HK far    | Spin Launcher; overhead                       |
| Air Slash Kick      | u, HK     |                                               |

Command Moves

-----

|                 |        |                                       |
|-----------------|--------|---------------------------------------|
| Hair Straighten | LP+LK  | taunt                                 |
| Fake Dizzy      | MP+MK  | use any attack to exit dizzy<br>state |
| Rock Headbutt   | f + HP | Bound Attack                          |
| Rising Darkness | d + HP | 2 hits; Launcher                      |

Special Move

-----

|            |              |                                                                                                   |
|------------|--------------|---------------------------------------------------------------------------------------------------|
| Ki Wave    | f, d, df + P | Ki blasts will collide with<br>other projectiles as both<br>will be "destroyed" in the<br>process |
| Grave Kick | qcb + K      | LK=short, MK=medium, HK=far<br>and is a Wall Crush                                                |

Desperation

-----

|              |            |                                         |
|--------------|------------|-----------------------------------------|
| Dark Ki Beam | hcb, f + P | beam absorbs projectiles;<br>Wall Crush |
|--------------|------------|-----------------------------------------|

\*\*\*\*\*

\* 3.13 Mizoguchi Makoto \*

\*\*\*\*\*

Colors

-----

LP - Gray pants  
 MP - Blue pants  
 HP - Green pants  
 LK - Red pants  
 MK - Brown pants  
 HK - Purple pants  
 Start - Light Gray pants  
 Start after opponent chooses Mizoguchi with Start - Gold pants

#### Throws

-----

|                 |                   |                                            |
|-----------------|-------------------|--------------------------------------------|
| Neckringer Slam | f/b + MP/HP close | f and b determine where opponent is thrown |
| Shuffle Kick    | f/b + MK/HK close | f and b determine where opponent is thrown |

#### Basic Moves

-----

|                  |           |                                |
|------------------|-----------|--------------------------------|
| Driving Headbutt | HP close  | 2 hits                         |
| Air Bladed Hand  | MP in air | Bound Attack                   |
| Shin Kick        | LK close  | must be blocked low            |
| Axe Kick         | HK close  | 2 hits; Bound Attack           |
| Roundhouse       | HK far    | Spin Launcher                  |
| Air Falling Axe  | u, HK     | 2 hits; Bound Attack; overhead |

#### Command Moves

-----

|                          |        |                                    |
|--------------------------|--------|------------------------------------|
| Wiggle                   | LP+LK  | taunt                              |
| Fake Dizzy               | MP+MK  | use any attack to exit dizzy state |
| Weak Reaching Backfist   | f + LP |                                    |
| Strong Reaching Backfist | f + MP |                                    |
| Reaping Punch            | f + HP | 2 hits; Bound Attack               |
| Crouching Uppercut       | d + HP | 2 hits; Launcher                   |
| Shin Cracker             | f + LK |                                    |
| Stomach Slash Kick       | f + MK | Spin Launcher                      |
| Deadly Axe Kick          | f + HK | 2 hits; overhead                   |

#### Special Moves

-----

|                   |                |                                                                                                                                                                                               |
|-------------------|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Tiger Bazooka     | qcf + P        | LP=slow and small, MP=medium and medium size, HP=fast and large; will collide with other projectiles as both will be "destroyed" in the process                                               |
| Air Tiger Bazooka | qcf + P in air | LP=slow and small, MP=medium and medium size, HP=fast and large; can fire multiple Tiger Bazookas in one jump; will collide with other projectiles as both will be "destroyed" in the process |

|                       |                                                                                                                        |                                                                                                                                                                                                                                                                                    |
|-----------------------|------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Air Dropping Bazooka  | qcf + K in air                                                                                                         | LK=slow and small, MK=medium and medium size, HK=fast and large; can fire multiple Tiger Bazookas in one jump; will collide with other projectiles as both will be "destroyed" in the process                                                                                      |
| Koryuu Sai            | f, d, df + P                                                                                                           | LP=short, 1 hit, and knocks down, MP=medium, 2 hits, and is a Launcher, HP=far with 3 hits                                                                                                                                                                                         |
| Stadium Hero          | hcb + P                                                                                                                | LP=quick and Spin Launcher, MP=medium and knocks down, HP=slow and Wall Crush; energy bat can send projectiles back to the opponent                                                                                                                                                |
| Ren Zoku Keri         | qcb + K                                                                                                                | LK=short with 1 kick, MK=medium with 3 kicks, HK=far with 5 kicks and the last kick being an overhead                                                                                                                                                                              |
| Follow And Finish     | qcb + LK four more times after LK version of Ren Zoku Keri / qcb + MK two more times after MK version of Ren Zoku Keri | this allows you to extend the maneuver and make it act like the HK version of the Ren Zoku Keri; last part is an overhead                                                                                                                                                          |
| Air Ren Zoku Keri     | qcb + K                                                                                                                | LK=short with 1 kick, MK=medium with 3 kicks, HK=far with 5 kicks and the last kick being an overhead                                                                                                                                                                              |
| Follow And Finish     | qcb + LK four more times after LK version of Ren Zoku Keri / qcb + MK two more times after MK version of Ren Zoku Keri | this allows you to extend the maneuver and make it act like the HK version of the Air Ren Zoku Keri; last part is an overhead                                                                                                                                                      |
| Gottsui Tiger Bazooka | qcf + two punch buttons (hold the two punch buttons to empower maneuver)                                               | hold for:<br>0-1 second=standard hit<br>1-2.9 seconds=Spin Launcher<br>3-3.9 seconds=knocks down<br>4+=Wall Crush<br>after holding for a little over 4 seconds maneuver will automatically execute; will collide with other projectiles as both will be "destroyed" in the process |
| Shoten Sai            | f, d, df + two punch buttons                                                                                           | perform close and connect move (not blocked) to have the entire maneuver come out; if you strike from far move will be a Spin Launcher                                                                                                                                             |

Desperation

-----

Never Forget Me

hcb, f, d, df + HP+HK

stance with sheep will last a few seconds or until you are hit

Sheep Curse

P/K (can press multiple times for multiple mini sheep projectiles)

if any of the mini sheep projectiles connect (not blocked) the opponent will be transformed into a sheep and cannot attack (they can move, jump, and duck however); the sheep transformation will last a few seconds or until the opponent is hit with an attack that doesn't involve the mini sheep projectiles; a single sheep projectile can connect with other projectiles as both will be "destroyed" in the process

=====  
4. Codes, Misc., and Easter Eggs  
=====

Use Chougai

-----

Enter Special Mode and then go the 2P Battle. Chougai is available for selection here.

Unlock Mizoguchi

-----

At the title screen press Up, Down, Left, Right, Down, Up, Right, Left, L2 button, R2 button. You will hear Mizoguchi shout indicating the code was entered correctly. Mizoguchi can only be used in Special Mode.

Challenge Huyan Zhuo

-----

Remain undefeated throughout the game up until the final boss fight. Huyan Zhuo will challenge you. He can only be hurt using special moves. If the timer reaches 20 he will automatically execute an attack that kills you in one hit.

Beginner Mode

-----

Go to Game Start. At the character select screen hold down L2 and R2 and select your character.

Changing Character's Skin Tone

-----

When selecting your character hold down the button you are using to pick

their costume color. While holding this button move the joystick either to the right or to the left. While continuing to hold the direction on the joystick release the button you were holding. You will now have a different skin tone for the match.

#### Hidden Character Color

-----

If the opponent chooses a character with LK and you select the same character after them with LK you will get a special Gold costume. Note that Kousonsyou's special Gold costume is accessed by selecting him with LP after the opponent selected him with LP. Chougai and Mizoguchi's methods are also different in that the opponent needs to select them with Start and you choose your mirror match with Start as well.

#### Dizzy icons

-----

Every character in the game has a unique dizzy icon above their heads. These are listed below.

- Shishin - Blue Dragons
- Rinchuu - Jaguars
- Kosanjyou - Suns and Moons
- Taisou - Doves
- Riki - Sake Gourds
- Rochishin - Cherry Blossoms
- Kousonsyou - Turtles
- Bushou - Tigers
- Gen Shouji - Fish
- Gen Shougo - Frogs
- Gen Shoushichi - Ducks
- Chougai - Person Holding Pink Snake?
- Mizoguchi - Octopuses

#### Sprite Differences

-----

An odd but unique feature in this game is that mirror matches feature the two characters having different idle stances. A nice attention to detail.

=====

## 5. Conclusion

=====

### 5.1 What's Missing/Needed

-Cleanup and corrections

-Missing moves?

\*\*\*\*\*

\* NEED YOUR HELP. Mizoguchi's Desperation Move seems to have a very odd \*  
\* motion to execute it. While it does work, it isn't very consistent. It \*  
\* is possible I may have the motion slightly wrong. I might have \*  
\* overstated the motion or have something missing from the motion. If \*  
\* anyone can help find the correct motion for this Desperation please let \*  
\* me know by emailing me at [billy\\_kane\\_32@hotmail.com](mailto:billy_kane_32@hotmail.com). Credit will be \*  
\* given for your contribution, of course. \*

\*\*\*\*\*

## 5.2 Credits

-Data East

-Gamefaqs

-And me for writing this faq

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