Tekken 3 Dr. Boskonovitch Move List

by Ben Cureton

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- DS: Double-Over Stun
- FB: Fall Back (Doctor B. will fall back after this move)
- EFB: Electric Fall Back (Doctor B. will spark, then fall back after this move)
- c: represents on counterhit
- <: signifies following move can be delayed
- ~: perform following move immediately
- KND: Knockdown Position (face up, feet towards)
- PLD: Play Dead Position (face up, feet away)
- SLD: Slide Position (face down, feet away)
- FCD: Face Down Position (face down, feet towards)

During FB, press 2 to speed up falling animation. Press 1 during accellerated fall down to go directly into Panic Doctor.

At any time during FB, press 3+4 to perform Flip Flop.

During initial animation of FB or EFB, tap forward to recover.

At any time during FB or EFB press U for Doctor Bounce.

-Special Arts-

Move Name	Command	Lev.	Damage	Com.
One-Two Punches	1,2	mm	4,10	
Bad Stomach	1+4	_	_	#3
Panic Doctor	2~1	_	_	FB
Left Lk-Right LK	3,4	11	12,7	
Thunder Oldfist	u/f+1	m	25	EFB
Wind Oldfist	u/f+2	h	15	FB
Trip Slide	f+3+4	M	17 (7 guard damage)
Crouch Dash	f,f	_	_	
Jam Combo	f,f+1<4<3<2<1	mLLmm	13,8,10,12,13	EFB
Jam Combo Extention	f,f+1<4<3,3,3,2<1	mLLLLmm	13,8,10,10,7,12,13	EFB
Jack Tamer	f,f+2	m	20	DSc GS
Slash Kick	f, f+3	m	30	GS
Whiff Frankensteiner	f, f+4	М	21	
Steel Dive	f,f+1+2	М	27	
Head Dive	f,f+3+4	M	30	
Elbow Rush	f,f,N+2	m	8	FB
Elbow Warp	f,f,N+2 (CH)	m	12,5	
= Laughing Doctor	= f,f	-	_	
= Mind Warp	= 1+2	M	25	PLD
= Hopping Back Kick	= 3	M	20	FB
Panicsmoka	f,f,N+3	M	25	
Twin Pistons	d/f+1,2	mm	8,21	FB
Slicer	d+4	L	10	FCD
Dr. Kossak Kicks	D/B+3,4,3,4,3,4	LLLLLL	15,12,10,12,12,12	FB
Guard Break	b+1+4	m	_	KND
Banik Charge	3+4	-	-	
= Banik Oldfist Chain	= u/f+1,3,3,3,3	mmmmmm	25,20,10,10,10	FB
= Super Panic Chain	u/f+1,3,3,	mmmm	25,20,10,10	
Super Panic Chai	nF+3,3,3,3,3,	3mhmmm1	10,15,10,10,10	FB
= Shadow Legs Front	= ~B	-	-	
= Overhead Crescent	= 3	h	28	FB
= Prison Break	= 4	m	21	FB GS
Panik Reverse Charge	b+3+4	-	-	
= Super Doctor	U	!	48	
= Shadow Legs Back	= ~B or ~F	-	-	
= Summer Kick	= 3	m	25	FB

= Winter Kick	= 4	m	21	FB
Gut Stun	SS+2	m	18	FB DSc
= Thunder Oldfist	= 1	m	25	FB
Doctor Scoot	<pre>KND[f_b]</pre>	-	-	
Doctor Roll	<pre>KND[f,f_b,b]</pre>	-	-	FB
= Rolling Kick	= 4	M	16	GS
= Flying Cross Chop	= f+1+2	M	15	GS
= Flip Flop	= 3+4	M	25	KND
Doctor Breath	KND[1_2]	!	3	
Hop Up	KND 3+4	m	20	
Rolling Kicks	KND 3<3	lm	7,30	
Roger Kicks	KND 4,3,4,3,4	! mmmmm	-,10,10,10,17	#3
Trick Roger Kicks	KND 4,4,3,4,3,4	!!mmmmm	-,-,10,10,10,10,17	#3
Chi Charge	KND ALL	_	-	
Doctor Scoot Away	PLD[f_b]	_	-	
Doctor Roll	PLD[f,f_b,b]	_	-	FB
= Flying Cross Chop	= f+1+2	M	15	GS
= Flip Flop	= 3+4	M	25	PLD
Roo Kick	PLD 3+4	m	21	EFB
Chi Charge	PLD ALL	-	-	
Lying Trip Slide	SLD 3+4	L	15	
Spinnng Crescent Lunge	FCD 4	m	18	FCD
Doctor Roll	FCD b,b	-	-	FB
= Rolling Roo Kick	= ~3+4	m	25	EFB
Mind Blast	BK 1+2	M	25	
Mind Blast Away	BK b+1+2	M	25	
Panic Charge Reverse	BK 3+4	-	-	
= Shadow Legs Back	= ~B or ~F	-	-	
= Summer Kick	= 3	m	25	FB
= Winter Kick	= 4	m	21	FB
High/Mid Punch Parry	1+2	_	-	#1
Low Parry	d+1+2	_	-	
Bio Reactor	b+1+2	!	10(10,10,10)	#2
Resting Doctor	d+3+4	-	-	
= Skidding Doctor	= 3_4	-	-	

#1: can chain directly into Irish Whip

#2: escaped with 3+4, will contuniously do damage until escaped.

#3: after any 4 in the string, holding B will make Dr. B. roll backwards.

-Throws-

BDS (must perform Bad Stomach first 1+4)

	Throw Name	Command	Position	Damage	Escape	Com.
	Irish Whip	BDS,1+2	f-throw	10	1+2	
	= Elbow Drop	= 2,2,1+2	link	21	?	
	= Kingstep	= 1+4	link	_	_	
	= Running Bulld	$\log = 2, 1, 3, 4$	link	38	?	
	= Cartwheel	= 1+2	link	_	_	
	= Taunting Doct	or = 3+4	link	_	_	
	= Shoulder Ram	= 1+2	link	50	?	
= Flying Cross Chop = 3+4		link	10	?		
	Arm Takedown	BDS,1+2	ls-throw	45	?	
	Trip Up	BDS,1+2	rs-throw	40	?	
	Atomic Drop	BDS,1+2	b-throw	60	_	
	Rolling Powerbomb	1+2 (Parry), 3+4	l-throw	37	_	
	Dr. Frankensteiner	f,f+4	f-throw	15,18	_	

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