

green shield may come to protect the enemy for a brief period. The harder the enemy level, the more often the shield comes. Note that the shield will deny all of your attacks, except all of the throwing kind, that will deny the shield.

-- Time. Default = Normal
Slow, Normal, Fast, Endless.

-- Round. Default = 3
1,3,5. Three rounds mode needs 2 rounds win to win the match. Five rounds mode needs 3 rounds win to actually win the match.

-- Demo Skip. Default = All [On]
VS. Demo (On/Off): I don't see any differences whether you set this [On] or [Off].
Win Demo (On/Off): Set to [On] to see the Win demo.
Ending (On/Off): Set to [On] to see the ending scene.
Staff Roll (On/Off): Set to [On] to see the Staff Roll.

-- Pad Control.
You can adjust your controls for 1P and 2P:
Quick, medium, and fierce punch and kick are to be adjusted.
Default =
Quick Punch: X
Medium Punch: Y
Fierce Punch: Z
Quick Kick: A
Medium Kick: B
Fierce Kick: C

-- Sound. Default = Stereo
Stereo/Mono: I don't notice the difference.

-- Game Speed. Default = Normal
Slow or Normal or Fast.

VS. OPTION
=====

From the option menu, press R to see Vs. Option: The option that will set 2P mode. Press L to be back to Option menu.

-- Time. Default = Normal
Slow, Normal, Fast, Endless.

-- Round. Default = 3
1,3,5. Three rounds mode needs 2 rounds win to win the match. Five rounds mode needs 3 rounds win to actually win the match.

-- Demo. Default = On
Win Demo in 2P mode.

-- Training. Default = Off
If you set this to [On], the players will always be in full health and always can perform desperation moves. Pressing [Start] will bring you back to the main menu.

-- Handicap. Default = 3, Special Guard = On to each player.
1-5, Special Guard (On/Off). Set a high number to a player, will make the player stronger (i.e. all attacks inflict less damage a lil' bit to the player) . Set it lower, then the player will be weaker (i.e. all attacks inflict more damage a

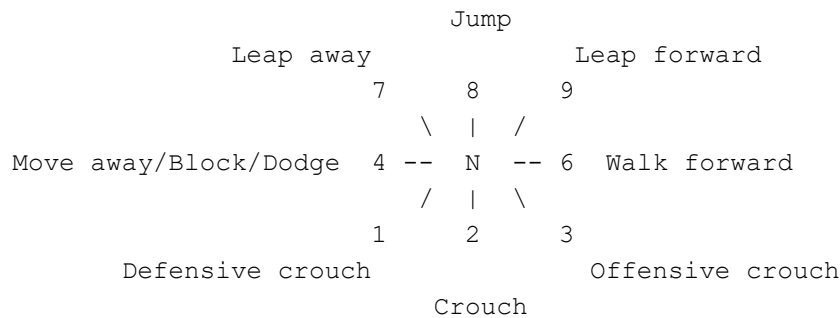
Bushou	Dark Grey/Blue	Light Blue/Dark Grey	
Genshouji	Red	Purple	
Genshougo	White	Brown	
Genshoushichi	White/Blue	Dark Grey/Dark Blue	
Chougai	Purple/Green/Yellow/Pink	Red/Silver	
Mizoguchi	Dark Grey	Blue	
Yonmiy	Light Blue	Pink/Blue	

I can't find any differences whether you select [Normal] or [Beginner] - ____ -

The enemy's selection is about the same with Suiko Enbu. The most obvious differences are the first enemy is now chosen randomly by the CPU and the additions of Yonmiy and Mizoguchi before the final match.

IMPORTANT! THIS IS THE LEGEND FOR SECTION D. MOVE LIST AND SECTION E. COMBO.

All moves are listed when the performing character is facing right.



- | | |
|----------------------------------|---------------------------------------|
| QP - Quick Punch | QK - Quick Kick |
| MP - Medium Punch | MK - Medium Kick |
| FP - Fierce Punch | FK - Fierce Kick |
| AP - Attack Power (ORIGINAL) | HP - I'm not very sure, but it's very |
| APACx - Attack Power After Combo | common in video games (i.e. RPG). |
| x-th | ~Health Point? |

+ = a simultaneous button press.

/ = or

_ = hold the previous direction for about 1 second.

W = you need to have your weapon to execute

w/o = this move can only be performed without your weapon.

throw = you must be within throwing range to execute this.

near = you must be near enough with the opponent. Further than the throwing range, but not that far.

far = you must be far enough but your attack has to be able to connect to the opponent. If nothing is mentioned, then the attack can be performed either near or far.

BT = Before Transformation (Chougai only)

AT = After Transformation (Chougai only)

COMMON MOVES:

Run forward: 66
Run backwards/Leap away: 44
Projectile step: Directional button (When above the projectile):
1/4/7 = Leap backward, 2/8 = Leap upward,
3/6/9 = Leap forward
Put/take weapon: MP + MK (if the character have any). Your weapon
will be brought back to you next round in case
you haven't taken it.
You can't take your enemy's weapon if he/she puts
it.
Throw weapon: FP + FK (if the character have any)
Wall leap: 6 + QK/MK/FK/QP/MP/FP (only Kosanjou, Daisou,
Kousonshou)
Throw/Various grab: 4/6 + MP/FP (throw), 4/6 + MP/FP/MK/FK (throw) for
Mizoguchi, 4 + MK/FK (throw) for Yonmiy
Mid-air throw: (7/8/9) (1/3/4/6/7/9) + FP (throw) (Kosanjou,
Taisou and Bushou only)
Mid-air block: (7/8/9)4

THE WEAPON GAUGE:

It is located at the bottom of the screen. It decreases everytime you block with
your weapon or if you attack a blocking weapon (more damage to the blocker).
When the gauge is empty, your weapon is destroyed in an explosion that leaves
your player dizzy.
You can also voluntarily empty the gauge by throwing your weapon which instantly
dizzies your enemy if hit. (Note: You'll be weaponless for the rest of the
match, except for Kousonshou, the bar recharges over time if it's empty).
Some characters don't have Weapon Gauge, like Chougai, Mizoguchi, and Yonmiy, it
means they fight bare-handed.

D01. SHISHIN

BGM: Music Test #8.

NORMAL MOVES:

=====

Any attacks AP depends on the opponent's HP. As the opponent's HP decreases, the
AP also decreases consequently (usually by 1), and when the opponent's HP is
critical/flashing, the AP decreases more significantly.

AP has maximum four values: a,b,c, and d.

d is the AP when opponent's HP is still plenty. As the opponent's HP is lower to
~80, then the AP decreases by 1 into c per hit. And when the opponent's HP is
lower again to ~60, then the AP decreases by 1 once more into b per hit. Then
when the opponent's HP is critical (30), the AP decreases by some points into a.
There're still exceptions to this behaviour that will be mentioned separately.
Note that AP can't go lower than 1, so if d=2, then a,b,c=1. If d=1, then a,b,

and c all are also 1.

If defended, all normal attacks will not cause any damage, except if you're in "Berserker Rage" Mode, normal attacks will cause 1 damage per hit if defended. All AP are counted with default handicap.

If an AP value is like: $x+y+z$, it means the attack yields 3 hit combos, the first hit does damage x , the second hit does damage y , and the third hit does damage z .

In a real battle, sometimes not all the attacks will connect to the enemy. If only the first and the third attack hit the enemy then the AP will be $x+z$ only.

All default AP are counted vs. Shishin.

Different character will usually result in different damage. The difference(s) will be mentioned separately:

-b means: AP has no b value (b equals to c and/or d).

-c means: AP has no c value ($c=d$).

+b means: AP has b value.

+c means: AP has c value.

$d=d-(+)x$ means: d has different value than the default. The value will be equal to default d minus (or plus) variable x. This will usually result in all the other values equal to the default values minus (or plus) variable x too.

Exceptions will be mentioned separately.

$a=d-x$ means: This means that the reduction from d is different than the default value, and the reduction is x.

$b=c-x$ or $b=d-x$ means: b is no longer $c-1$ nor $d-2$.

$c=d-x$ means: c is no longer $d-1$.

Now, all AP receive gradual decrease after 1st-4th COUNTED combo hit into APAC1-4 (except for all the desperation moves that involves grabbing). APAC>4 will be the same with APAC4 (AFAIK >___>).

The formula to count all the APAC is a really complicatization. I currently do not have support to finish the work, it'll be added into E. Combo section when it is finished.

Complete default format (def.1) = $a=d-x, b=d-2(c-1), c=d-1, d$

Def.2 and Def.3 add -c, $b=d-1$ from the complete format

QK (far)

**AP = 1,3,4,5

QK (near)

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

QP (near)

**AP = 1,4,5,6 (W), 1,2,3 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 4,8,9,10 (W), 1,2,3,4 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 10,14,15,16 (W), 1,5,6,7 (w/o)

MP (near)

**AP = 5,9,10,11 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,5,6,7 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

FK

**AP = 6,10,11,12

2 + FK

**AP = 7,11,12,13

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (near)

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

FP (far)

**AP = 16,20,21,22 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 16,20,21,22 (W), 1+1,2+5,3+6,4+7 (w/o)

7/9 + FP

**AP = 12,16,17,18 (W), 8,12,13,14 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 8,12,13,14 (w/o)

vs. Rinchuu: $-c$, $b=d-1$

vs. Kosanjou: $a=d-5$, $-b$

vs. Taisou: $a=d-4$, $-b$, $-c$, $d=d-1$

vs. Riki: $-b$, $d=d-1$

vs. Rochishin: $a=d-5$, $-b$, $d=d-2$

vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11
vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3,-b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Throw

**AP = 17,21,22 (W), 20,24,25 (w/o)
Combo with a throw in the end does not count the throw as a part of the combo, but the combo state is still applied. So, the AP After Combo for this one is APAC(x-1). Throwing move can only follow Wall effect moves, when the opponent is paralyzed on the ground.
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 17,21,22,21 (W), 20,24,25,24 (w/o)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

If defended, all special attacks (and throw weapon) will cause 1 damage per hit (Except the foothold spear, and the special throws which can't be defended).

Flying Serpent Missile: 236 + QP/MP/FP

**AP = 9,12,13 (QP), 10,13,14 (MP), 11,14,15 (FP)

---Sends flaming dragon head projectile: QP = slow and small, MP = medium, FP = fast and big.

Flaming Serpent Sword: 6236 + QP/MP/FP (W)

**AP = 10+2,13+5,14+6 (QP), 10+2+1+2,13+5+2+5,14+6+3+6 (MP), 10+3+1+3,13+6+3+6, 14+7+4+7 (FP)

---Slashes the flaming sword (QP), slashes the flaming sword and does flaming uppercut (MP), slashes the flaming sword and does flaming uppercut higher plus an extra finisher move (FP).

Pressing QP/MP/FP once again after doing the move with MP will trigger an extra flaming slash to the opponent (the uppercut attack must connect or defended by him/her). The move with FP will automatically do the finisher attack if the uppercut hits the opponent, but it won't be performed if it's

blocked.

Now, because this move has 4 combo count, you can't do $14+7+4+7=32$ damage to full health Shishin anymore by connecting all the hits with FP. Instead, it'll do: $14 \{d(AP)\} + 5 \{d(APAC1) \text{ of } [d(AP)=7]\} + 2 \{d(APAC2) \text{ of } [d(AP)=4]\} + 3 \{d(APAC3) \text{ of } [d(AP)=7]\} = 24$ damage instead.

If the move with FP only connects the 1st, the 3rd, and the 4th hit to the opponent (imaginary), then the damage will be:

$14 + 3 \{d(APAC1) \text{ of } [d(AP)=7]\} + 4 \{d(APAC2) \text{ of } [d(AP)=4]\} = 21$.

This "discount" also applies to all other similar cases. Please see section E. Combo for details (note: under construction x__x).

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Knee Kick: 28 + QK/MK/FK

**AP = 7,11,12,13

vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2
---Leaps ahead and attacks with knee: QK = near, MK = medium, FK = far.

Dashing Serpent Punch: 214 + QP/MP/FP (w/o)

**AP = 8,11,12 (QP), 10+1,13+2,14+3 (MP), 12+1,15+2,16+3 (FP)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c
---Dashes forward and punches: QP = short range, MP = medium, FP = long range.
Pressing QP/MP/FP again after doing the move with MP or FP and the first hit connects to the enemy will do an extra punch to the opponent.

DESPERATION MOVES:

=====

It seems that most of the Desperation Moves are done randomly, so even you have pressed the correct button sequence and your health bar is flashing, sometimes you will still fail to perform the desperation move (still in research...because

some moves that need multiple rotations are much easier to do with analog stick).

In this game, flashing health bar is specially made as a sign that you can now do desperation moves.

If defended, the desperation attacks will also cause 1 damage per hit.

Rising Dragon: 632146/663214 + QP/MP/FP (W)

**AP = 1+,1+35,1+36

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Makes some kind of tornado with a rising dragon inside, if it connects to the enemy, Shi Jin will do a mad uppercut towards the enemy.

This move does NOT count as 2 hit combo, so the default damage is as mentioned above. If you use this move as second hit combo, the damage generated is: 1 {d(APAC1) of d(AP)=1} + 28 {d(APAC1) of d(AP)=36} = 29. For some odd reasons, you can only do this move for combo only after wall effect. Similar desperation moves involving grabbing or trapping also has the same behaviour (including Yonmiy's).

Berserker Rage: 214214 + FK (w/o)

**AP =

QK (far): 5,8,9

QK (near): 1,3,4

2 + QK: 1,3,4

7/8/9 + QK: 2,5,6

QP: 2,5,6

2 + QP: 2,5,6

7/8/9 + QP: 3,6,7

MK: 8,11,12

2 + MK: 9,12,13

7/8/9 + MK: 8,11,12

MP (far): 8,11,12

2 + MP: 8,11,12

7/8/9 + MP: 9,12,13

FK: 15,18,19

2 + FK: 17,20,21

7/9 + FK: 15,18,19

8 + FK: 17,20,21

FP: 17,20,21

2 + FP: 3+8,6+11,7+12

7/8/9 + FP: 18,21,22

Flying Serpent Spear: 17,20,21 (QP), 18,21,22 (MP), 20,23,24 (FP)

Dashing Serpent Punch: 15,18,19 (QP), 18,21,22 (MP), 21+2,24+5,25+6 (FP)

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Knee Kick: 7,11,12,13
vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw: 20,24,25
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 20,24,25,24
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

---Shishin's speed and attack power will be increased, but as the time goes on, Shishin's health will be reduced until it reaches the most minimum. And now, the bad news is when Shishin's HP is 1, Berserker Rage will end. You will have advantage to score more combos with more kinds of attacks.

D02. RINCHUU

BGM: Music Test #9.

NORMAL MOVES:

=====

QK

**AP = 1,2,3

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3,4

QP

**AP = 4,8,9,10 (W), 1,2 (w/o)

2 + QP

**AP = 4,8,9,10 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 4,8,9,10

MP (far)

**AP = 8,12,13,14 (W), 1,4,5,6 (w/o)

MP (near)

**AP = 9,13,14,15 (W), 1,4,5,6 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,4,5,6 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 3,7,8,9 (w/o)

FK

**AP = 5,9,10,11

6 + FK

**AP = 5,9,10,11

2 + FK

**AP = 6,10,11,12

7/8/9 + FK

**AP = 7,11,12,13

FP (far)

**AP = 15,19,20,21 (W), 6,10,11,12 (w/o)

FP (near)

**AP = 1+6,2+10,3+11,4+12 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 12,16,17,18 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 17,21,22,23 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 15,19,20,21 (W), 5,9,10,11 (w/o)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11
vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Throw

**AP = 20,24,25 (W), 18,22,23 (w/o)
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 20,24,25,24 (W), 18,22,23,22 (w/o)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Savage Panther Claw: 236 + QP/MP/FP

**AP = 8,11,12 (QP), 9,12,13 (MP), 10,13,14 (FP)

---Releases blue cloud-ish projectile: QP = slow, MP = medium, FP = fast.

Combined with MP button will also create a bigger projectile. It'll be even bigger with FP button.

Invincible Rapid Fire: QP + MP / MP + FP / QP + FP (W)

**AP = 9,12,13

---Attacks continuously using the spear.

Typhoon Spear: 63214 + QP/MP/FP

**AP = 9+1+1,12+3+3,13+4+4 (QP) (W), 10+1,13+4,14+5 (MP) (W),

11+2,14+5,15+6 (FP) (W), 6+1,9+3,10+4 (QP) (w/o), 7+1,10+4,11+5 (MP) (w/o),

8+3,11+6,12+7 (FP) (w/o)

---Does acrobatic move with the spear, attacks with the foot.

Cartwheel Kick: 6236 + QK/MK/FK (W)

**AP = 13,16,17 (QK), 8+6,11+9,12+10 (MK), 3+6+6,6+9+9,7+10+10 (FK)

---With QK = kicks the enemy only. MK = kicks the enemy, then jumps and attacks with the spear. FK = kicks the enemy, then jumps higher and attacks with the spear.

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Foothold Spear: 236 + QK/MK/FK (W)

**AP = 8,12,13,14

vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

---Uses the spear as foothold, and kicks the opponent.

DESPERATION MOVES:

=====

Spaz Attack: 63214 + QK/MK/FK (W)

**AP = 1+,1+35,1+36

vs. Kosanjou: +c
vs. Taisou: a=d-, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-, +c

---Dashes to the opponent and attacks the opponent with the spear many times.

This move is one of the exceptions for [Gradual AP decrease policy] because all the "mad attack moves" are counted as 13-hit-combo, but all the damages are considered as like 1 hit only.

Berserker Rage: 214214 + FK (w/o)

**AP =

QK: 2,5,6
2 + QK: 1,3,4
7/8/9 + QK: 3,6,7
QP: 1,3,4
2 + QP: 1,3,4
7/8/9 + 2,5,6
MK: 8,11,12
2 + MK: 8,11,12
7/8/9 + MK: 12,15,16
MP: 6,9,10
2 + MP: 6,9,10
7/8/9 + MP: 11,14,15
FK: 14,17,18
2 + FK: 15,18,19
7/8/9 + FK: 17,20,21
FP (far): 15,18,19

FP (near): 17,20,21
2 + FP: 14,17,18
7/8/9 + FP: 14,17,18
Savage Panther Claw: 15,18,19 (QP), 17,20,21 (MP), 18,21,22 (FP)
Typhoon Spear: 12,15,16 (QP), 14+5,17+8,18+9 (MP), 15+8,18+11,19+12 (FP)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

6 + FK: 5,9,10,11
vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw: 18,22,23
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 18,22,23,22
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

---Rinchuu's speed and attack power will be increased, but as the time goes on, Rinchuu's health will be reduced until it reaches the most minimum. When Rinchuu's HP is 1, Berserker Rage will end. You will have advantage to score more combos with more kinds of attacks (than the previous title).

D03. KOSANJOU

BGM: Music Test #10.

NORMAL MOVES:
=====

QK
**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2 (w/o)

QP (near)

**AP = 2,6,7,8 (W), 1,2 (w/o)

2 + QP

**AP = 3,7,8,9 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK (far)

**AP = 1,5,6,7

MK (near)

**AP = 1,4,5,6

2 + MK

**AP = 1,4,5,6

7/8/9 + MK

**AP = 1,4,5,6

MP (far)

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

MP (near)

**AP = 11,15,16,17 (W), 1,3,4,5 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,3,4,5 (w/o)

7/8/9 + MP

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

FK (far)

**AP = 4,8,9,10

FK (near)

**AP = 4+4,8+8,9+9,10+10

2 + FK

**AP = 3,7,8,9

7/8/9 + FK

**AP = 4,8,9,10

FP (far)

**AP = 6+4,10+8,11+9,12+10 (W), 4,8,9,10 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 1+1,3+1,4+1,5+2 (w/o)

2 + FP

**AP = 13,17,18,19 (W), 4,8,9,10 (w/o)

7/9 + FP

**AP = 13,17,18,19 (W), 7,11,12,13 (w/o)

8 + FP

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2, -b, d=d-1$

vs. Riki: $-b, +c, d=d-1$

vs. Rochishin: $a=d-3, d=d-2$

vs. Kousonshou: $d=d+1$

vs. Genshouji: $d=d-1$

vs. Genshougo: $+c, d=d+1$

vs. Chougai (Normal): $a=d-3, -b, +c, d=d-2$

vs. Chougai (Transformed): $a=d-5, -b, +c, d=d-2$

vs. Mizoguchi, Yonmiy: $a=d-5, +c$

Throw

**AP = 19,23,24 (W), 15,19,20 (w/o)

Mid-Air Throw

**AP = 13,17,18 (W), 21,25,26 (w/o)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 19,23,24,23 (W), 15,19,20,19 (w/o), 13,17,18,17 (W),
21,25,26,25 (w/o)

vs. Genshoushichi: $a=d-6, +c, d=d+2$

vs. Chougai (Normal): $-b, +c$

vs. Chougai (Transformed): $a=d-4, -b, +c, d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7, +c, d=d+2$

SPECIAL MOVES:

=====

Flaming Jasmine Wave: 236 + QP/MP/FP

**AP = 8,11,12 (QP), 10,13,14 (MP), 11,14,15 (FP)

---Sends an energy wave on the ground, combined with MP button will also create a bigger projectile. It'll be even bigger with FP button.

Samsara Kick: 236 + QK/MK/FK

**AP = 18,21,22 (QK), 13+3,16+6,17+7 (MK), 13+6,16+9,17+10 (FK)

---Kicks forward: QK = once, MK = twice, FK = twice and higher.

Typhoon Slasher: 6236 + QP/MP/FP (W)

**AP = 13,16,17 (QP), 6,9,10 (MP,FP)

---Steps forward, then jumps and slashes upward: QP = jumps a little bit, MP = jumps higher, FP = jumps even higher.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

Vacuum Jasmine Wave: (7/8/9)236 + QP/MP/FP (W)

**AP = 1+,1+41,1+42

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Creates vacuum energy in the air and sends it to the opponent to trap him/her, then slashes an energy wave toward him/her.

Berserker Rage: (7/8/9)214214 + FK (w/o)

**AP =

QK: 1,3,4

2 + QK: 1,3,4

7/8/9 + QK: 2,5,6

QP: 1,3,4

2 + QP: 2,5,6

7/8/9 + QP: 2,5,6

MK (far): 8,11,12

MK (near): 6,9,10

2 + MK: 6,9,10

7/8/9 + MK: 6,9,10

MP: 5,8,9

2 + MP: 5,8,9

7/8/9 + MP: 5,8,9

FK (far): 12,15,16

FK (near): 12+12,15+15,16+16

2 + FK: 11,14,15

7/8/9 + FK: 12,15,16

FP (far): 12,15,16
FP (near): 5+1,8+3,9+4
2 + FP: 12,15,16
7/8/9 + FP: 17,20,21
Flaming Jasmine Wave: 15,18,19 (QP), 18,21,22 (MP), 20,23,24 (FP)
Samsara Kick: 30,33,34 (QK), 23+8,26+11,27+12 (MK), 23+12,26+15,27+16 (FK)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Throw: 15,19,20
Mid-Air Throw: 21,25,26
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 15,19,20,19 (Throw), 21,25,26,25 (Mid-Air Throw)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

---Kosanjou's speed and attack power will be increased, but as the time goes on, Kosanjou's health will be reduced until it reaches the most minimum. When Kosanjou's HP is 1, Berserker Rage will end. Beacuse your speed increases, you can score longer combo more easily.

D04. TAISOU

BGM: Music Test #11.

NORMAL MOVES:

=====

QK

**AP = 1,2,3

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2 (w/o)

QP (near)

**AP = 1,3,4,5 (W), 1,2 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,4,5,6 (W), 1,2,3 (w/o)

MK

**AP = 1,4,5,6

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 9,13,14,15 (W), 1,3,4,5 (w/o)

MP (near)

**AP = 4,8,9,10 (W), 1,3,4,5 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,3,4,5 (w/o)

8 + MP

**AP = 9,13,14,15 (W), 1,4,5,6 (w/o)

7/9 + MP

**AP = 4,8,9,10 (W), 1,4,5,6 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 4,8,9,10

2 + FK

**AP = 1+1,3+3,4+4,5+5

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

FP (near)

**AP = 13,17,18,19 (W), 6,10,11,12 (w/o)

2 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 5,9,10,11 (w/o)

vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Throw

**AP = 19,23,24

Mid-Air Throw

**AP = 16,20,21 (W), 20,24,25 (w/o)

vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 19,23,24,23, 16,20,21,20 (W), 20,24,25,24 (w/o)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Flaming Ki Punch: 1_6 + QP/MP/FP or 41236 + QP/MP/FP

**AP = 1+12,3+15,4+16 (QP), 1+6+7,2+9+10,3+10+11 (MP), 1+1+14,2+4+17,3+5+18 (FP)

---Jets ki: QP = small ki, MP = medium ki, FP = big ki. You have to be near enough to the enemy for all the three hits to connect (MP and FP).

Ki Bomb: (7/8/9)236 + QP/MP/FP

**AP = 3+4+3+4+3,6+7+6+7+6,7+8+7+8+7

---Fires ki bomb from the air: QP = slow, MP = medium, FP = fast. Can be repeated up to 5x.

Majestic Teleport Attack: 6236 + QP/MP/FP

**AP = 7,10,11

---Teleport above and attack: QP = low jump, MP = medium jump, FP = high jump.

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3,-b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Teleport: 214 + QK/MK/FK/QP/MP/FP/QK+MK/QK+FK/MK+FK/QP+MP/QP+FP/MP+FP

---Teleport: QK = to the back, MK = no change, FK = to the front,
QK+MK/QK+FK/MK+FK = above, QP = above in front of the enemy, MP = above
behind the enemy, FP = in front near the enemy, QP+MP/QP+FP/MP+FP = behind
near the enemy.

DESPERATION MOVES:

=====

Dark Ki Beam: 632146 + FP (W)
**AP = 18+9+9+9,21+12+12+12,22+13+13+13
---Jets dark ki beam that pierces into enemy.

Shadow Charge: 236 + QK/MK/FK (w/o)
**AP = 20,23,24
---Charges into the enemy.

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3,-b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

D05. RIKI

BGM: Music Test #12.

NORMAL MOVES:

=====

QK
**AP = 1,2,3

2 + QK
**AP = 1,2,3

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 4,8,9,10 (W), 1,2,3 (w/o)

QP (near)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 2,6,7,8 (W), 1,2,3 (w/o)

MK (far)

**AP = 1,4,5,6

MK (near)

**AP = 1,5,6,7

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

MP (near)

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

2 + MP

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

7/9 + MP

**AP = 10,14,15,16 (W), 5,9,10,11 (w/o)

8 + MP

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 8,12,13,14

2 + FK

**AP = 7,11,12,13

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 19,23,24,25 (W), 11,15,16,17 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 19,23,24,25 (W), 10,14,15,16 (w/o)

7/9 + FP

**AP = 15,19,20,21 (W), 11,15,16,17 (w/o)

8 + FP

**AP = 17,21,22,23 (W), 11,15,16,17 (w/o)

vs. Rinchuu: -c, b=d-1

vs. Kosanjou: a=d-5, -b

vs. Taisou: a=d-4, -b, -c, d=d-1

vs. Riki: -b, d=d-1

vs. Rochishin: a=d-5, -b, d=d-2

vs. Kousonshou: a=d-5, -c, d=d+1

vs. Bushou: -b, c=d-2

vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1

vs. Genshougo: a=d-5

vs. Genshoushichi: b=c-2, d=d-1

vs. Chougai (Normal): -b, d=d-1

vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

Grab/Throw

**AP = 1 per hit, 2 per hit, 3 per hit (W), 19,23,24 (w/o)

Now you can add the aggressivity of the grab attack by pressing

QP/MP/FP/QK/MK/FK buttons quickly. The quicker you press the buttons, the more aggressive the attack will be.

You also can release yourself from this kind of grab attack by pressing the directional buttons variatively and/or quickly while you are being grabbed.

vs. Rinchuu, Genshouji: d=d+1

vs. Kosanjou, Taisou: a=d-4, -b

vs. Riki: a=d-4, +c, d=d+2

vs. Rochishin: a=d-4, d=d+1

vs. Kousonshou: +c, d=d+2

vs. Bushou: 1 per hit, 2 per hit, 3 per hit, 2 per hit (W), 19,23,24,23 (w/o)

vs. Genshoushichi: a=d-6, +c, d=d+2

vs. Chougai (Normal): -b, +c

vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1

vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Mandarin Earth Splitter: 214 + QP/MP/FP/QP+MP/MP+FP

**AP = 21,24,25

---Hits the ground and the earth will arise on specific place:

QP	QP+MP	MP	MP+FP	FP
^	^	^	^	^
Li Kui				

Scorching Breath: 6236 + QP/MP/FP

**AP = 16,19,20 (QP), 20,23,24 (MP), 23,26,27 (FP)

---Squares off for a while, then breath huge fire in short range, like Dhalsim's

Yoga Flame: QP = short time/fast, MP = medium, FP = long time/slow.

Black Death Blizzard: 41236 + QP/MP/FP (W)

**AP = 6 per hit, 9 per hit, 10 per hit

---Walks forward and spins the burning axes: QP = a few spins, MP = medium,

FP = many spins.

Drop Kick: (7/8/9)236 + QK/MK/FK (w/o)

**AP = 7,10,11 (QK), 11,14,15 (MK), 13+1,16+1,17+1 (FK)

---Kick from above: QK = slow, MK = medium, FK = fast and hits twice. Drop Kick

is only performed while Li Kui's position in the air is high enough.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

Mandarin Death Chop: 6321463214 + QK/MK/FK (W)

**AP = 1+,1+46,1+47

---Does attack combo to the opponent. Defendable.

Atomic Earth Splitter: 412364123641236 repeatedly + FP repeatedly (w/o)

I'm not very sure how many times you should spin the d-pad and tap the FP button, just do the spinning and the tapping continuously, if the first resulting move is not desired, keep doing them during the animation of the move, the next move may be the Atomic Earth Splitter. This move is easier to perform with an analog stick.

**AP = ,60,61

---Creates big fiery explosion that does big damage.

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

D06. ROCHISHIN

BGM: Music Test #13.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

QP (near)

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

2 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

7/9 + QP

**AP = 5,9,10,11 (W), 1,2,3,4 (w/o)

8 + QP

**AP = 4,8,9,10 (W), 1,2,3,4 (w/o)

MK

**AP = 2,6,7,8

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 2,6,7,8

MP

**AP = 9,13,14,15 (W), 5,9,10,11 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 6,10,11,12 (w/o)

7/8/9 + MP

**AP = 11,15,16,17 (W), 6,10,11,12 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 8,12,13,14

2 + FK

**AP = 6,10,11,12

7/8/9 + FK

**AP = 5,9,10,11

FP (far)

**AP = 15,19,20,21 (W), 8,12,13,14 (w/o)

FP (near)

**AP = 15,19,20,21 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 14,18,19,20 (W), 8,12,13,14 (w/o)

7/9 + FP

**AP = 16,20,21,22 (W), 9,13,14,15 (w/o)

8 + FP

**AP = 18,22,23,24 (W), 9,13,14,15 (w/o)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw Weapon

**AP = 7,10,11

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2, -b, d=d-1$

vs. Riki: $-b, +c, d=d-1$

vs. Rochishin: $a=d-3, d=d-2$

vs. Kousonshou: $d=d+1$

vs. Genshouji: $d=d-1$

vs. Genshougo: $+c, d=d+1$

vs. Chougai (Normal): $a=d-3, -b, +c, d=d-2$

vs. Chougai (Transformed): $a=d-5, -b, +c, d=d-2$

vs. Mizoguchi, Yonmiy: $a=d-5, +c$

Throw

**AP = 18,22,23 (W), 19,23,24 (w/o)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 18,22,23,22 (W), 19,23,24,23 (w/o)

vs. Genshoushichi: $a=d-6, +c, d=d+2$

vs. Chougai (Normal): $-b, +c$

vs. Chougai (Transformed): $a=d-4, -b, +c, d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7, +c, d=d+2$

SPECIAL MOVES:

=====

Flying Shadow Fist: 41236 + QK/MK/FK (W)

**AP = 21,24,25 (QP), 22+6,23+9,24+10 (MP), 22+6,25+9,26+10 (FP)

---Hits with dashing punch: QP = near, MP = medium, FP = far.

Pressing QP/MP/FP once again after doing the move with MP or FP respectively and the first hit connects to the enemy can trigger an extra hit to the opponent.

Manchurian Fang: 41236 + QP/MP/FP

**AP =

QP LV. 1: 1 (far), 9+1,12+1,13+1 (medium), 9,12,13 (near)

QP LV. 2: 1+1 (far), 11+1+1,14+1+1,15+1+1 (medium), 11,14,15 (near)

QP LV. 3: 1+1 (far), 15+1+1,18+1+1,19+1+1 (medium), 15,18,19 (near)

QP LV. 4: 1+1 (far), 21+1,24+1,25+1 (medium), 21,24,25 (near)

MP LV. 1: 1 (far), 8+1,11+1,12+1 (medium), 8,11,12 (near)

MP LV. 2: 1+1 (far), 10+1,13+1,14+1 (medium), 10,13,14 (near)

MP LV. 3: 1+1 (far), 13+1,16+1,17+1 (medium), 13,16,17 (near)

MP LV. 4: 1+1 (far), 17+1,20+1,21+1 (medium), 17,20,21 (near)

MP LV. 5: 1+1 (far), 21+1,24+1,25+1 (medium), 21,24,25 (near)

MP LV. 6: 1+1 (far), 29+1,32+1,33+1 (medium), 29,32,33 (near)

FP LV. 1: 1 (far), 7+1,10+1,11+1 (medium), 7,10,11 (near)

FP LV. 2: 1+1 (far), 8+1+1,11+1+1,12+1+1 (medium), 8,11,12 (near)

FP LV. 3: 1+1 (far), 10+1+1,13+1+1,14+1+1 (medium), 10,13,14 (near)

FP LV. 4: 1+1 (far), 13+1,16+1,17+1 (medium), 13,16,17 (near)

FP LV. 5: 1+1 (far), 17+1,20+1,21+1 (medium), 17,20,21 (near)

FP LV. 6: 1+1 (far), 22+1,25+1,26+1 (medium), 22,25,26 (near)

FP LV. 7: 1+1 (far), 28+1,31+1,32+1 (medium), 28,31,32 (near)

FP LV. 8: 1+1 (far), +1,36+1,37+1 (medium-far), +1+1,36+1+1,37+1+1 (medium-near), ,36,37 (near)

FP LV. 9: 1+1 (far), +1,43+1,44+1 (medium-far), +1+1,43+1+1,44+1+1 (medium-near), ,43,44 (near)

FP LV. 10: 1+1 (far), 43+1,46+1,47+1 (medium-far), +1+1,46+1+1,47+1+1 (medium-near), ,46,47 (near)

---Summon explosive from above: QP = near, MP = medium, FP = far. Hold QP/MP/FP and press the directional buttons variatively and quickly to increase the explosive level.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

Silkworm Slash: (7/8/9)646 + QP/MP/FP (W)

**AP = 17,21,22,23 (QP), 21,25,26,27 (MP), 19,23,24,25 (FP)

vs. Rinchuu: -c, b=d-1

vs. Kosanjou: a=d-5, -b

vs. Taisou: a=d-4, -b, -c, d=d-1

vs. Riki: -b, d=d-1

vs. Rochishin: a=d-5, -b, d=d-2

vs. Kousonshou: a=d-5, -c, d=d+1

vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2
---Hits the enemy many times in the air if connected: QP = short time, MP = medium, FP = long time.

Freeze Ball: 214 + QP/MP/FP/QK/MK/FK (w/o)

**AP = 9,12,13

vs. Kosanjou: +c
vs. Taisou: a=d-, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-, +c
---Sends freezing ball into the enemy: QP = high slow, MP = high medium, FP = high fast, QK = low slow, MK = low medium, FK = low fast.

DESPERATION MOVES:

=====

Super Earth Scorcher: 6321463214/412364 + QP/MP/FP (throw)

**AP = 1+,1+45,1+46

vs. Kosanjou: +c
vs. Taisou: a=d-, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-, +c
---Grabs the enemy, sends into the corner, and explodes. Defendable.

412364123641236 repeatedly + FP repeatedly (w/o)

I'm not very sure how many times you should spin the d-pad and tap the FP button, just do the spinning and the tapping continuously, if the first resulting move is not desired, keep doing them during the animation of the move, the next move may become this move. It is easier to perform this move with an analog stick.

**AP = 23 per hit, 26 per hit, 27 per hit

vs. Kosanjou: +c
vs. Taisou: a=d-, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-, +c
---Sends away three big Manchurian Fangs to Rochishin's front area.

D07. KOUSONSHOU

BGM: Music Test #14.

NORMAL MOVES:

=====

QK

**AP = 1,2,3,4

2 + QK

**AP = 1+1,2+1,3+1,4+2

7/8/9 + QK

**AP = 1,2,3

QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

2 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

7/9 + QP

**AP = 5,9,10,11 (W), 1,2,3 (w/o)

8 + QP

**AP = 6,10,11,12 (W), 1,2,3 (w/o)

MK (far)

**AP = 2,6,7,8

MK (near)

**AP = 3,7,8,9

2 + MK

**AP = 2,6,7,8

7/8/9 + MK

**AP = 2,6,7,8

MP (far)

**AP = 8,12,13,14 (W), 5,9,10,11 (w/o)

MP (near)

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 9,13,14,15 (W), 1,5,6,7 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 6,10,11,12

2 + FK

**AP = 6,10,11,12

7/9 + FK

**AP = 1+1,5+5,6+6,7+7

8 + FK

**AP = 7,11,12,13

FP (far)

**AP = 13,17,18,19 (W), 7,11,12,13 (w/o)

FP (near)

**AP = 12,16,17,18 (W), 6,10,11,12 (w/o)

2 + FP

**AP = 14,18,19,20 (W), 6,10,11,12 (w/o)

7/9 + FP

**AP = 5,9,10,11 (W), 6,10,11,12 (w/o)

8 + FP

**AP = 16,20,21,22 (W), 6,10,11,12 (w/o)

vs. Rinchuu: $-c$, $b=d-1$

vs. Kosanjou: $a=d-5$, $-b$

vs. Taisou: $a=d-4$, $-b$, $-c$, $d=d-1$

vs. Riki: $-b$, $d=d-1$

vs. Rochishin: $a=d-5$, $-b$, $d=d-2$

vs. Kousonshou: $a=d-5$, $-c$, $d=d+1$

vs. Bushou: $-b$, $c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7$, $d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2$, $d=d-1$

vs. Chougai (Normal): $-b$, $d=d-1$

vs. Chougai (Transformed): $a=d-7$, $-b$, $d=d-2$

Throw Weapon

**AP = 7,10,11

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2$, $-b$, $d=d-1$

vs. Riki: $-b$, $+c$, $d=d-1$

vs. Rochishin: $a=d-3$, $d=d-2$

vs. Kousonshou: $d=d+1$

vs. Genshouji: $d=d-1$

vs. Genshougo: $+c$, $d=d+1$

vs. Chougai (Normal): $a=d-3$, $-b$, $+c$, $d=d-2$

vs. Chougai (Transformed): $a=d-5$, $-b$, $+c$, $d=d-2$

vs. Mizoguchi, Yonmiy: $a=d-5$, $+c$

Throw/Grab

**AP = 16,20,21 (W), 1 per hit, 2 per hit (w/o) -> FP only!

I think the aggressiveness of this grab attack has been set to the maximum automatically!

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4$, $-b$

vs. Riki: $a=d-4$, $+c$, $d=d+2$

vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 16,20,21,20 (W), 1 per hit, 2 per hit, 1 per hit (w/o)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Earth Scorcher: 236 + QP/MP/FP/QK/MK/FK

**AP = 13,16,17 (QP), 12,15,16 (QK), 15,18,19 (MP), 14,17,18 (MK),
17,20,21 (FP), 16,19,20 (FK)

---Sends himself (or sent by the guardian) flying into the enemy: QP = above near, MP = above medium, FP = above far, QK = on the ground near, MK = on the ground medium, FK = on the ground far. While flying, you can fly near or far by pressing 4/6 button.

Meteor Strike: 646 + QP/MP/FP

**AP = 15,18,19 (QP), 17,20,21 (MP), 19,22,23 (FP)

---Sends himself (or sent by the guardian) flying into the enemy: QP = near, MP = medium, FP = far.

Horriifying Hellraiser: 214 + QP/MP/FP/QK/MK/FK (W)

**AP = 20,23,24 (QP,QK), 22,25,26 (MP,MK), 24,27,28 (FP,FK)

---Sends the guardian to the enemy to hit with its: QP = head slow near, MP = head medium medium, FP = head fast far, QK = foot slow near, MK = foot medium medium, FK = foot fast far.

Mongolian Bear Hug: 6321412 + MP/FP (throw) (W)

**AP = 17,20,21

---The guardian hug the enemy, and Gong Sun Sheng hits the enemy with flying.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

Super Meteor Strike: (7/8/9)236 + QP/MP/FP (w/o)

**AP = ,46,47

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c
---Flies to the enemy with energy which looks like a fan.

Pinball Bounce: 214214 + FP (W)

**AP = 25 per hit, 28 per hit, 29 per hit

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

---The guardian throws Gong Sun Sheng and he rapidly bounces around the screen possible to make multiple damages to the enemy.

D08. BUSHOU

BGM: Music Test #15.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2,3

QP (far)

**AP = 1,5,6,7 (W), 1,2,3 (w/o)

QP (near)

**AP = 4,8,9,10 (W), 1,2,3 (w/o)

2 + QP

**AP = 3,7,8,9 (W), 1,2,3 (w/o)

7/8/9 + QP

**AP = 1,4,5,6 (W), 1,2,3 (w/o)

MK (far)

**AP = 3,7,8,9

MK (near)

**AP = 5,9,10,11

2 + MK

**AP = 2,6,7,8

7/9 + MK

**AP = 4,8,9,10

8 + MK

**AP = 5,9,10,11

MP (far)

**AP = 8,12,13,14 (W), 4,8,9,10 (w/o)

MP (near)

**AP = 13,17,18,19 (W), 6,10,11,12 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

7/8/9 + MP

**AP = 10,14,15,16 (W), 5,9,10,11 (w/o)

FK (far)

**AP = 6,10,11,12

FK (near)

**AP = 3,7,8,9

2 + FK

**AP = 7,11,12,13

6 + FK

**AP = 9,13,14,15

7/9 + FK

**AP = 6,10,11,12

8 + FK

**AP = 9,13,14,15

FP (far)

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

FP (near)

**AP = 13,17,18,19 (W), 12,16,17,18 (w/o)

2 + FP

**AP = 13,17,18,19 (W), 8,12,13,14 (w/o)

7/9 + FP

**AP = 14,18,19,20 (W), 7,11,12,13 (w/o)

8 + FP

**AP = 14,18,19,20 (W), 9,13,14,15 (w/o)

vs. Rinchuu: $-c$, $b=d-1$

vs. Kosanjou: $a=d-5$, $-b$

vs. Taisou: $a=d-4$, $-b$, $-c$, $d=d-1$

vs. Riki: $-b$, $d=d-1$

vs. Rochishin: $a=d-5$, $-b$, $d=d-2$

vs. Kousonshou: $a=d-5$, $-c$, $d=d+1$

vs. Bushou: $-b$, $c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7$, $d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 1+1,3+1,4+1 (Note: can't create combo)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Throw

**AP = 15,19,20 (FP) (W), 1 per hit, 4 per hit, 5 per hit (MP), 16,20,21 (FP)
(w/o)

Mid-Air Throw

**AP = 17,21,22

vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 15,19,20,19 (FP) (W), 1 per hit, 4 per hit, 5 per hit, 4 per hit
(MP), 16,20,21,20 (FP) (w/o)
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Shredding Talon: 214 + QK/MK/FK

**AP = 10,13,14 (QK), 12,15,16 (MK), 14,17,18 (FK)

---Sends flying kick into the enemy: QK = near, MK = medium, FK = far.

Crushing Tiger Claw: 6236 + QP/MP/FP (W)

**AP = 9+5,12+8,13+9 (QP), 9+9,12+12,13+13 (MP), 8+8+4,11+11+7,12+12+8 (FP)

---Does uppercut with the weapon energy: QP = 2 hits, MP = 2 hits with effect,
FP = 3 hits with effect.

Doomsday Dragon: 6321412 + MP/FP (throw)

**AP = 15,18,19 (MP), ,39,40 (FP)

---Grabs the enemy, spins in the air, and slams the enemy into the ground: MP =
light damage, FP = adds an explosion, heavy damage.

Pile Driver: 63214 + QP/MP/FP (throw) (w/o)

**AP = 13,16,17

--Another version of the throw

Rushing Dragon: 214 + QP/MP/FP (w/o)

**AP = 1+1+1+1+1+1+1+1,3+3+3+1+1+1+1+1,4+4+4+2+2+2+2+2+2 (QP,QP,QP/MP/FP),

1+1+1+1+1+1+3+3+3,3+3+3+1+1+1+6+6+6,4+4+4+2+2+2+7+7+7 (QP,MP,QP/MP/FP),
1+1+1+1+1+1+6+6+6,3+3+3+1+1+1+9+9+9,4+4+4+2+2+2+10+10+10 (QP,FP,QP/MP/FP),
1+1+1+1+1+1+1+1,1+1+1+4+4+4+1+1+1,2+2+2+5+5+5+2+2+2 (MP,QP,QP/MP/FP),
1+1+1+1+1+1+3+3+3,1+1+1+4+4+4+6+6+6,2+2+2+5+5+5+7+7+7 (MP,MP,QP/MP/FP),
1+1+1+1+1+1+6+6+6,1+1+1+4+4+4+9+9+9,2+2+2+5+5+5+10+10+10 (MP,FP,QP/MP/FP),
1+1+1+3+3+3+1+1+1,1+1+1+6+6+6+1+1+1,2+2+2+7+7+7+2+2+2 (FP,QP,QP/MP/FP),
1+1+1+3+3+3+3+3+3,1+1+1+6+6+6+6+6+6,2+2+2+7+7+7+7+7+7 (FP,MP,QP/MP/FP),
1+1+1+3+3+3+6+6+6,1+1+1+6+6+6+9+9+9,2+2+2+7+7+7+10+10+10 (FP,FP,QP/MP/FP)

---Dashes and punches the enemy three times. Can be repeated up to 3x.

Axe Kick: 6321463214 + QK/MK/FK (w/o)

**AP = 13,16,17 (QK), 15/1,18/1,19/2 (MK), 17+1,20+1,21+2 (FK)

---Overhead kick to the enemy: QK = near, MK = medium, FK = far.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

Tiger Drill: 63214 + QP/MP/FP (w/o)

**AP = 1+,1+45,1+46

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-,-b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Grabs the enemy and spins like a drill on the ground into a corner and explodes. Defendable.

D09. GENSHOUJI

BGM: Music Test #17.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1,2

7/8/9 + QK

**AP = 1,2

QP (far)

**AP = 6,10,11,12 (W), 1,2 (w/o)

QP (near)

**AP = 1 (W), 1,2 (w/o)

2 + QP

**AP = 5,9,10,11 (W), 1,2 (w/o)

7/9 + QP

**AP = 1 (W), 1,2 (w/o)

8 + QP

**AP = 1,2 (W), 1,2,3 (w/o)

MK (far)

**AP = 3,7,8,9

MK (near)

**AP = 2,6,7,8

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 2,6,7,8

MP (far)

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

MP (near)

**AP = 4,8,9,10 (W), 1,5,6,7 (w/o)

2 + MP

**AP = 7,11,12,13 (W), 1,5,6,7 (w/o)

7/9 + MP

**AP = 6,10,11,12 (W), 2,6,7,8 (w/o)

8 + MP

**AP = 5,9,10,11 (W), 2,6,7,8 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 1,5,6,7

2 + FK

**AP = 7,11,12,13

7/8/9 + FK

**AP = 7,11,12,13

FP (far)

**AP = 14,18,19,20 (W), 1+1,5+1,6+2,7+3 (w/o)

FP (near)

**AP = 9,13,14,15 (W), 7,11,12,13 (w/o)

2 + FP

**AP = 15,19,20,21 (W), 1,3,4,5 (w/o)

7/8/9 + FP

**AP = 11,15,16,17 (W), 7,11,12,13 (w/o)

vs. Rinchuu: $-c$, $b=d-1$

vs. Kosanjou: $a=d-5$, $-b$

vs. Taisou: $a=d-4$, $-b$, $-c$, $d=d-1$

vs. Riki: $-b$, $d=d-1$

vs. Rochishin: $a=d-5$, $-b$, $d=d-2$

vs. Kousonshou: $a=d-5$, $-c$, $d=d+1$

vs. Bushou: $-b$, $c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7$, $d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2$, $d=d-1$

vs. Chougai (Normal): $-b$, $d=d-1$

vs. Chougai (Transformed): $a=d-7$, $-b$, $d=d-2$

Throw Weapon

**AP = 7,10,11

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2$, $-b$, $d=d-1$

vs. Riki: $-b$, $+c$, $d=d-1$

vs. Rochishin: $a=d-3$, $d=d-2$

vs. Kousonshou: $d=d+1$

vs. Genshouji: $d=d-1$

vs. Genshougo: $+c$, $d=d+1$

vs. Chougai (Normal): $a=d-3$, $-b$, $+c$, $d=d-2$

vs. Chougai (Transformed): $a=d-5$, $-b$, $+c$, $d=d-2$

vs. Mizoguchi, Yonmiy: $a=d-5$, $+c$

Throw

**AP = 18,22,23 (W), 19,23,24 (w/o)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4$, $-b$

vs. Riki: $a=d-4$, $+c$, $d=d+2$

vs. Rochishin: $a=d-4$, $d=d+1$

vs. Kousonshou: $+c$, $d=d+2$

vs. Bushou: 18,22,23,22 (W), 19,23,24,23 (w/o)

vs. Genshoushichi: $a=d-6$, $+c$, $d=d+2$

vs. Chougai (Normal): $-b$, $+c$

vs. Chougai (Transformed): $a=d-4$, $-b$, $+c$, $d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7$, $+c$, $d=d+2$

SPECIAL MOVES:

=====

Shao Lin Slash & Burn: 236 + QP/MP/FP

**AP = 12,15,16 (QP), 14,17,18 (MP), 16,19,20 (FP)

---Sends water energy to the enemy: QP = slow, MP = medium, FP = fast.

Skull Crusher: 28 + QP/MP/FP (W)

**AP = 12,15,16 (QP), 12+12,15+15,16+16 (MP), 12+12+12,15+15+15,16+16+16 (FP)

---When captured by the water, slams the enemy into the ground: QP = once, MP =

twice, FP = thrice.

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Water Torture: 41236 + QK/MK/FK (W)

**AP = 5,9,10,11 (QP), 7,11,12,13 (MP), 14,18,19,20 (FP)

vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

---Hold the QK/MK/FK button, use 4 or 6 to move the water, and press QP = light attack, MP = medium attack, FP = heavy attack. Can be followed with Skull Crusher special move.

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 1+8,4+11,5+12 (QK), 2+4+10,5+7+13,6+8+14 (MK), 3+5+12,6+8+15,7+9+16 (FK)

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

---Does acrobatic kick and freezes the enemy if connected: QK = near, MK = medium, FK = far.

(7/8/9)214 + QP/MP/FP (w/o)

**AP = 9,13,14,15

vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

---An aerial attack that can reach the whole horizontal area.

It seems like I miss one of the Genshouji/go move or perhaps, it only can be performed by CPU only? If you know how to do it, you may mail me, you'll be credited^^

DESPERATION MOVES:

=====

Tsunami Strike: 632146/663214 + QK/MK/FK (W)

**AP = 1+,1+45,1+46

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Hits the enemy with water many times and slams the enemy into the ground.

Phoenix Rush: 2141236 + FP (w/o)

**AP = 27+11+11,30+14+14,31+15+15

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

---Summons three flying phoenixes to attack from the left side of the screen.

D10. GENSHOUGO

BGM: Music Test #18.

NORMAL MOVES:

=====

QK

**AP = 1,2

2 + QK

**AP = 1

7/8/9 + QK

**AP = 1,2

QP

**AP = 1 (W), 1,2 (w/o)

2 + QP

**AP = 1 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,3,4,5 (W), 1,2,3 (w/o)

MK (far)

**AP = 4,8,9,10

MK (near)

**AP = 2,6,7,8

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 3,7,8,9

MP (far)

**AP = 9,13,14,15 (W), 2,6,7,8 (w/o)

MP (near)

**AP = 6,10,11,12 (W), 2,6,7,8 (w/o)

2 + MP

**AP = 10,14,15,16 (W), 2,6,7,8 (w/o)

7/8/9 + MP

**AP = 9,13,14,15 (W), 3,7,8,9 (w/o)

FK (far)

**AP = 7,11,12,13

FK (near)

**AP = 6,10,11,12

2 + FK

**AP = 8,12,13,14

7/8/9 + FK

**AP = 8,12,13,14

FP (far)

**AP = 14,18,19,20 (W), 3+1,7+1,8+1,9+2 (w/o)

FP (near)

**AP = 12,16,17,18 (W), 9,13,14,15 (w/o)

2 + FP

**AP = 16,20,21,22 (W), 9,13,14,15 (w/o)

7/8/9 + FP

**AP = 15,19,20,21 (W), 9,13,14,15 (w/o)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

Throw Weapon

**AP = 7,10,11
vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3, -b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

Grab

**AP = 1 per hit, 2 per hit, 3 per hit
vs. Rinchuu, Genshouji: d=d+1
vs. Kosanjou, Taisou: a=d-4, -b
vs. Riki: a=d-4, +c, d=d+2
vs. Rochishin: a=d-4, d=d+1
vs. Kousonshou: +c, d=d+2
vs. Bushou: 1 per hit, 2 per hit, 3 per hit, 2 per hit
vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

Nunchaku Rage: QP/MP/FP repeatedly (W)

**AP = 7+3+3+7+3+3+....,10+6+6+10+6+6+....,11+7+7+11+7+7+.... (QP),
8+4+4+8+4+4+....,11+7+7+11+7+7+....,12+8+8+12+8+8+.... (MP),9+5+5+9+5+5+....,
12+8+8+12+8+8+....,13+9+9+13+9+9+.... (FP)

---Attacks with nunchaku continuously. You can walk forward/backward while performing this move.

Punishing One-Two: 4_6 + QP/MP/FP

**AP = 6,9,10 (fish), 5,8,9 (frog), 1 per hit (crab)

---Throws fish or frog or crab randomly: QP = slow small, MP = medium, FP = fast big. It seems that fish is the most common and crab is the rarest throw.

Brilliant Storm: 12321 + QK/MK/FK

**AP = 4 per hit, 7 per hit, 8 per hit (QK) (W), 3 per hit, 6 per hit, 7 per hit (MK) (W), 2 per hit, 5 per hit, 6 per hit (FK) (W), 2 per hit, 5 per hit, 6 per hit (QK) (w/o), 1 per hit, 4 per hit, 5 per hit (MK) (w/o), 1 per hit, 3 per hit, 4 per hit (FK) (w/o)

---Spinning electric kick, creates bigger wave if you still have your weapon:
QK = stationary but you can move forward/backward slowly, MK = rushes forward slowly, FK = rushes forward fast.

Phantom Cyclone Stinger: 214 + QP/MP/FP

**AP = 3,6,7

---Makes water rises from the enemy's position.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

Mirage Roll: 63214 + QK/MK/FK

---Rolls to evade attacks: QK = slow and short range, MK = medium, FK = fast and long range.

DESPERATION MOVES:

=====

Brilliant Storm Drop: 214 + QK/MK/FK (W)

**AP = ,39,40

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Does water spinning kick vertically.

Rising Phoenix: 4123641236 + FP (w/o)

**AP = 27+11+11,30+14+14,31+15+15

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

---Rises three fire phoenixes.

D11. GENSHOUSHICHI

BGM: Music Test #19.

NORMAL MOVES:

=====

QK (far)

**AP = 1,2,3

QK (near)

**AP = 1,2

2 + QK

**AP = 1

7/8/9 + QK

**AP = 1,2,3

QP

**AP = 1,2 (W), 1,2 (w/o)

2 + QP

**AP = 1 (W), 1,2 (w/o)

7/8/9 + QP

**AP = 1,3,4,5 (W), 1,2 (w/o)

MK

**AP = 1,5,6,7

2 + MK

**AP = 1,5,6,7

7/8/9 + MK

**AP = 1,5,6,7

MP (far)

**AP = 7,11,12,13 (W), 1,4,5,6 (w/o)

MP (near)

**AP = 1,4,5,6 (W), 1,4,5,6 (w/o)

2 + MP

**AP = 8,12,13,14 (W), 1,4,5,6 (w/o)

7/8/9 + MP

**AP = 8,12,13,14 (W), 1,5,6,7 (w/o)

FK

**AP = 6,10,11,12

2 + FK

**AP = 7,11,12,13

7/8/9 + FK

**AP = 6,10,11,12

FP (far)

**AP = 11,15,16,17 (W), 1+1,3+1,4+2,5+3 (w/o)

FP (near)

**AP = 7,11,12,13 (W), 5,9,10,11 (w/o)

2 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

7/9 + FP

**AP = 11,15,16,17 (W), 5,9,10,11 (w/o)

8 + FP

**AP = 13,17,18,19 (W), 5,9,10,11 (w/o)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw Weapon

**AP = 7,10,11

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2, -b, d=d-1$

vs. Riki: $-b, +c, d=d-1$

vs. Rochishin: $a=d-3, d=d-2$

vs. Kousonshou: $d=d+1$

vs. Genshouji: $d=d-1$

vs. Genshougo: $+c, d=d+1$

vs. Chougai (Normal): $a=d-3, -b, +c, d=d-2$

vs. Chougai (Transformed): $a=d-5, -b, +c, d=d-2$

vs. Mizoguchi, Yonmiy: $a=d-5, +c$

Throw

**AP = 16,20,21 (W), 17,21,22 (w/o)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 16,20,21,20 (W), 17,21,22,21 (w/o)

vs. Genshoushichi: $a=d-6, +c, d=d+2$

vs. Chougai (Normal): $-b, +c$

vs. Chougai (Transformed): $a=d-4, -b, +c, d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7, +c, d=d+2$

SPECIAL MOVES:

=====

Nunchaku Rage: QP + MP / MP + FP / QP + FP repeatedly (W)

**AP = first three hits: 8+4+4,11+7+7,12+8+8, second three hits and so forth:

9+5+5,12+8+8,13+9+9 (QP+MP), first three hits: 9+5+5,12+8+8,13+9+9, second

three hits and so forth: 10+6+6,13+9+9,14+10+10 (QP/MP+FP)

---Attacks with nunchaku continuously.

Shao Lin Slash & Burn: 236 + QP/MP/FP

**AP = 12,15,16 (QP), 13,16,17 (MP), 14,17,18 (FP)

---Sends electrical energy to the enemy: QP = slow, MP = medium, FP = fast.

Shao Lin Crescent: 6236 + QK/MK/FK

**AP = 3+7,6+10,7+11 (QK), 1+1+5,4+4+8,5+5+9 (MK), 3+3+3,6+6+6,7+7+7 (FK)

---Does acrobatic kick and paralyzes the enemy for a very short while if connected: QK = near, MK = medium, FK = far.

Phantom Cyclone Stinger: 63214 + QP/MP/FP

**AP = 1,4,5

---Makes water rises from the enemy's position.

Mirage Roll: 63214 + QK/MK/FK

---Rolls to evade attacks: QK = slow and short range, MK = medium, FK = fast and long range.

Triple-Leg Deathtrap: 214 + QK/MK/FK (w/o)

**AP = 4+4,7+7,8+8 (QK), 6+5,9+8,10+9 (MK), 5+5+1,8+8+4,9+9+5 (FK)

---Kicks and dashes kick: QK = short range, MK = medium range, FK = far and adds a finisher acrobatic electric kick.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

Thunderstorm Arc: 6321463214/632141236 + QP/MP/FP

**AP = ,46,47

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-,-b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Creates electrical energy surrounding him.

2141236 + FP (w/o)

**AP = 27+11+11,30+14+14,31+15+15

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

---Summons three flying phoenixes to attack horizontally, then vertically, then diagonally electrifying the opponent. It seems that the opponent is paralyzed or sumthin' like that? but you can't combo this move with anything.

D12. CHOUGAI

BGM: Music Test #20.

NORMAL MOVES:

=====

QK

**AP = 1,2,3 (BT), 1,2 (AT)

Chougai (Transformed) can send back ground projectile with this move (except Genshougo's crab ___- The crab is dead, but won't be sent back).

2 + QK

**AP = 1,2,3 (BT), 1,2,3,4 (AT)

7/8/9 + QK

**AP = 1,2,3,4 (BT), 1,3,4,5 (AT)

QP (far)

**AP = 1,2 (BT), 1,2,3,4 (AT)

Chougai (Normal) can send back aerial projectile with this move.

QP (near)

**AP = 1,2 (BT), 1,3,4,5 (AT)

Chougai (Normal) can send back aerial projectile with this move.

2 + QP

**AP = 1,2,3 (BT), 1,3,4,5 (AT)

7/8/9 + QP

**AP = 1,2,3 (BT), 1,3,4,5 (AT)

MK

**AP = 4,8,9,10 (BT), 5,9,10,11 (AT)

2 + MK

**AP = 4,8,9,10 (BT), 5,9,10,11 (AT)

7/9 + MK

**AP = 3,7,8,9 (BT), 4,8,9,10 (AT)

8 + MK

**AP = 4,8,9,10 (BT), 5,9,10,11 (AT)

MP (far)

**AP = 5,9,10,11

MP (near)

**AP = 4,8,9,10 (BT), 5,9,10,11 (AT)

2 + MP

**AP = 3,7,8,9 (BT), 4,8,9,10 (AT)

7/8/9 + MP

**AP = 4,8,9,10 (BT), 5,9,10,11 (AT)

FK (far)

**AP = 1+1,5+5,6+6,7+7 (BT), 4+4,8+8,9+9,10+10 (AT)

FK (near)

**AP = 1,5,6,7 (BT), 4+4,8+8,9+9,10+10 (AT)

2 + FK

**AP = 8,12,13,14 (BT), 11,15,16,17 (AT)

7/9 + FK

**AP = 7,11,12,13 (BT), 12,16,17,18 (AT)

8 + FK

**AP = 8,12,13,14 (BT), 14,18,19,20 (AT)

FP (far)

**AP = 8,12,13,14 (BT), 13,17,18,19 (AT)

FP (near)

**AP = 9,13,14,15 (BT), 14,18,19,20 (AT)

6 + FP

**AP = 11,16,17,18 (AT)

2 + FP

**AP = 8,12,13,14 (BT), 5+3,9+7,10+8,11+9 (AT)

7/9 + FP

**AP = 9,13,14,15 (BT), 14,18,19,20 (AT)

8 + FP

**AP = 9,13,14,15 (BT), 12,16,17,18 (AT)

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw

**AP = 12,16,17 (BT), 13,17,18 (MP) (AT), 15,19,20 (FP) (AT)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 12,16,17,16 (BT), 13,17,18,17 (MP) (AT), 15,19,20,19 (FP) (AT)

vs. Genshoushichi: a=d-6, +c, d=d+2
vs. Chougai (Normal): -b, +c
vs. Chougai (Transformed): a=d-4, -b, +c, d=d-1
vs. Mizoguchi, Yonmiy: a=d-7, +c, d=d+2

SPECIAL MOVES:

=====

BEFORE TRANSFORMATION:

Blowing Fire: 236 + QP/MP/FP

**AP = 15,18,19 (QP), 13+1,16+4,17+5 (MP), 8+1+3,11+4+6,12+5+7 (FP)

---Blows fire in front of him: QP = small, MP = medium, FP = big.

Dashing Kick: 214 + QK/MK/FK

**AP = 14,17,18 (QK), 17,20,21 (MK), 20,23,24 (FK)

---Dashes kick: QK = short range, MK = medium, FK = far.

Blowing his miniature: 214 + QP/MP/FP

**AP = 11+2,14+5,15+6 (QP), 11+7,14+10,15+11 (MP), 2+5,5+8,6+9 (FP)

---Blows 2 miniatures to attack the enemy: QP = one attacks opponent's head, one attacks opponent's foot, MK = both attack opponent's head, FK = both attack opponent's foot.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

Transform: When you lose a round, hold QP+MP+FP to transform.

AFTER TRANSFORMATION:

Dashing Kick: 214 + QK/MK/FK

**AP = 13,16,17 (QK), 17,20,21 (MK), 20,23,24 (FK)

---Dashes kick: QK = short range, MK = medium, FK = far.

Upward Arrow: 6236 + QP/MP/FP

**AP = 3,6,7

---Shoots 4 arrows upward.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3,-b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

I may miss a move here...

DESPERATION MOVES:

=====

Dark Ki Beam: 632146 + QP/MP/FP (after transformation)

**AP = ,46,47

vs. Kosanjou: +c

vs. Taisou: a=d-, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-, +c

---Jets dark ki beam that pierces into enemy.

D13. MIZOGUCHI

The weird name is restored back! Thanks to the missing link with the historical Suikoden story for that.

BGM: Music Test #21.

NORMAL MOVES:

=====

QK

**AP = 1

6 + QK

**AP = 1,2,3

2 + QK

**AP = 1

7/9 + QK

**AP = 1,2

8 + QK

**AP = 1

QP

**AP = 1,2

6 + QP

**AP = 1,2

2 + QP

**AP = 1,2

7/9 + QP

**AP = 1,2,3

8 + QP

**AP = 1

MK (far)

**AP = 6,10,11,12

MK (near)

**AP = 3,7,8,9

6 + MK

**AP = 3,7,8,9

2 + MK

**AP = 6,10,11,12

7/9 + MK

**AP = 7,11,12,13

8 + MK

**AP = 6,10,11,12

MP (far)

**AP = 3,7,8,9

MP (near)

**AP = 5,9,10,11

6 + MP

**AP = 6,10,11,12

2 + MP

**AP = 6,10,11,12

7/8/9 + MP

**AP = 4,8,9,10

FK (far)

**AP = 9,13,14,15

FK (near)

**AP = 3,7,8,9

6 + FK

**AP = 4+1,8+4,9+5,10+6

2 + FK

**AP = 10,14,15,16

7/9 + FK

**AP = 12,16,17,18

8 + FK

**AP = 3,7,8,9

FP (far)

**AP = 9,13,14,15

FP (near)

**AP = 6+1,10+5,11+6,12+7

6 + FP

**AP = 1+3,5+7,6+8,7+9

2 + FP

**AP = 1+6,3+10,4+11,5+12

7/8/9 + FP

**AP = 14,18,19,20

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw

**AP = 13,17,18 (MP), 15,19,20 (FP), 21,25,26 (MK/FK)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 13,17,18,17 (MP), 15,19,20,19 (FP), 21,25,26,25 (MK/FK)

vs. Genshoushichi: $a=d-6, +c, d=d+2$

vs. Chougai (Normal): $-b, +c$

vs. Chougai (Transformed): $a=d-4, -b, +c, d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7, +c, d=d+2$

SPECIAL MOVES:

=====

236 + QP/MP/FP

**AP = 9,12,13 (QP), 11,14,15 (MP), 13,16,17 (FP)

---Sends fiery energy wave which has an image of a roaring tiger into the enemy:

QP = small and slow, MP = medium, FP = large and fast.

(7/8/9)236 + QP/MP/FP/QK/MK/FK

**AP = 9,12,13 (QP,QK), 11,14,15 (MP), 8,11,12 (MK), 13,16,17 (FP), 7,10,11 (FK)

---Sends fiery energy wave from the air: QP = small, slow, to the right, MP = medium, to the right, FP = large, fast, to the right, QK = downward 45 degrees, small, MK = downward 45 degrees, medium, FK = downward 45 degrees, big

63214 + QP/MP/FP

**AP = 13,16,17 (QP), 17,20,21 (MP), 21,24,25 (FP)

---Hitting with baseball bat-like-energy: QP = no squares off, MP = squares off for a while, FP = squares off longer. This energy can send back projectiles to the sender.

vs. Kosanjou: $+c$

vs. Taisou: $a=d-2, -b, d=d-1$
vs. Riki: $-b, +c, d=d-1$
vs. Rochishin: $a=d-3, d=d-2$
vs. Kousonshou: $d=d+1$
vs. Genshouji: $d=d-1$
vs. Genshougo: $+c, d=d+1$
vs. Chougai (Normal): $a=d-3, -b, +c, d=d-2$
vs. Chougai (Transformed): $a=d-5, -b, +c, d=d-2$
vs. Mizoguchi, Yonmiy: $a=d-5, +c$

6236 + QP/MP/FP

**AP = 9,12,13 (QP), 7+3,10+7,11+8,11+9 (MP), 5+1+1,8+5+5,9+6+6,9+7+7 (FP)

vs. Kosanjou: $+c$
vs. Taisou: $a=d-2, -b, d=d-1$
vs. Riki: $-b, +c, d=d-1$
vs. Rochishin: $a=d-3, d=d-2$
vs. Kousonshou: $d=d+1$
vs. Genshouji: $d=d-1$
vs. Genshougo: $+c, d=d+1$
vs. Chougai (Normal): $a=d-3, -b, +c, d=d-2$
vs. Chougai (Transformed): $a=d-5, -b, +c, d=d-2$
vs. Mizoguchi, Yonmiy: $a=d-5, +c$

OR

vs. Rinchuu: $-c, b=d-1$
vs. Kosanjou: $a=d-5, -b$
vs. Taisou: $a=d-4, -b, -c, d=d-1$
vs. Riki: $-b, d=d-1$
vs. Rochishin: $a=d-5, -b, d=d-2$
vs. Kousonshou: $a=d-5, -c, d=d+1$
vs. Bushou: $-b, c=d-2$
vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$
vs. Genshougo: $a=d-5$
vs. Genshoushichi: $b=c-2, d=d-1$
vs. Chougai (Normal): $-b, d=d-1$
vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

---Dashes forward and uppercut: QP = short ranged and 1 hit combo, MP = medium ranged and 2 hits combo, FP = long ranged and 3 hits combo.

214 + QK/MK/FK

**AP = 7,10,11 (QK), 9+1+1,12+3+3,13+4+4 (MK), 11+1+1+1+1,14+3+3+3+3,15+4+4+4+4 (FK)

---Combo kick: QK = little combo, MK = more combo, FK = even more combo.

(7/8/9)214 + QK/MK/FK

**AP = 7,10,11 (QK), 9+1+1,12+3+3,13+4+4 (MK), 11+1+1+1+1,14+3+3+3+3,15+4+4+4+4 (FK)

---Combo kick from the air: QK = little combo, MK = more combo, FK = even more combo.

236 + QP+MP/QP+FP/MP+FP

**AP = 25,28,29

---Mizoguchi concentrates for a while then sends a bigger and more powerful projectile similar to 236 + QP/MP/FP.

vs. Kosanjou: $+c$
vs. Taisou: $a=d-2, -b, d=d-1$
vs. Riki: $-b, +c, d=d-1$
vs. Rochishin: $a=d-3, d=d-2$
vs. Kousonshou: $d=d+1$
vs. Genshouji: $d=d-1$

vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3,-b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

6236 + QP+MP/QP+FP/MP+FP

**AP =

LV.1 (furthest): 3,7,8,9
LV.2: 5+3,9+7,10+8,11+9
LV.3: 5+4+3,9+8+7,10+9+8,11+10+9
LV.4 (nearest): 8+11+1+1+1+1+1+1+1+1+1,11+14+2+2+2+2+2+2+2+2+2,12+15+3+3+3+3+3+3+3+3+3
vs. Rinchuu: -c, b=d-1
vs. Kosanjou: a=d-5, -b
vs. Taisou: a=d-4, -b, -c, d=d-1
vs. Riki: -b, d=d-1
vs. Rochishin: a=d-5, -b, d=d-2
vs. Kousonshou: a=d-5, -c, d=d+1
vs. Bushou: -b, c=d-2
vs. Genshouji, Mizoguchi, Yonmiy: a=d-7, d=d+1
vs. Genshougo: a=d-5
vs. Genshoushichi: b=c-2, d=d-1
vs. Chougai (Normal): -b, d=d-1
vs. Chougai (Transformed): a=d-7, -b, d=d-2

---A much more powerful version of 6236 + QP/MP/FP. If the enemy is close enough and defenseless when Mizoguchi launches this move, he will sends the enemy high to the sky and punches the enemy many many times.

DESPERATION MOVES:

=====

6321478963214 + FP

**AP = 3 per hit, 6 per hit, 7 per hit

vs. Kosanjou: +c
vs. Taisou: a=d-2, -b, d=d-1
vs. Riki: -b, +c, d=d-1
vs. Rochishin: a=d-3, d=d-2
vs. Kousonshou: d=d+1
vs. Genshouji: d=d-1
vs. Genshougo: +c, d=d+1
vs. Chougai (Normal): a=d-3,-b, +c, d=d-2
vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2
vs. Mizoguchi, Yonmiy: a=d-5, +c

---Summons a creature (very similar to MokoMoko virus in MMBN4 -___-). After it is being summoned, press QP/QK/MP/MK/FP/FK to fire "small MokoMokos" that can jump low/medium/high to the opponent. If it connects, then it will transform the opponent into a "helpless MokoMoko" ^___^. After a while, the opponent will transform back and I know no method of speeding up the process....

D14. YONMIY

BGM: Music Test #16.

NORMAL MOVES:

=====
QK
**AP = 1,2,3

2 + QK
**AP = 1

7/9 + QK
**AP = 1,2

8 + QK
**AP = 1,2,3

QP
**AP = 1

2 + QP
**AP = 1

7/9 + QP
**AP = 1

8 + QP
**AP = 1,2

MK (far)
**AP = 4,8,9,10

MK (near)
**AP = 1+1,3+5,4+6,5+7

2 + MK
**AP = 4,8,9,10

7/8/9 + MK
**AP = 5+1+1,9+3+5,10+4+6,11+5+7

MP (far)
**AP = 3,7,8,9

MP (near)
**AP = 4,8,9,10

2 + MP
**AP = 3,7,8,9

7/9 + MP
**AP = 3,7,8,9

8 + MP
**AP = 5,9,10,11

FK (far)
**AP = 6+1,10+5,11+6,12+7

FK (near)
**AP = 6+1,10+5,11+6,12+7

2 + FK

**AP = 11,15,16,17

7/9 + FK

**AP = 10,14,15,16

8 + FK

**AP = 13,17,18,19

FP (far)

**AP = 8,12,13,14

FP (near)

**AP = 11,15,16,17

2 + FP

**AP = 9,13,14,15

7/9 + FP

**AP = 8,12,13,14

8 + FP

**AP = 11,15,16,17

vs. Rinchuu: $-c, b=d-1$

vs. Kosanjou: $a=d-5, -b$

vs. Taisou: $a=d-4, -b, -c, d=d-1$

vs. Riki: $-b, d=d-1$

vs. Rochishin: $a=d-5, -b, d=d-2$

vs. Kousonshou: $a=d-5, -c, d=d+1$

vs. Bushou: $-b, c=d-2$

vs. Genshouji, Mizoguchi, Yonmiy: $a=d-7, d=d+1$

vs. Genshougo: $a=d-5$

vs. Genshoushichi: $b=c-2, d=d-1$

vs. Chougai (Normal): $-b, d=d-1$

vs. Chougai (Transformed): $a=d-7, -b, d=d-2$

Throw

**AP = 11,15,16 (MP/FP), 13,17,18 (MK/FK)

vs. Rinchuu, Genshouji: $d=d+1$

vs. Kosanjou, Taisou: $a=d-4, -b$

vs. Riki: $a=d-4, +c, d=d+2$

vs. Rochishin: $a=d-4, d=d+1$

vs. Kousonshou: $+c, d=d+2$

vs. Bushou: 11,15,16,15 (MP/FP), 13,17,18,17 (MK/FK)

vs. Genshoushichi: $a=d-6, +c, d=d+2$

vs. Chougai (Normal): $-b, +c$

vs. Chougai (Transformed): $a=d-4, -b, +c, d=d-1$

vs. Mizoguchi, Yonmiy: $a=d-7, +c, d=d+2$

SPECIAL MOVES:

=====

236 + QP/MP/FP

**AP = 13,16,17 (QP), 17,20,21 (MP), 14+4,16+6,17+7 (FP)

---Wags her leg around. Deflect projectiles upon connecting.

(7/8/9)236 + QP/MP/FP

**AP = 13,16,17 (QK), 17,20,21 (MK), 14+4,16+6,17+7 (FK)

---Wags her leg around in the air. Deflect projectiles upon connecting.

236 + QK/MK/FK

---Runs and bends forward: QK = slow and close, MK = medium, FK = fast and far.

214 + QK/MK/FK

**AP =

Kick move: 1 per hit, 4 per hit, 5 per hit

Finisher move (MK): 8,11,12

Finisher move (FK): 13,16,17

---Kick many times with a finisher kick move with MK/FK only.

214 + QP/MP/FP

**AP = 13,16,17 (QK&QP), 15,18,19 (MK&QP), 17,20,21 (FK&QP),

13+{a(AP) of [a(APAC1)=?]}, 16+{b(AP) of [b(APAC1)=?]},

17+{d(AP) of [d(APAC1)=5]} (QK&MP), 15+{a(AP) of [a(APAC1)=?]},

18+{b(AP) of [b(APAC1)=?]}, 19+{d(AP) of [d(APAC1)=5]} (MK&MP),

17+{a(AP) of [a(APAC1)=?]}, 20+{b(AP) of [b(APAC1)=?]},

21+{d(AP) of [d(APAC1)=5]} (FK&MP), 13+{a(AP) of [a(APAC1)=?]}+1,

16+{b(AP) of [b(APAC1)=?]}+4, 17+{d(AP) of [d(APAC1)=5]}+5 (QK&FP),

15+{a(AP) of [a(APAC1)=?]}+1, 18+{b(AP) of [b(APAC1)=?]}+4,

19+{d(AP) of [d(APAC1)=5]}+5 (MK&FP), 17+{a(AP) of [a(APAC1)=?]}+1,

20+{b(AP) of [b(APAC1)=?]}+4, 21+{d(AP) of [d(APAC1)=5]}+5 (FK&FP)

---Finisher move while running (236 + QK/MK/FK). First move is mentioned first.

=====

NOTE: I can't seem to find the value (yet), but this can be done in the next update

=====

214 + QK/MK/FK

**AP = 12,15,16 (QK&QK), 14,17,18 (MK&QK), 16,19,20 (FK&QK), 15,18,19 (QK&MK),

18,21,22 (MK&MK), 11+5,14+8,15+9 (FK&MK), 13+8,16+11,17+12 (QK&FK), 13+13,

16+16,17+17 (MK&FK), 13+3+3,16+6+6,17+7+7 (FK&FK)

---Finisher move while running (236 + QK/MK/FK)

6236 + QP/MP/FP

**AP = 13+3+13,16+6+16,17+7+17 (QP), 8+1+8,11+3+11,12+4+12 (MP),

13+3+13,16+6+16,17+7+17 (FP)

---2x kick move: QP = low and close, MP = medium, FP = high and far. Performing three combo using FP is the easiest, using QP is the hardest.

vs. Kosanjou: +c

vs. Taisou: a=d-2, -b, d=d-1

vs. Riki: -b, +c, d=d-1

vs. Rochishin: a=d-3, d=d-2

vs. Kousonshou: d=d+1

vs. Genshouji: d=d-1

vs. Genshougo: +c, d=d+1

vs. Chougai (Normal): a=d-3, -b, +c, d=d-2

vs. Chougai (Transformed): a=d-5, -b, +c, d=d-2

vs. Mizoguchi, Yonmiy: a=d-5, +c

DESPERATION MOVES:

=====

63214 + FP

**AP = 13+{a(AP) of [a(APAC1)=?]}+{a(AP) of [a(APAC2)=?]}+

{a(AP) of [a(APAC3)=?]}+8+8+8+8+{a(AP) of [a(APAC1)=?]}+

{a(AP) of [a(APAC2)=?]} and {a(AP) of [a(APAC10)=?]}+

{a(AP) of [a(APAC3)=?]} and {a(AP) of [a(APAC11)=?]}+{a(AP) of [a(APAC4)=?]}+

The last method is using Berserker Rage. You can score combo more easily with it, but it's only available to Shishin, Rinchuu, and Kosanjou only.

And now, the game is different, and the combos are counted explicitly, here are how the CPU counts the combo:

a. Attack(s) that follow(s) another hit with the above special effect.

>> I think it's clear.

b. Attack(s) that follow(s) another hit as a single move.

>> Example: Shishin's Flaming Serpent Sword.

It's obvious that among the attacks, there are no special effect generated, however it's impossible to defend after being hit with the former hit (with inside-reach position), but the Special Guard still can appear in between them!

c. Attack(s) that follow(s) another hit that has no above special effect.

>> This is the vaguest mean of combo. How come that counts as a combo?? Isn't it just an attack after another??

Even in PS1 version, I find that if you can perform all the moves as fast as the CPU, the opponent can't defend in between a few of these attacks. I wrote this as "impossible" although if you are enthusiast enough, an aerial long-enduring attack followed by a quick attack shouldn't be able to be blocked in between the attacks. But, this is just a wild guess since I have no interest in doing a really quick quick attacks, besides, the resulting damage will be very minor.

In Fuuun Saiki, there is some standard time in between hits to be able to be called a Combo. I still can't be sure if anyone can't defend in between ANY attacks separated by the aforesaid standard time. But it's clear that executing this type of combo is easier in this game than in the previous game.

Below are the list of moves which have the aforementioned special effects:

=====
E01. SHISHIN
=====

- A. SPIN: 7/9 + MK
- B. LIFT: 8 + MK
- C. LIFT: MP (near) (W)
- D. SPIN: 8 + MP (W)
- E. SPIN: FK (far)
- F. WALL: FK (near)
- G. WALL: 8 + FK
- H. SMASH: FP (far) (W)
- I. SMASH: 7/9 + FP (W)
- J. WALL: 8 + FP (W)
- K. LIFT: 2 + MP (w/o)
- L. WALL: 2 + FP (near) (w/o) (Near enough so that the 2nd hit connects to the opponent, that will make the opponent lift)
- M. SMASH: 7/8/9 + FP (w/o)
- N. SPIN: Dashing Serpent Punch with QP
- O. WALL: Dashing Serpent Punch with FP
- P. LIFT: Dashing Serpent Punch with MP/FP + QP/MP/FP

Combo Possibility Table for each character: next ver.

=====
E02. RINCHUU

- =====
A. WALL: 8 + MK
B. SMASH: 7/9 + MP (W)
C. SPIN: 8 + MP (W)
D. WALL: FK (far)
E. SMASH: FK (near)
F. WALL: 6 + FK
G. LIFT: 8 + FK
H. LIFT: FP (near) (W) (2nd hit will lift)
I. SPIN: 2 + FP (W)
J. SPIN: 8 + MP (w/o)
K. SPIN: FP (near) (w/o)
L. LIFT: 2 + FP (w/o)
M. SMASH: 7/8/9 + FP (w/o)
N. SMASH: Typhoon Spear with FP (2nd attack)
O. SMASH: Cartwheel Kick with FK (last attack)

=====
E03. KOSANJOU
=====

- A. SPIN: 8 + MK
B. SPIN: 7/9 + MP (W)
C. WALL: 8 + MP (W)
D. SPIN: FK (far)
E. SMASH: FK (near) (2nd hit will smash)
F. SPIN: FP (far) (W) (2nd hit will spin the opponent)
G. SMASH: FP (near) (W)
H. LIFT: 2 + FP (W)
I. LIFT: 7/9 + FP (W)
J. SMASH: 8 + FP (W)
K. LIFT: MP (near) (w/o)
L. SPIN: 7/9 + MP (w/o)
M. WALL: FP (near) (w/o) (Near enough so that the 2nd hit connects to the enemy, that will bounce the enemy off)
N. SMASH: 7/8/9 + FP (w/o)
O. WALL: Vacuum Jasmine Wave (Opponent must be near the corner)

=====
E04. TAISOU
=====

- A. SPIN: 7/9 + MK
B. WALL: 8 + MK
C. LIFT: MP (near) (W)
D. SPIN: 8 + MP (W)
E. SPIN: FK (far)
F. WALL: FK (near)
G. SMASH: FP (far) (W)
H. SMASH: 7/9 + FP (W)
I. LIFT: 8 + FP (W)
J. LIFT: MP (near) (w/o)
K. SMASH: 2 + FP (w/o)
L. SMASH: 7/9 + FP (w/o)
M. LIFT: 8 + FP (w/o)

- N. WALL: Flaming Ki Punch with FP
- O. SMASH: Majestic Teleport Attack
- P. SPIN: Shadow Charge

=====
E05. RIKI
=====

- A. SPIN: MP (far) (W)
- B. LIFT: FK (far)
- C. WALL: FK (near)
- D. WALL: 8 + FK
- E. SMASH: 2 + FP (W)
- F. SMASH: 7/9 + FP (W)
- G. SPIN: 8 + FP (W)
- H. SPIN: 7/9 + MP (w/o)
- I. SPIN: FP (far) (w/o)
- J. SMASH: FP (near) (w/o)
- K. SMASH: 7/9 + FP (w/o)
- L. SPIN: 8 + FP (w/o)
- M. LIFT: Mandarin Earth Splitter (Only lift a little bit, must be tough for combo, moreover, Riki is slow) -___-
- N. SPIN: Drop Kick with FK

=====
E06. ROCHISHIN
=====

- A. SPIN: 8 + MK
- B. SPIN: 8 + MP (W)
- C. WALL: FK (near)
- D. WALL: 8 + FK
- E. LIFT: FP (far) (W)
- F. SMASH: FP (near) (W)
- G. WALL: 2 + FP (W)
- H. SMASH: 7/9 + FP (W)
- I. SPIN: FP (near) (w/o)
- J. SMASH: 7/8/9 + FP (w/o)
- K. SPIN: Flying Shadow Fist with MP + QP/MP/FP
- L. LIFT: Flying Shadow Fist with FP + QP/MP/FP
- M. SPIN: Manchurian Fang with QP LV. 4, MP LV. 4,5, FP LV. 4,5,6 (near only)
- N. LIFT: Manchurian Fang with MP LV. 6, FP LV. 7,8,9 (nearest only)
- O. WALL: Manchurian Fang with FP LV. 10 (nearest only) (Opponent must be near the corner)
- P. Silkworm Slash with FP

=====
E07. KOUSONSHOU
=====

- A. SPIN: 8 + MK
- B. SMASH: MP (near) (W)
- B. SMASH: 8 + MP (W)
- C. WALL: 7/9 + MP (W)

- D. SPIN: 8 + MP (W)
- E. WALL: FK (far)
- F. LIFT: FK (near)
- G. SMASH: 7/9 + FK
- H. WALL: 8 + FK
- I. WALL: FP (far) (W)
- J. SPIN: 2 + FP (W)
- K. SMASH: 8 + FP (W)
- L. LIFT: 7/9 + MP (w/o)
- M. SMASH: FP (near) (w/o)
- N. SPIN: 2 + FP (w/o)
- O. SPIN: 7/9 + FP (w/o)
- P. SMASH: 8 + FP (w/o)
- Q. SMASH: Earth Scorcher with MP/FP
- R. SPIN: Meteor Strike with MP
- S. WALL: Meteor Strike with FP (only bounce a bit)
- T. WALL: Pinball Bounce (no combo only)

=====
E08. BUSHOU
=====

- A. WALL: 8 + MK
- B. SMASH: MP (far) (W)
- C. SPIN: 7/9 + MP (W)
- D. SPIN: 8 + FK
- E. WALL: FP (near) (W)
- F. SPIN: 2 + FP (W)
- G. SMASH: 7/8/9 + FP (W)
- H. SMASH: MP (far) (w/o)
- I. SMASH: 7/9 + MP (w/o)
- J. LIFT: 2 + FP (w/o)
- K. SMASH: 8 + FP (w/o)
- L. SPIN: Shredding Talon with FK
- M. LIFT: Crushing Tiger Claw with MP/FP
- N. SMASH: Rushing Dragon with QP/MP/FP, QP/MP/FP, FP or QP/MP/FP, FP, QP/MP/FP (w/o)
(The last hit will smash)
- O. SMASH: Axe Kick with MK/FK (w/o) (2nd hit or the far hit for MK)
- P. LIFT: The 2nd Rushing Dragon with FP, FP (4th, 5th, 6th hit)
- Q. WALL: Rushing Dragon with FP, FP, FP 7th or 8th hit

=====
E09. GENSHOUJI
=====

- A. WALL: MK (far)
- B. SPIN: 8 + MK
- C. SMASH: 2 + MP (W)
- D. SPIN: 7/9 + MP (W)
- E. SMASH: 8 + MP (W)
- F. SPIN: FK (far)
- G. LIFT: FK (near)
- H. WALL: 8 + FK
- I. LIFT: FP (near)
- J. LIFT: 7/9 + FP (W)
- K. SPIN: 8 + FP (W)

- L. LIFT : 7/9 + MP (w/o)
- M. WALL: FP (far) (w/o) (2nd hit will bounce the enemy off)
- N. LIFT: 2 + FP (w/o)
- O. SMASH: 8 + FP (w/o)
- P. LIFT: Water Torture with MP (Can't be followed with the other combo moves
-___-)

=====
E10. GENSHOUGO
=====

- A. SPIN: 8 + MK
- B. SPIN: FK (far)
- C. SMASH: FP (far) (W)
- D. LIFT: 2 + FP (W)
- E. SMASH: 7/8/9 + FP (W)
- F. WALL: FP (far) (w/o) (2nd hit will bounce the enemy off)
- G. LIFT: 2 + FP (w/o)
- H. SMASH: 7/8/9 + FP (w/o)
- I. Phantom Cyclone Stinger
- J. WALL: Brilliant Storm Drop (Opponent must be near the corner) (Can't be followed with the other combo moves)

=====
E11. GENSHOUSHICHI
=====

- A. SPIN: 8 + MK
- B. LIFT: 7/9 + MP (W)
- C. SPIN: FK (far)
- D. WALL: 8 + FK
- E. SMASH: FP (far) (W)
- F. LIFT: FP (near) (W)
- G. SPIN: 2 + FP (W)
- H. SPIN: 7/9 + FP (W)
- I. SMASH: 8 + FP (W)
- J. SPIN: 7/9 + MP (w/o)
- K. WALL: FP (far) (w/o) (2nd hit will bounce the enemy off)
- L. LIFT: FP (near) (w/o)
- M. LIFT: 2 + FP (w/o)
- N. SMASH: 8 + FP (w/o)
- O. LIFT: Phantom Cyclone Stinger

=====
E12. CHOUGAI (NORMAL)
=====

- A. SPIN: MK (far)
- B. LIFT: 7/9 + MK
- C. LIFT: 2 + MP
- D. SPIN: FK (far) (2nd hit will spin)
- E. LIFT: FK (near)
- F. SPIN: 8 + FK
- G. SMASH: FP (far)

- H. SMASH: 7/8/9 + FP
- I. WALL: Blowing Fire with FP (Opponent must be near the corner)
- J. SPIN: Blowing his miniature with MP
- K. WALL: Dashing Kick with FK

=====
E13. CHOUGAI (TRANSFORMED)
=====

- A. LIFT: 8 + MK
- B. WALL: 7/9 + MK
- C. SPIN: FK (far) (2nd hit will do the spin)
- D. SMASH: FK (near) (2nd hit will do the smash)
- E. SPIN: 8 + FK
- F. WALL: FP (near)
- G. SMASH: 6 + FP
- H. SPIN: 2 + FP (1st hit)
- I. WALL: 2 + FP (2nd hit)
- J. SMASH: 7/8/9 + FP
- K. WALL: Dashing Kick with FK
- L. WALL: Dark Ki Beam (Opponent must be near the corner)

=====
E14. MIZOGUCHI
=====

- A. SPIN: 6 + MK
- B. SPIN: 8 + MK
- C. LIFT: 7/9 + MP
- D. SMASH: 8 + MP
- E. SPIN: FK (far)
- F. SMASH: FK (near)
- G. SMASH: 8 + FK
- H. SMASH: 6 + FP
- I. LIFT: 2 + FP (near) (Near enough so that the 2nd hit connects to the enemy,
that will make the enemy lift)
- J. SPIN: 63214 + QP
- K. WALL: 63214 + FP
- L. LIFT: 6236 + MP (Near enough so that the 2nd hit connects to the enemy, that
will make the enemy lift)
- M. SPIN: 6236 + QP+MP/QP+FP/MP+FP (LV.1-3)

=====
E15. YONMIY
=====

- A. SMASH: MK (near)
- B. SMASH: 7/8/9 + MK (the 3rd kick will smash)
- C. SPIN: 7/8/9 + MP
- D. SPIN: FK (far) (the 2nd kick will spin)
- E. LIFT: FK (near) (the 2nd kick will lift)
- F. SPIN: 8 + FK
- G. SPIN: FP (far)
- H. LIFT: 2 + FP

I. ANTI CREDIT

My health. Often does not want to cooperate. Often have sudden problems and
can't be cured by the "Great" Calculus. >___>

This document is copyright magic knight and hosted by VGM with permission.