

Brawl Brothers Move List

by Goh_Billy

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Brawl Brothers

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1. Legend
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ub	u	uf	f - Forward	A - Attack	+ - And
\		/	b - Back	J - Jump	/ - Or
b--	--f	u - Up	S - Special	,	- Then
/		\	d - Down	T - Taunt	
db	d	df			

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2. System
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Grapple	walk into enemy
Pick Up Object	press A when on top of item
Use Weapon	press A after picking up weapon
Get Up Faster	shake joystick or tap A/J/T/S rapidly after being knocked down
Special Attack	S consumes part of your lifebar; cannot perform if you only have a sliver of life left

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3. Characters
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* 3.1 Lord J. *

Basic Moves

Straight Palm	A	
Second Palm	A	Straight Palm must hit the enemy for this to come out
Crushing Palm	A	Second Palm must hit the enemy for this to come out
Cutting Jump Kick	A	Second Palm must hit the enemy for this to come out
Cutting Jump Kick	J, A	
Clothesline	Dash Forward, A	
Flying Cutting Jump Kick	Dash Forward, J, A	
Rug Snap	A near downed enemy	
Hand Sign Taunt	T	

Front Grapple Moves

Shin Kick	A
Shoulder Slam	f + A
Layback Toss	b + A
Release Grapple	J

Back Grapple Moves

Dragging Neck Slam	A
Release Grapple	J

Special Move

Shockwave	S	consumes part of your lifebar; cannot perform if you only have a sliver of life left
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* 3.2 Kazan *

Basic Moves

Backfist	A
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Second Backfist	A	Backfist must hit the enemy for this to come out
Low Palm Strike	A	Second Backfist must hit the enemy for this to come out
Uppercut Slice	A	Second Backfist must hit the enemy for this to come out
Jumping Uppercut Slice	J, A	
Slide Kick	Dash Forward, A	
Flying Uppercut Slice	Dash Forward, J, A	
Double Knee Drop	A near downed enemy	
Victory Sword Taunt	T	

Front Grapple Moves

Straight Punch	A	if the first or second punch strike doesn't KO the enemy then the grapple will remain "locked" and you can choose to perform another punch or one of the other grapple moves listed below
Flipover Toss	f + A	
Single Hand Slam	b + A	
Release Grapple	J	

Back Grapple Moves

Reverse Single Hand Slam	A
Release Grapple	J

Special Moves

Double Jump	J, J	can adjust second jump direction with joystick; works out of a dash
Triple Jump	J, J, J	can adjust second and third jump direction with joystick; works out of a dash
Sonic Split	S	consumes part of your lifebar; cannot perform if you only have a sliver of life left

* 3.3 Hack *

Basic Moves

Straight Punch	A	
Second Punch	A	Straight Punch must hit the enemy for this to come out
Crushing Elbow	A	Second Punch must hit the

enemy for this to come out
Second Punch must hit the
enemy for this to come out

Uppercut A
Air Boot J, A
Diagonal Jump Kick b/f + J, A
Missile Dive Dash Forward, A
Flying Diagonal Jump Kick Dash Forward, J, A
Stomp A near downed enemy
Arm Pump Taunt T

Front Grapple Moves

Short Elbow A if the first or second elbow
strike doesn't KO the
enemy then the grapple will
remain "locked" and you can
choose to perform another
elbow or one of the other
grapple moves listed below

Shoulder Toss f + A
Reverse Shoulder Toss b + A
Release Grapple J

Back Grapple Moves

German Suplex A
Release Grapple J

Special Moves

Energy Uppercut A+J
Lightning Strikes S (use b/f to change directions) consumes part of your
lifebar; cannot perform if
you only have a sliver of
life left

* 3.4 Wendy *

Basic Moves

Snap Palm A Snap Palm must hit the enemy
for this to come out
Second Palm A Second Palm must hit the
enemy for this to come out
Mid Kick A Second Palm must hit the
enemy for this to come out
Sobat A

Dropkick J, A
Air Sobat b/f + J, A
Flying Dropkick Dash Forward, A
Flying Sobat Dash Forward, J, A
Flip Stomp A near downed enemy

Flex Taunt T

Front Grapple Moves

Crushing Backflip A
Piledriver f + A
Frankensteiner b + A
Release Grapple J

Back Grapple Moves

Electric Chair A
Release Grapple J

Special Move

Edge Kick S (use b/f to change directions) consumes part of your lifebar; cannot perform if you only have a sliver of life left

* 3.5 Slash *

Basic Moves

Straight Punch A
Second Punch A Straight Punch must hit the enemy for this to come out
Bladed Hand A Second Punch must hit the enemy for this to come out
Jump Kick A Second Punch must hit the enemy for this to come out
Jump Kick J, A
Jumping Punch b/f + J, A
Big Boot Dash Forward, A
Flying Jump Punch Dash Forward, J, A
Butt Drop A near downed enemy
Arm Pump Taunt T

Front Grapple Moves

Shin Kick A
Powerbomb Spike f + A
DDT b + A
Release Grapple J

Back Grapple Moves

Russian Leg Sweep A
Release Grapple J

Special Moves

Fire Breath	A+J	
Missile Kick	T+J	
Forearm Bomber	S (use b/f to change directions)	consumes part of your lifebar; cannot perform if you only have a sliver of life left

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4. Conclusion

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4.1 What's Missing/Needed

-Clean up and corrections
-If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution.

4.2 Credits

-Jaleco
-Gamefaqs
-And me for writing this FAQ