

Kommando-Liste

Arcade-Stil

Rock Howard



Kommando-Liste	Kommando-Kombo 1	(Wenn nahe) $\odot > \blacktriangleright + \odot$
	Kommando-Kombo 2	(In der Luft) $\square > \times$
Spezial moves	Reppuken	$\blacktriangledown \blacktriangleright + \square$ oder \triangle
	Shippuu Ken	(In der Luft) $\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder \triangle
	Rising Tackle ★	$\blacktriangleright \blacktriangledown \blacktriangleright + \square$ oder \triangle
	Hard Edge ★	$\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder $\triangle + \square$ oder \triangle
	Crack Counter	$\blacktriangledown \blacktriangleright \blacktriangleright + \times$ oder \odot
	Rage Run > Type: Layup	$\blacktriangledown \blacktriangleright \blacktriangleleft + \times$ oder $\odot > \square$
	> Type: Cut	$> \times$
	> Type: Dunk	$> \triangle$
> Type: Shift	$> \odot$	
Ignition Gears	Raging Storm	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)
	Shining Knuckle	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Power Geyser - Type: R	(2 Kraftleiste + S.P.G.) $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + R1$

Terry Bogard



Kommando-Liste	Kommando-Kombo	(Wenn nahe) $\triangle > \blacktriangleright + \triangle > \blacktriangleright + \odot$
	Power Wave	$\blacktriangledown \blacktriangleright \blacktriangleright + \square$ oder \triangle
Spezial moves	Burning Knuckle ★	$\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder \triangle
	Crack Shoot	$\blacktriangledown \blacktriangleright \blacktriangleleft + \times$ oder \odot
	Power Dunk ★	$\blacktriangleright \blacktriangledown \blacktriangleright + \times$ oder \odot
	Power Charge	$\blacktriangledown \blacktriangleright \blacktriangleright + \times$ oder $\odot > \blacktriangleright + \times$ oder \odot (Nachbereitung kann zweimal erfolgen.)
	Power Geyser	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)
	Buster Wolf	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Cosmic Strike Geyser	(2 Kraftleiste + S.P.G.) $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + R1$

Preecha



Kommando-Liste	Kommando-Kombo 1	(Wenn weit) $\times > \odot$
	Kommando-Kombo 2	(In der Luft) $\square > \times$
Spezial moves	Preecha's Combination	$\blacktriangledown \blacktriangleright \blacktriangleright + \triangle > \triangle$ wiederholt (maximal 4-mal)
	Screw Leg ★	$\blacktriangledown \blacktriangleright \blacktriangleright + \times$ oder \odot
	Sine-Cosine ★	$\blacktriangleright \blacktriangledown \blacktriangleright + \times$ oder \odot
	→ Tangent	Sine-Cosine $\blacktriangleright + \times$ oder \odot
	Hyperbolic Kick	$\blacktriangledown \blacktriangleright \blacktriangleleft + \times$ oder \odot
	Circular Step > Low Angle Kick	$\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder $\triangle > \blacktriangleright + \times$
	> Parabola Knee	$> \blacktriangleright + \odot$
	> Arc Elbow	$> \blacktriangleright + \square$ oder \triangle
Ignition Gears	Screw Archimedes Spiral	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)
	P = mc ²	$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Preecha's Last Theorem	(2 Kraftleiste + S.P.G.) $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + R1$

Vox Reaper



Spezial moves	Kokuen-Ryuu	$\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder \triangle
	Kyou Chou Jin ★	$\blacktriangleright \blacktriangledown \blacktriangleright + \square$ oder \triangle
	Messhou Hisetsu	(In der Luft) $\blacktriangledown + \times$ oder \odot
	Gou Dangai ★	$\blacktriangledown \blacktriangleright \blacktriangleright + \square$ oder \triangle
	Gou Retsu Shou	(Wenn nahe) $\blacktriangledown \blacktriangleright \blacktriangleright + \times$ oder \odot
	Ignition Gears	Shougeki Raku
Majin Engetsu Rin ★		$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Seigai Shuu	(2 Kraftleiste + S.P.G.) $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + R1$

Marco Rodrigues



Kommando-Liste	Kommando-Kombo 1	(Wenn nahe) $\triangle > \odot > \blacktriangleright \odot$ oder S.P.G.
	Kommando-Kombo 2	(In der Luft) $\times > \square$
Spezial moves	Kyokugen Hiji	$\blacktriangleright + \square$
	Ko'ou Ken	$\blacktriangledown \blacktriangleright \blacktriangleright + \square$ oder \triangle
	Kohou ★	$\blacktriangleright \blacktriangledown \blacktriangleright + \square$ oder \triangle
	Hien Shippuu Kyaku ★	$\blacktriangledown \blacktriangleright \blacktriangleright + \times$ oder \odot
	Harai Uke	$\blacktriangledown \blacktriangleright \blacktriangleleft + \square$ oder \triangle
	Ryuusen Ken	\square oder \triangle (Halten und loslassen)
	Kosen Kyaku	\times oder \odot (Halten und loslassen)
	Ignition Gears	Haou Shoukou Ken
Super Kyokugen Kohou		$\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Ryuuko Ranbu	(2 Kraftleiste + S.P.G.) $\blacktriangledown \blacktriangleright \blacktriangleright \blacktriangleright + R1$

Abbremsen ist möglich bei Moves, die mit ★ markiert sind.