

### Command Moves

Cloud



Designs



### Special Moves

Drips Forward



Drips Backward



Drips Vertical



Piecing A **EX**



Piecing B



Piecing C **EX**



Fill-in **EX**



Scribe **EX**



To Front **EX**



Brake



Throwie A



Throwie B



Throwie C



Piecing A **EX**



Piecing B



Piecing C **EX**



### Super Special Moves

Back to Back **MAX**



Wild Style **MAX**



### Climax Super Special Moves

King of Piece: I&A

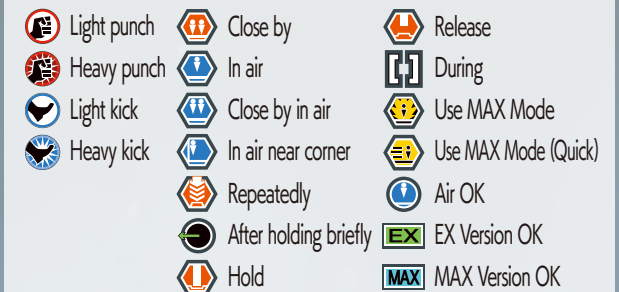


### Normal Throws

All-City



Crossing Out





# «COMMAND LIST» TERRY BOGARD



## Command Moves

Back Knuckle



Rising Upper



## Special Moves

Power Wave **EX**



Burning Knuckle **EX**



Crack Shoot **EX**



Rising Tackle **EX**



Power Charge **EX**



Power Dunk **EX**



## Super Special Moves

Power Geyser **MAX**



Buster Wolf **MAX**



## Climax Super Special Moves

Stardust Ignition



## Normal Throws

Buster Throw (Forward)



Buster Throw (Backward)



- |             |                       |                      |
|-------------|-----------------------|----------------------|
| Light punch | Close by              | Release              |
| Heavy punch | In air                | During               |
| Light kick  | Close by in air       | Use MAX Mode         |
| Heavy kick  | In air near corner    | Use MAX Mode (Quick) |
|             | Repeatedly            | Air OK               |
|             | After holding briefly | EX Version OK        |
|             | Hold                  | MAX Version OK       |



# 《COMMAND LIST》



## Command Moves

- One Inch  
↶ + 拳
- Knee Assault  
↶ + 蹴
- Sniper Side  
↶ + 蹴

## Special Moves

- Ein Trigger **EX**  
↶ + 拳 or 蹴
- Second Whip  
[ Ein Trigger ] ↶ + 拳
- Second Shoot  
[ Ein Trigger ] ↶ + 蹴
- Second Knuckle  
[ Ein Trigger ] ↶ + 拳
- Second Shell  
[ Ein Trigger ] ↶ + 蹴
- Blackout  
[ Ein Trigger or Second Shell **EX** ] ↶ + 蹴 or 蹴

## Blackout **EX**

- ↶ + 蹴 or 蹴

## Crow Bite **EX**

- ↶ + 拳 or 蹴

## Crow Bite (Follow Up)

- [ 蹴 Crow Bite ] ↶ + 蹴 or 蹴

## Minute Spike **EX**

- ↶ + 蹴 or 蹴

## Narrow Spike

- [ Minute Spike ] ↶ + 蹴 or 蹴

## Air Minute Spike **EX**

- ⬆ + ↶ + 蹴 or 蹴

## Super Special Moves

### Heat Drive **MAX**

- ↶ ↶ + 拳 or 蹴 (Hold OK)

### Chain Drive **MAX**

- ↶ ↶ + 拳 or 蹴

## Climax Super Special Moves

### Hyper Chain Drive

- ↶ ↶ + 拳 蹴

## Normal Throws

### Spotpile

- ⬆ + ↶ or ↶ + 拳

### Knee Strike

- ⬆ + ↶ or ↶ + 蹴

Light punch	Close by	Release
Heavy punch	In air	During
Light kick	Close by in air	Use MAX Mode
Heavy kick	In air near corner	Use MAX Mode (Quick)
	Repeatedly	Air OK
	After holding briefly	EX Version OK
	Hold	MAX Version OK



# MEITENKUN



## Command Moves

Nezou Rangeki



Chinzankou



## Special Moves

Makura Nage **EX**



Sen-Siss Hou **EX**



Sen-Siss Hou (Follow Up)



Geki Hou **EX**



Ressen Kyaku **EX**



## Super Special Moves

Chou Geki Hou **MAX**



Hakuchuu Musou **MAX**



## Climax Super Special Moves

Seikaku Meitengyobu

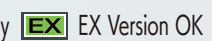
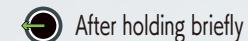
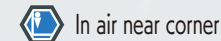
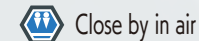
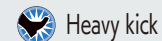


## Normal Throws

Feint Makura



Makura Bomb



# ANTONOV



## Command Moves

President Binta



Target Combo 1



Target Combo 2



## Special Moves

Whale Stream **EX**



Vertical Macho **EX**



Gigantic Back **EX**



Gigantic Back Press



Bering Wave **EX**



## Super Special Moves

Tunguska Bomber **MAX**



Kamchatka Collapse **MAX**



## Climax Super Special Moves

Kosmos Regression

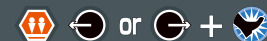


## Normal Throws

President Lift



President Toss



- |             |                       |                      |
|-------------|-----------------------|----------------------|
| Light punch | Close by              | Release              |
| Heavy punch | In air                | During               |
| Light kick  | Close by in air       | Use MAX Mode         |
| Heavy kick  | In air near corner    | Use MAX Mode (Quick) |
|             | Repeatedly            | Air OK               |
|             | After holding briefly | EX Version OK        |
|             | Hold                  | MAX Version OK       |

# BLUE MARY

«COMMAND LIST»



## Command Moves

Hammer Arch



Double Rolling



Climbing Arrow



## Special Moves

Straight Slicer **EX**



Crab Clutch



Stun Fang



Vertical Arrow **EX**



M.Snatcher



Spin Fall **EX**



M.Spider



Real Counter **EX**



Backdrop Real



M.Breaker **EX**



## Super Special Moves

M.Typhoon **MAX**



M.Splash Rose **MAX**



## Climax Super Special Moves

M.Dynamaita Swing

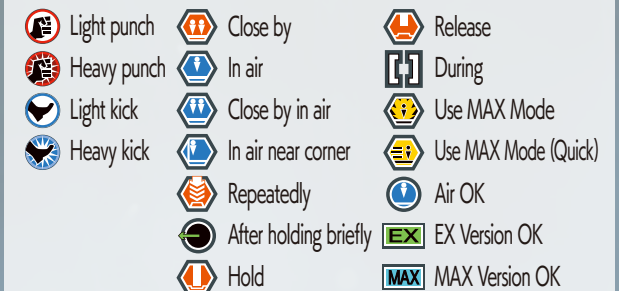


## Normal Throws

Lock Kick



Viktor Throw





# KROHNEN



## Command Moves

Spiral Smash



Emergency Slide



## Special Moves

Blaze Thrower **EX**



Heat Shield **EX**



Strike Slash **EX**



## Super Special Moves

Infernal Prominence **MAX**



Fusion Blaster **MAX**



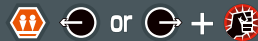
## Climax Super Special Moves

Calamity Overdrive

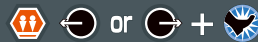


## Normal Throws

Front Crash



Backstab



- Light punch
- Heavy punch
- Light kick
- Heavy kick
- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- After holding briefly
- Hold
- EX Version OK
- MAX Version OK



# COMMAND LIST

# RYO SAKAZAKI

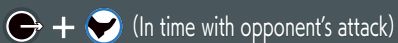


## Command Moves

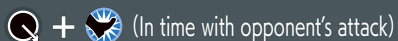
Hyouchuu Wari



Jyoudan Uke



Gedan Uke



Kizami Duki



## Special Moves

Kohou **EX**



Ko-Ou Ken **EX**



Hien Shippuu Kyaku **EX**



Zanretsuken **EX**



## Super Special Moves

Haoh Shoukou Ken **MAX**



Ryuuko Ranbu **MAX**



## Climax Super Special Moves

Shin • Tenchi Haoh Ken



## Normal Throws

Kyokugenryu Sanren Geki



Tomoe Nage

