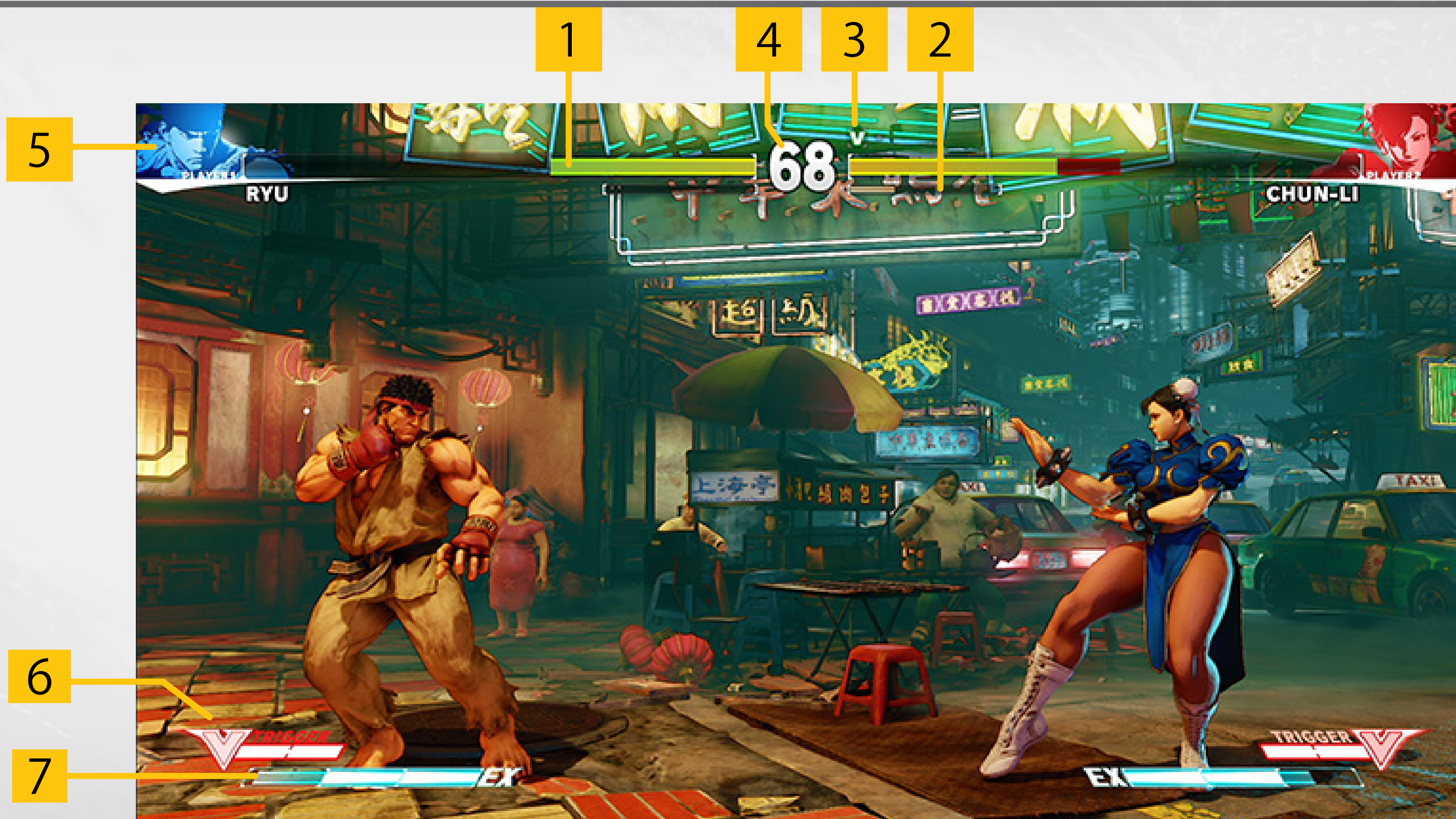


BATTLE HUD

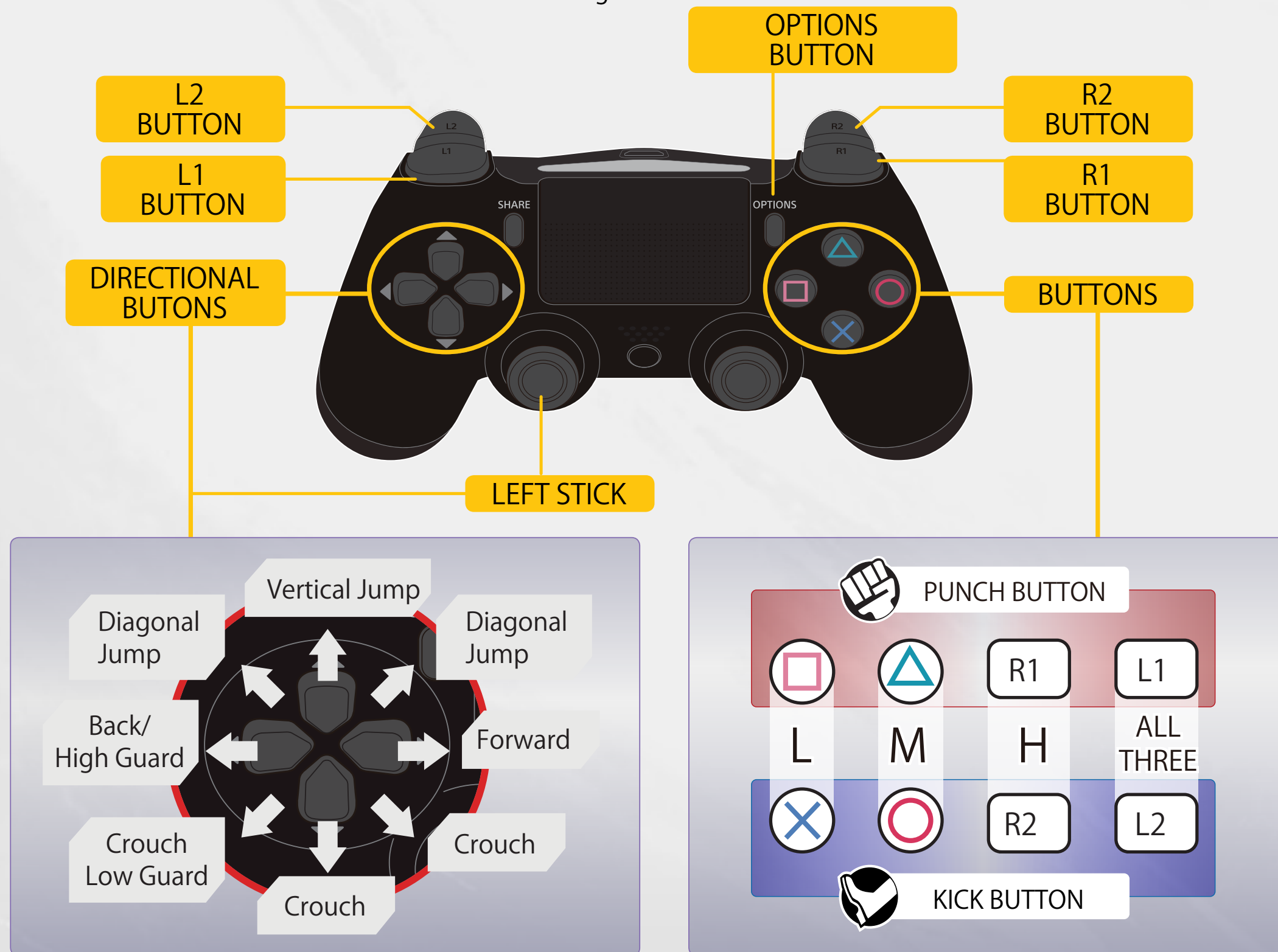


1	Health Gauge	Current amount of health.		
2	Stun Gauge	Increases as you take damage, and once the gauge reaches MAX, you will be stunned (dizzied).		
3	Win Mark	When winning a Round, a mark that corresponds to how the match was won is displayed.		
4	Time Counter	Amount of Time left in the Round.		
5	Character	Character currently being used.		
			6	V-Gauge
				This fills as you take hits from your opponent or land your V-Skill against your opponent. This gauge grants you access to your V-Trigger and V-Reversal. The number of V-Gauge stocks varies from character to character. Unused gauge does not carry over to the next round of a match.
			7	Critical Gauge
				Increases when your attacks hit the opponent. Once the gauge reaches MAX, you gain access to extremely powerful Critical Arts. Unlike the V-Gauge, unused gauge carries over to the next round of match.

CONTROLS

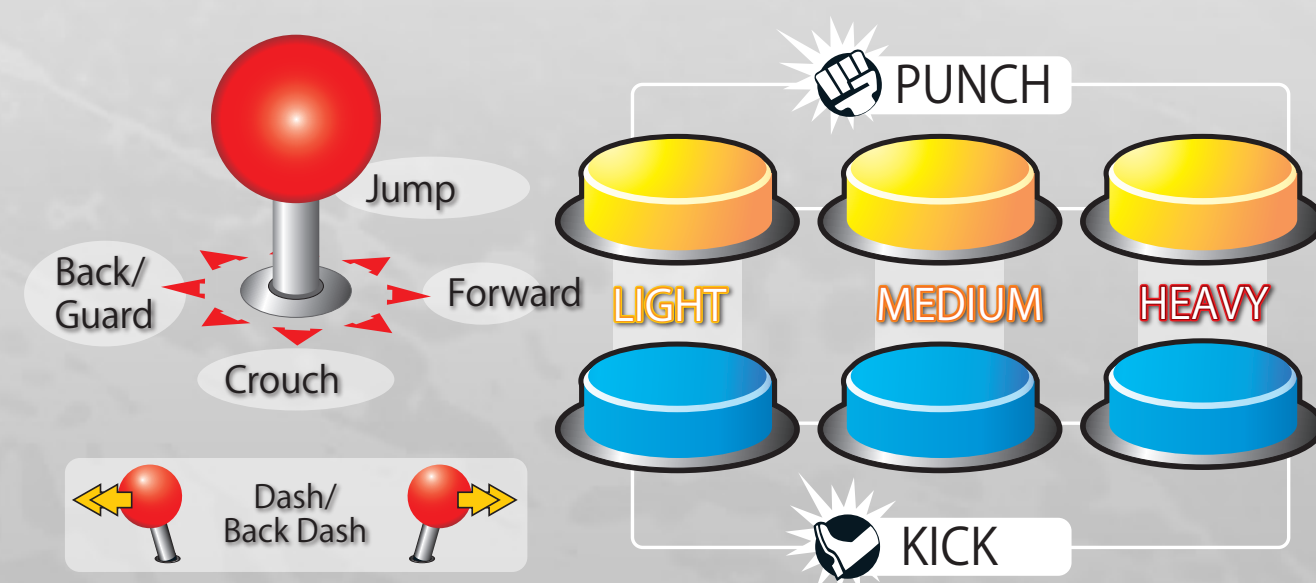
Wireless Controller

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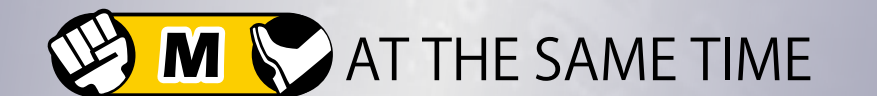
*Diagonal inputs are performed by pressing left and down Directional Buttons at the same time, etc.

Arcade Stick



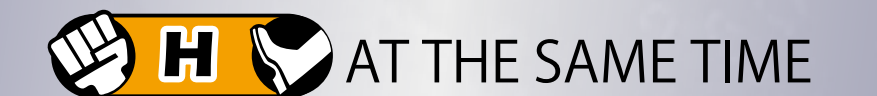
V-SKILL

Pressing Medium Punch and Medium Kick at the same time will perform an action that is unique to the character. The effects of this action differs between characters.



V-TRIGGER

Pressing Hard Punch and Hard Kick at the same time when your V-Gauge is at MAX will unleash a character specific action. Whether it is a teleport or a timed power up, this trump card can greatly change the course of a match.



V-REVERSAL

Press Forward and all 3 Punch OR Kick buttons while guarding your opponents attack to spend 1 Stock of V-Gauge and release a counterattack.



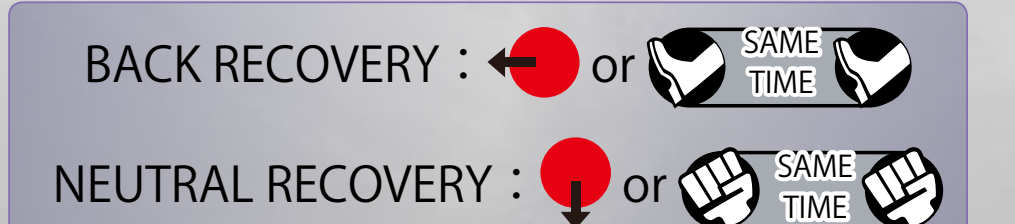
THROW & THROW ESCAPE

Pressing Light Punch and Light Kick at the same time when close to your opponent will perform a Throw. Also, when it seems like your opponent will Throw you, by pressing Light Punch and Light Kick at the same time with good timing, you can perform a Throw Escape.



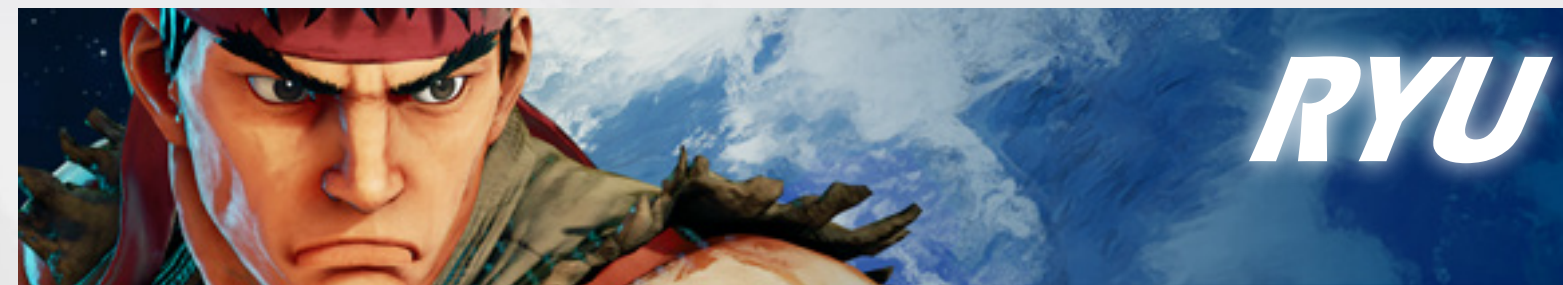
RECOVERY

After being knocked down by an opponent's attack, you can recover by inputting a direction (see right) OR by pressing 2 or more Punch or Kick buttons at the same time with good timing.



CHARACTERS

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RYU

NORMAL THROWS

SHOULDER THROW	(CLOSE TO OPPONENT) or N +
SOMERSAULT THROW	(CLOSE TO OPPONENT) +

V-SKILL

MIND'S EYE	M M
------------	-------------------

V-TRIGGER

DENJIN RENKI	H H
--------------	-------------------

V-REVERSAL

HASHOGEKI	(DURING GUARD) +
-----------	-------------------

UNIQUE ATTACKS

COLLARBONE BREAKER	+ M
SOLAR PLEXUS STRIKE	+ H
AXE KICK	+ H
JODAN NIRENGEKI	H H
JODAN SANRENGEKI	M H H

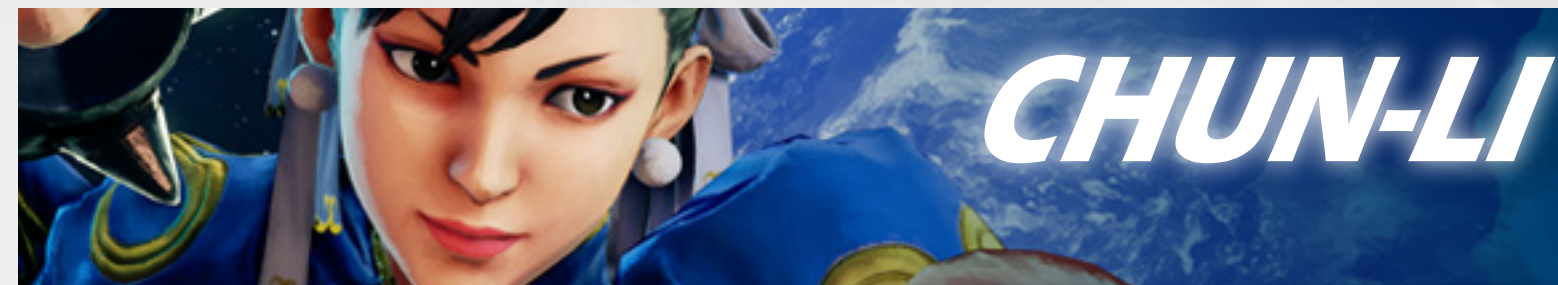
SPECIAL MOVES

HADOKEN	+ *CHARGE BY HOLDING BUTTON DURING V-TRIGGER
SHORYUKEN	+
TATSUMAKI SENPUKYAKU	+
AIRBORNE TATSUMAKI SENPUKYAKU	(DURING FORWARD JUMP) +

CRITICAL ART

SHINKU HADOKEN	+
DENJIN HADOKEN	(DURING V-TRIGGER) +

: CHARGE : EX VERSION EXISTS (COSTS 1 STOCK OF EX GAUGE) **N** : NO DIRECTION INPUTS



CHUN-LI

NORMAL THROWS

KOSHUTO	(CLOSE TO OPPONENT) or N +
TENSHIN SHUSHU	(CLOSE TO OPPONENT) +
RYUSEIRAKU	IN AIR

V-SKILL

RANKYAKU	M M
----------	-------------------

V-TRIGGER

RENKIKO	H H
---------	-------------------

V-REVERSAL

SOHAKKEI	(DURING GUARD) +
----------	-------------------

UNIQUE ATTACKS

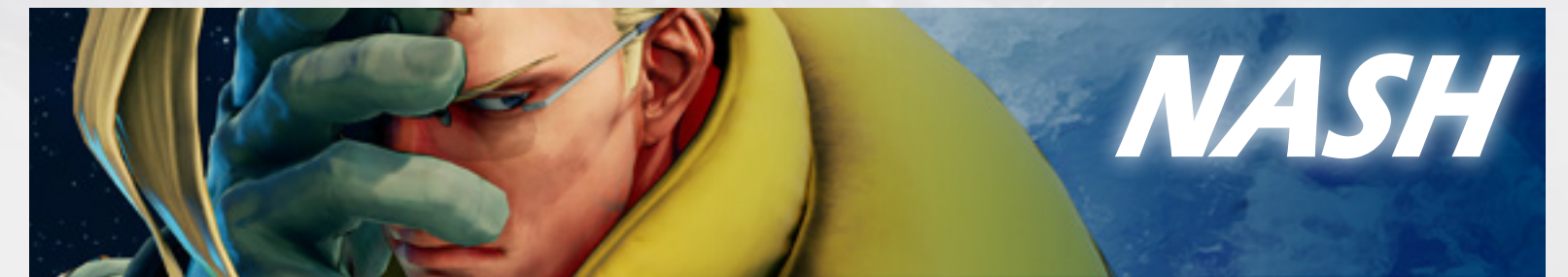
TSUITOTSUKEN	or + M
HAKKEI	+ H
SENSHU	+ M
TENKUKYAKU	+ H
YOKUSENKYAKU	+ H
KAKURAKUKYAKU	+ H
YOSOKYAKU	(DURING JUMP) + M *UP TO 3 TIMES
WALL JUMP	(DURING JUMP NEAR WALL)

SPECIAL MOVES

KIKOKEN	+
HYAKURETSUKYAKU	+
AIRBORNE HYAKURETSUKYAKU	(DURING VERTICAL OR FORWARD JUMP) +
SPINNING BIRD KICK	+

CRITICAL ART

HOYOKUSEN	+
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NASH

NORMAL THROWS

DRAGON SUPLEX	(CLOSE TO OPPONENT) or N +
TARGET DOWN	(CLOSE TO OPPONENT) +
AIR JACK	IN AIR

V-SKILL

BULLET CLEAR	M M
--------------	-------------------

V-TRIGGER

SONIC MOVE - HIDE	H H
SONIC MOVE - BLITZ AIR	+ H H
SONIC MOVE - STEEL AIR	+ H H

V-REVERSAL

SONIC MOVE - AVOID	(DURING GUARD) +
--------------------	-------------------

UNIQUE ATTACKS

KNEE BAZOOKA	+ L
JUMPING SOBAT	+ M
CHOPPING ASSAULT	+ M
STEP KICK	+ H
SPINNING BACK KNUCKLE	+ H
SIDE KNEE ATTACK	+ M
RAPID PUNCH	L M
RAPID KICK	L M
WIND SHEAR	M L H
DOWN BURST	+ M + M
RAPTOR COMBINATION	M H M

SPECIAL MOVES

SONIC BOOM	+ *PRESS DURING EX VER. FOR A SECOND ONE
SONIC SCYTHE	+
MOONSALT SLASH	+
TRAGEDY ASSAULT	+

CRITICAL ART

JUDGEMENT SABER	+
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CHARACTERS

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M. BISON

NORMAL THROWS

PSYCHO IMPACT (CLOSE TO OPPONENT) or **N** +

PSYCHO FALL (CLOSE TO OPPONENT) +

V-SKILL

PSYCHO REFLECT* **M** **M**
 ※ HOLD BUTTONS TO ABSORB THE OPPONENT'S PROJECTILE AND SHOOT IT BACK

V-TRIGGER

PSYCHO POWER **H** **H**

V-REVERSAL

PSYCHO BURST (DURING GUARD) +

UNIQUE ATTACKS

HELL ATTACK **IN AIR** **M** **M**

PSYCHO AXE + **H**

SHADOW AXE **M** **M** + **H**

SPECIAL MOVES

PSYCHO BLAST +

DOUBLE KNEE PRESS +

HEAD PRESS +

SOMERSAULT SKULL DIVER (AFTER HEAD PRESS HITS)

DEVIL REVERSE (BEFORE HEAD PRESS HITS)

PSYCHO INFERNO +

CRITICAL ART

ULTIMATE PSYCHO CRUSHER + *CAN BE DONE IN AIR



CAMMY

NORMAL THROWS

GYRO CLIPPER (CLOSE TO OPPONENT) or **N** +

DELTA THROUGH (CLOSE TO OPPONENT) +

V-SKILL

AXEL SPIN KNUCKLE **M** **M**

V-TRIGGER

DELTA DRIVE **H** **H**

V-REVERSAL

STRIKE BACK (DURING GUARD) +

UNIQUE ATTACKS

KNEE BULLET + **H**

LIFT UPPER + **M**

LIFT COMBINATION + **M** **M** **H**

SPECIAL MOVES

SPIRAL ARROW +

CANNON SPIKE +

CANNON STRIKE (DURING FORWARD JUMP) +

HOOLIGAN COMBINATION +

DURING →	LAZER EDGE SLICER	NO INPUT
	FATAL LEG TWISTER	CLOSE TO GROUND
	CROSS SCISSORS PRESSURE	CLOSE IN AIR
	CANNON STRIKE	

CRITICAL ART

CROSS STINGER ASSAULT +



BIRDIE

NORMAL THROWS

BAD SKULL (CLOSE TO OPPONENT) or **N** +

BAD CHAIN (CLOSE TO OPPONENT) +

V-SKILL

BREAK TIME **M** **M**

BANANA TIME + **M** **M**

DRINK TIME + **M** **M**

V-TRIGGER

ENJOY TIME **H** **H**

V-REVERSAL

PEPPER POT (DURING GUARD) +

UNIQUE ATTACKS

BULL DROP + **H**

BULL CHARGE + **H**

BULL SLIDER + **H**

BAD HAMMER + **H** **H**

SPECIAL MOVES

BULL HEAD +

BULL HORN or (HOLD AND RELEASE)

HANGING CHAIN +
 CHAIN TWIRL : HOLD BUTTON
 CANCEL : PRESS DURING CHAIN TWIRL

KILLING HEAD +

BULL REVENGER +

CRITICAL ART

SKIP TO MY CHAIN +

: CHARGE : EX VERSION EXISTS (COSTS 1 STOCK OF EX GAUGE) **N** : NO DIRECTION INPUTS

CHARACTERS

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KEN

NORMAL THROWS

KNEE BASH (CLOSE TO OPPONENT) or **N** +

HELL WHEEL (CLOSE TO OPPONENT) +

V-SKILL

QUICK STEP*
 ※ HOLD BUTTONS TO UNLEASH A STEP KICK

V-TRIGGER

HEAT RUSH

V-REVERSAL

SENPUNATAOTOSHI (DURING GUARD) +

UNIQUE ATTACKS

THUNDER KICK + (HOLD BUTTON)

THUNDER KICK (FEINT) +

INAZUMA KICK +

CHIN BUSTER +

CHIN BUSTER 2ND +

LION BREAKER

SPECIAL MOVES

HADOKEN +

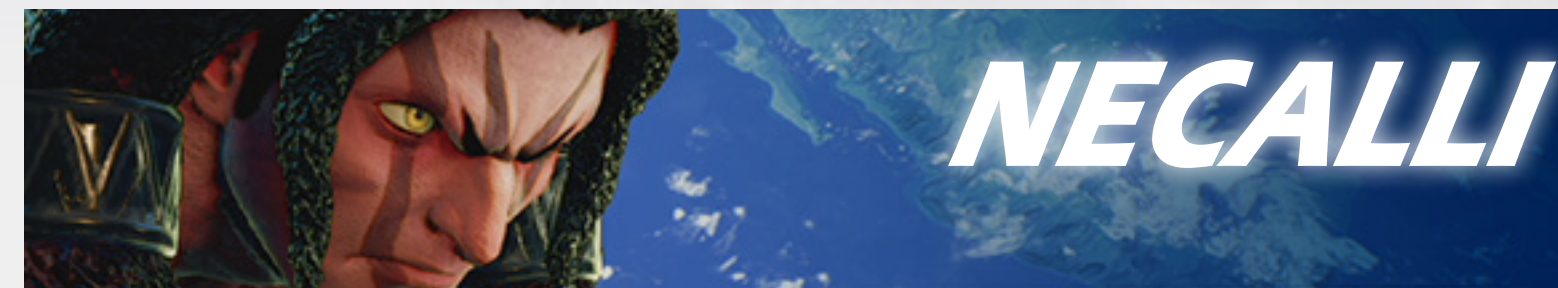
SHORYUKEN +

TATSUMAKI SENPUKYAKU +

AIRBORNE TATSUMAKI SENPUKYAKU (DURING FORWARD JUMP) +

CRITICAL ART

GUREN ENJINKYAKU +



NECALLI

NORMAL THROWS

SOUL SEALER (CLOSE TO OPPONENT) or **N** +

SOUL DISCRIMINATOR (CLOSE TO OPPONENT) +

V-SKILL

CULMINATED POWER*
 ※ CONTROL DISTANCE BY HOLDING , , OR **N**

V-TRIGGER

TORRENT OF POWER

V-REVERSAL

THE CALLING (DURING GUARD) +

UNIQUE ATTACKS

OPENING DAGGER +

ROAD OF THE SUN (DURING FORWARD JUMP) +

SACRIFICIAL ALTAR
 or +

SPECIAL MOVES

THE DISC'S GUIDANCE +

RAGING LIGHT +

MASK OF TLALLI (CLOSE TO OPPONENT) +

VALIANT REBELLION +

CRITICAL ART

CEREMONY OF HONOR +

SOUL OFFERING (DURING V-TRIGGER) +



VEGA

NORMAL THROWS

RAINBOW SUPLEX (CLOSE TO OPPONENT) or **N** +

CRESCENT LINE (CLOSE TO OPPONENT) +

STARDUST SHOT IN AIR

V-SKILL

MATADOR TURN* ※ HOLD BUTTONS TO ATTACK

V-TRIGGER

BLOODY KISS - TORERO

BLOODY KISS - ROJO +

BLOODY KISS - AZUL (DURING FORWARD JUMP)

V-REVERSAL

BACKSLASH (DURING GUARD) +

SHORT BACKSLASH (DURING GUARD) +

UNIQUE ATTACKS

MERCURY SHARD +

BUSTER CLAW + (CLAW ON ONLY)

MATADOR FLASH (CLAW ON ONLY)

MATADOR BLITZ (CLAW OFF ONLY)

WALL JUMP (DURING JUMP NEAR WALL)

SPECIAL MOVES

FLYING BARCELONA ATTACK or +

IZUNA DROP or +
 (CLOSE TO OPPONENT)

GRAND IZUNA DROP (CLOSE TO OPPONENT) +
 (CLAW OFF ONLY)

CRIMSON TERROR +

AURORA SPIN EDGE + (CLAW ON ONLY)

SWITCH CLAW + ※ SWITCH TO CLAW ON/OFF

CRITICAL ART

BLOODY RAIN or +

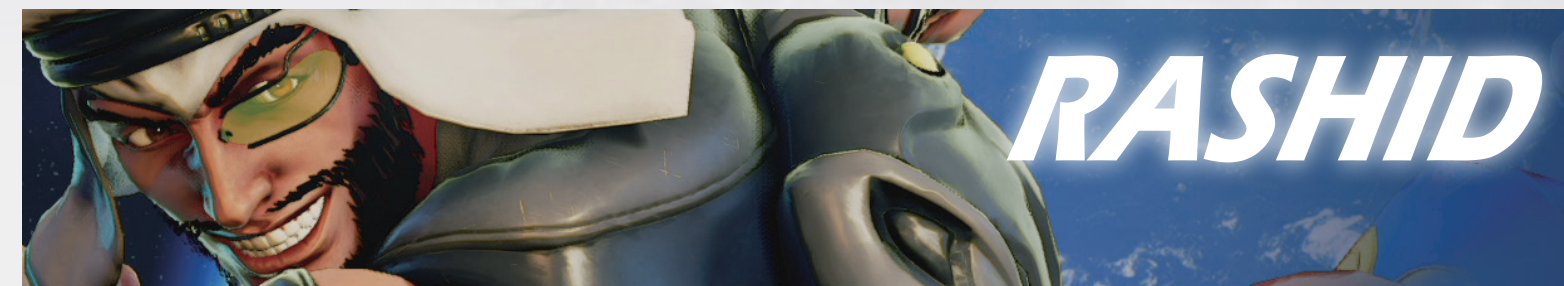
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CHARACTERS

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NORMAL THROWS	
DAYDREAM HEADLOCK	(CLOSE TO OPPONENT) or N +
SELL DOWN	(CLOSE TO OPPONENT) +
V-SKILL	
MIC PERFORMANCE	 ※ HOLD BUTTONS TO POWER UP NORMAL AND SPECIAL THROWS
V-TRIGGER	
NADESHIKO (ABOVE)	
NADESHIKO (FRONT)	+
NADESHIKO (BEHIND)	+
V-REVERSAL	
PEACH GATOR	(DURING GUARD) +
UNIQUE ATTACKS	
STOMP CHOP	
DIVEBOMB	(DURING FORWARD JUMP) +
LADY MIKA	+
PASSION PRESS	or +
PASSION ROPE THROW (FORWARD)	or + +
PASSION ROPE THROW (BACKWARD)	or + +
SPECIAL MOVES	
SHOOTING PEACH	+
WINGLESS AIRPLANE	+ *V-SKILL INCREASES POWER
RAINBOW TYPHOON	(CLOSE TO OPPONENT) + *V-SKILL INCREASES POWER
BRIMSTONE	(CLOSE TO OPPONENT) + *V-SKILL INCREASES POWER
CRITICAL ART	
PEACH ASSAULT	+ *V-SKILL INCREASES POWER



NORMAL THROWS	
RIDING GLIDER	(CLOSE TO OPPONENT) or N +
RISING SUN	(CLOSE TO OPPONENT) +
V-SKILL	
FRONT FLIP	
AIRBORNE EAGLE SPIKE	
ROLLING ASSAULT	+
NAIL ASSAULT	+
V-TRIGGER	
YSAAR	
V-REVERSAL	
SLIDING ROLL	(DURING GUARD) +
UNIQUE ATTACKS	
FLAP SPIN	+
BEAK ASSAULT	+
DASH SPINNING MIXER	(DURING DASH) + *PROPERTIES CHANGE W/ REPEATED BUTTON PRESSES
DASH EAGLE SPIKE	(DURING DASH) +
WALL JUMP	(DURING JUMP NEAR WALL) or
SPECIAL MOVES	
SPINNING MIXER	+ *PROPERTIES CHANGE W/ REPEATED BUTTON PRESSES
EAGLE SPIKE	+
AIRBORNE EAGLE SPIKE	(DURING FORWARD JUMP) +
WHIRLWIND SHOT	+
CRITICAL ART	
ALTAIR	+

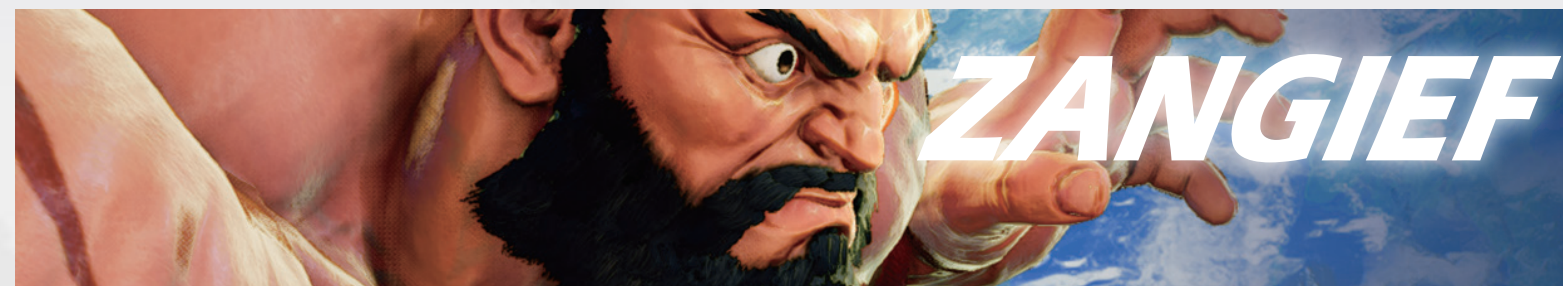


NORMAL THROWS	
HAJOTSUI	(CLOSE TO OPPONENT) or N +
ARAKUMA INASHI	(CLOSE TO OPPONENT) +
V-SKILL	
MEIOKEN	※ HOLD BUTTONS TO CHANGE PROPERTIES
V-TRIGGER	
KANZUKI-RYU GUREN NO KATA	
GUREN KEN	+
GUREN HOSHO	+
GUREN SENHA	+ +
GUREN CHOCHU	+ +
GUREN HOCHU	+ + +
GUREN RESSHU	+ + +
GUREN KUSABI	+ + +
GUREN KYOHO	+
V-REVERSAL	
YASHAGAESHI	(DURING GUARD) +
UNIQUE ATTACKS	
TSUMUJIGARI	+
SPECIAL MOVES	
KANZUKI-RYU HOKOJUTSU SEPPO	+
TENKO	+ ※ PRESS FAST TO CHANGE PROPERTIES
OROCHI	+ +
MUJINKYAKU	+
RESSENHA	+
SENHA KUSABI	+ +
SENHA RESSHU	+ +
CRITICAL ART	
KANZUKI-RYU HADOROKUSHIKI HASHA NO KATA	+

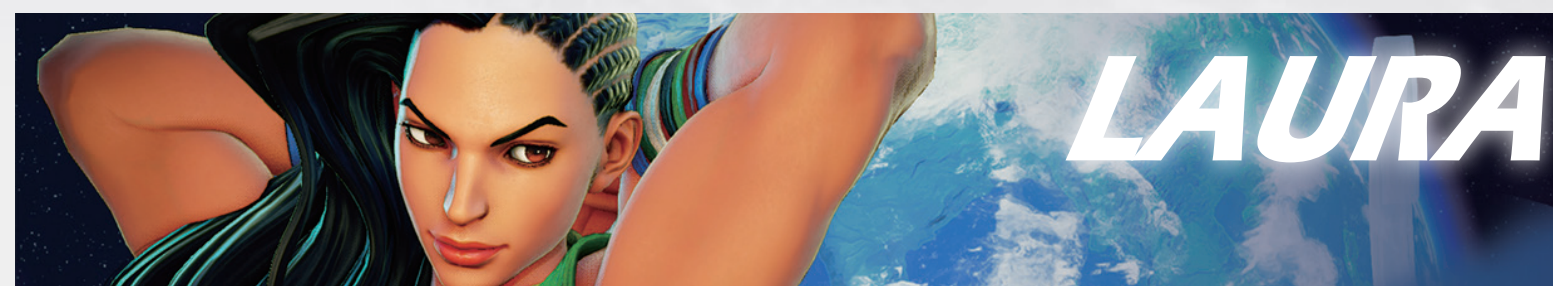
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CHARACTERS

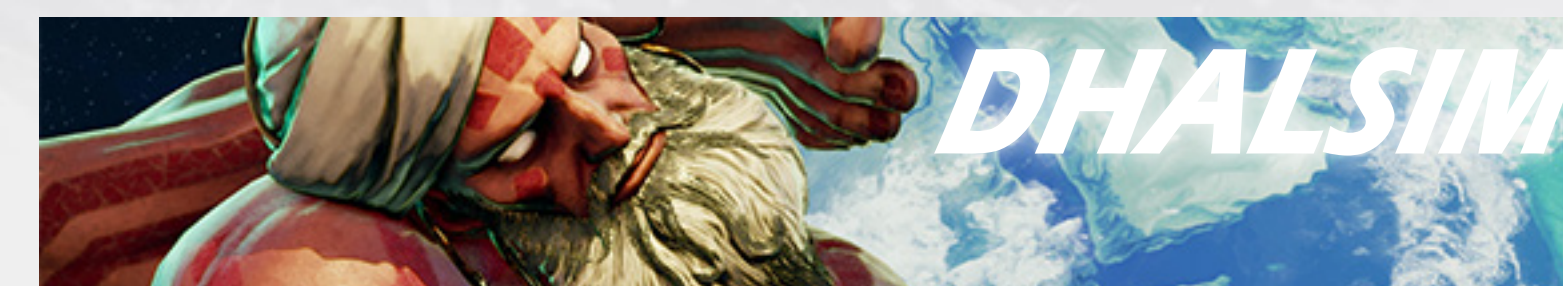
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NORMAL THROWS	
ATOMIC DROP	(CLOSE TO OPPONENT) or N +
CAPTURED	(CLOSE TO OPPONENT) +
V-SKILL	
IRON MUSCLE	※ CAN MOVE FORWARD WHILE HOLD BUTTONS
V-TRIGGER	
CYCLONE LARIAT	※ HOLD BUTTONS TO PERFORM A SPECIAL LARIAT
V-REVERSAL	
MUSCLE EXPLOSION	(DURING GUARD) +
UNIQUE ATTACKS	
HEAD BUTT	+
KNEE HAMMER	+
FLYING BODY PRESS	(DURING FORWARD JUMP) +
SPECIAL MOVES	
SCREW PILE DRIVER	(CLOSE TO OPPONENT) +
DOUBLE LARIAT	
SIBERIAN EXPRESS	+
BORSCHT DYNAMITE	(DURING VERTICAL OR FORWARD JUMP) +
CRITICAL ART	
BOLSHOI RUSSIAN SUPLEX	(CLOSE TO OPPONENT) +



NORMAL THROWS	
SEOI THROW	(CLOSE TO OPPONENT) or N +
PULLBACK HOLD	(CLOSE TO OPPONENT) +
V-SKILL	
VOLTY LINE	
LINEAR MOVEMENT - AVANTE	+ ※ HOLD BUTTONS TO ATTACK
LINEAR MOVEMENT - ESQUIVA	+ ※ HOLD BUTTONS TO ATTACK
LINEAR MOVEMENT - FINTA	+ ※ HOLD BUTTONS TO ATTACK
V-TRIGGER	
SPARK SHOW	
V-REVERSAL	
DOUBLE SLAP	(DURING GUARD) +
UNIQUE ATTACKS	
STEP ELBOW	+
TWIST BARRAGE	+
DUAL CRASH	
SPECIAL MOVES	
BOLT CHARGE	+
SPLIT RIVER	+
RODEO BREAK	+
THUNDER CLAP	+ ※ HOLD BUTTONS TO POWER UP
SUNSET WHEEL	+
CRITICAL ART	
INAZUMA SPIN HOLD	+



NORMAL THROWS	
YOGA ROCKET	(CLOSE TO OPPONENT)
YOGA HOOP	(CLOSE TO OPPONENT) +
V-SKILL	
YOGA FLOAT	or N +
YOGA FLOAT (AIRBORNE)	(DURING JUMP)
V-TRIGGER	
YOGA BURNER	
V-REVERSAL	
YOGA MALA	(DURING GUARD) +
UNIQUE ATTACKS	
DRILL KICK	(DURING JUMP) +
YOGA ANVIL	+
YOGA UPPER	+
DIVINE KICK	+
SPECIAL MOVES	
YOGA FIRE	+
YOGA FLAME	+
YOGA GALE	(DURING VERTICAL OR FORWARD JUMP) +
YOGA TELEPORT	or + or
	※ CAN BE DONE IN AIR
CRITICAL ART	
YOGA SUNBURST	+ ※ CAN BE DONE IN AIR

: CHARGE : EX VERSION EXISTS (COSTS 1 STOCK OF EX GAUGE) **N** : NO DIRECTION INPUTS

CHARACTERS

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NORMAL THROWS

SHIMONSHU (CLOSE TO OPPONENT) or +

KYOSHITSUGEKI (CLOSE TO OPPONENT) +

V-SKILL

NISHODOKU

V-TRIGGER

DOKUNOMU

V-REVERSAL

NIKAIHO (DURING GUARD) +

UNIQUE ATTACKS

SENPUKUGA +

NIRENKO +

SPECIAL MOVES

NISHIKYU +

SOTOJA +

RYOBENDA +

NIKANKYAKU +

CRITICAL ART

SHISHIRUIRUI +

: CHARGE : EX VERSION EXISTS (COSTS 1 STOCK OF EX GAUGE) : NO DIRECTION INPUTS