

Command List Arcade Style

Rock Howard



REV Blows	Overhead Kick	(S.P.G. active) $\triangle \bigcirc$
	Hishou Getsurin Zan	(S.P.G. active, in air) $\triangle \bigcirc$
Command Combos	Command Combo 1	(When close) $\bigcirc > \rightarrow + \bigcirc$
	Command Combo 2	(In air) $\square > \times$
Special Moves	Reppuu Ken	$\downarrow \downarrow \rightarrow + \square$ or \triangle
	Shippuu Ken	(In air) $\downarrow \downarrow \leftarrow + \square$ or \triangle
	Rising Tackle	$\rightarrow \downarrow \downarrow \rightarrow + \square$ or \triangle BR
	Hard Edge	$\downarrow \downarrow \leftarrow + \square$ BR or \triangle BR
	Crack Counter	$\downarrow \downarrow \rightarrow + \times$ or \bigcirc
	Rage Run > Type: Layup	$\downarrow \downarrow \leftarrow + \times$ or $\bigcirc > \square$
	> Type: Cut	$> \times$
	> Type: Dunk	$> \triangle$
> Type: Shift	$> \bigcirc$	
Ignition Gears	Raging Storm	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \square$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \triangle$)
	Shining Knuckle	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \times$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \bigcirc$ BR)
Hidden Gear	Power Geyser "R"	(2 power gauge bars + S.P.G.) $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow +$ R1

Terry Bogard



REV Blows	Max Power Dunk	(S.P.G. active) $\triangle \bigcirc$	
	Max Crack Shoot	(S.P.G. active, in air) $\triangle \bigcirc$	
Command Combos	Command Combo 1	(When close) $\triangle > \rightarrow + \triangle > \rightarrow + \bigcirc$	
	Command Combo 2	(When far) $\times > \bigcirc$	
Special Moves	Power Wave	$\downarrow \downarrow \rightarrow + \square$ or [Hold OK] \triangle	
	Burning Knuckle	$\downarrow \downarrow \leftarrow + \square$ BR or \triangle BR	
	Crack Shoot	$\downarrow \downarrow \leftarrow + \times$ or \bigcirc	
	Power Dunk	$\rightarrow \downarrow \downarrow \rightarrow + \times$ or \bigcirc BR	
	Power Charge	$\downarrow \downarrow \rightarrow + \times$ or $\bigcirc > \rightarrow + \times$ or \bigcirc (Follow-up can be done twice.)	
Ignition Gears	Power Geyser	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \square$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \triangle$ BR)	
	Buster Wolf	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \times$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \bigcirc$)	
Hidden Gear	Cosmic Strike Geyser	(2 power gauge bars + S.P.G.) $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow +$ R1	

Preecha



REV Blows	Flame Upper	(S.P.G. active) $\triangle \bigcirc$
	Electronic Heel Drop	(S.P.G. active, in air) $\triangle \bigcirc$
Command Combos	Command Combo 1	(When far) $\times > \bigcirc$
	Command Combo 2	(In air) $\square > \times$
Special Moves	Preecha's Combination	$\downarrow \downarrow \rightarrow + \square$ or $\triangle > \square$ or \triangle repeatedly (max 4 follow-ups)
	Screw Leg	$\downarrow \downarrow \rightarrow + \times$ or \bigcirc BR
	Sine-Cosine	$\rightarrow \downarrow \downarrow \rightarrow + \times$ or \bigcirc BR
	-> Tangent	(During Sine-Cosine) $\rightarrow + \times$ or \bigcirc
	Hyperbolic Kick	$\downarrow \downarrow \leftarrow + \times$ or \bigcirc
	Circular Step > Low Angle Kick	$\downarrow \downarrow \leftarrow + \square$ or $\triangle > \rightarrow + \times$
	> Parabola Knee	$> \rightarrow + \bigcirc$
	> Arc Elbow	$> \rightarrow + \square$ or \triangle
Ignition Gears	Screw Archimedes Spiral	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \square$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \triangle$)
	P = mc ²	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \times$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \bigcirc$ BR)
Hidden Gear	Preecha's Last Theorem	(2 power gauge bars + S.P.G.) $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow +$ R1

Vox Reaper



REV Blows	Rasai Jin	(S.P.G. active) $\triangle \bigcirc$
	Shouen Raku	(S.P.G. active, in air) $\triangle \bigcirc$
Special Moves	Kokuen-Ryuu	$\downarrow \downarrow \leftarrow + \square$ or \triangle
	Kyou Chou Jin	$\rightarrow \downarrow \downarrow \rightarrow + \square$ or \triangle BR
	Messhou Hisetsu	(In air or during Kyou Chou Jin) $\downarrow + \times$ or \bigcirc
	Gou Dangai	$\downarrow \downarrow \rightarrow + \square$ BR or \triangle BR
	Gou Retsu Shou	(When close) $\downarrow \downarrow \rightarrow + \times$ or \bigcirc
Ignition Gears	Shougeki Raku	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \square$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \triangle$)
	Majin Engetsu Rin	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \times$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \bigcirc$ BR)
Hidden Gear	Seigai Shuu	(2 power gauge bars + S.P.G.) $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow +$ R1

Mai Shiranui



REV Blows	Homura Niren	(S.P.G. active) $\triangle \bigcirc$
	Yumihari no Mai	(S.P.G. active, in air) $\triangle \bigcirc$
Command Combos	Command Combo 1	(When close) $\triangle > \rightarrow + \bigcirc > \bigcirc$
	Ukihane	(In air) $\downarrow + \times$
Command Moves	Koukaku no Mai	$\leftarrow + \bigcirc$
	Yume Kachou	(In air, when close) $\square \times$
Special Moves	Sankaku Tobi	(In air, at screen edge) \nearrow
	Kachousen	$\downarrow \downarrow \rightarrow + \square$ or \triangle
	Ryuuenu	$\downarrow \downarrow \leftarrow + \square$ or \triangle
	Hissatsu Shinobi Bachi	$\downarrow \downarrow \rightarrow + \times$ or \bigcirc BR
	Sayo Chidori	$\downarrow \downarrow \leftarrow + \times$ or \bigcirc
	Hana Arashi	$\rightarrow \downarrow \downarrow \rightarrow + \times$ or \bigcirc BR
	Musasabi no Mai (Move)	Hold \downarrow , press $\uparrow + \square$ or \triangle Hold \downarrow , press \leftarrow or \rightarrow : Jump forward or back
	>Musasabi no Mai (Fall)	(During Musasabi no Mai) \square or \triangle
Air Musasabi no Mai	(In air) $\downarrow \downarrow \leftarrow + \square$ or \triangle	
Ignition Gears	Kagerou no Mai	$\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \square$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \triangle$)
	Chou Hissatsu Shinobi Bachi	[Air OK] $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \times$ (Redline: $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow + \bigcirc$ BR)
Hidden Gear	Ouran no Mai: Akasuzumi	(2 power gauge bars + S.P.G.) $\downarrow \downarrow \rightarrow \downarrow \downarrow \rightarrow +$ R1

