

Command List Arcade Style

Rock Howard		
Command Moves	Command Combo 1	(When close) $\odot > \blacktriangleright + \odot$
	Command Combo 2	(In air) $\square > \times$
Special Moves	Reppuu Ken	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Shippuu Ken	(In air) $\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Rising Tackle ★	$\blacktriangleright \downarrow \blacktriangleright + \square$ or \triangle
	Hard Edge ★	$\downarrow \blacktriangleright \blacktriangleright + \square$ or $\triangle + \square$ or \triangle
	Crack Counter	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Rage Run	>Type: Layup $\downarrow \blacktriangleright \blacktriangleright + \times$ or $\odot > \square$
		>Type: Cut $> \times$
		>Type: Dunk $> \triangle$
		>Type: Shift $> \odot$
	Shinkuu Nage ★	(When close) $\blacktriangleright \downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle (Or: LP/HP after Rage Run - Type: Shift)
Ignition Gears	Raging Storm	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)
	Shining Knuckle	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Power Geyser "R"	Secret

Recommended REV Accel Combo

[When close $\odot > \blacktriangleright + \odot$] $> \downarrow \blacktriangleright \blacktriangleright + \triangle \square > \downarrow \blacktriangleright \blacktriangleright + \times \odot \cdot \triangle > \downarrow \blacktriangleright \blacktriangleright + \triangle$ or $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (1 power gauge bar)

Tizoc		
Command Moves	Command Combo	(When close) $\times > \triangle > \odot$ or REV Blow
	Grif-Fall	(Input direction toward foe after back throw) \triangle
Special Moves	Charge Grif-Chop	$\blacktriangleleft + \triangle$
	Charge Grif-Kick	$\blacktriangleleft + \odot$
	Justice Hurricane	(When close) $360^\circ + \square$ or \triangle
	Poseidon Wave ★	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Olympus Over ★	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Hercules Throw	(When close) $\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Active Typhon	$\blacktriangleright \downarrow \blacktriangleright + \times$ or \odot
	Artemis Rex ★	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Icarus Crash	(In air)(When close) $\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Ignition Gears	Big Fall Griffon
Daedalus Attack		$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Daedalus Sunset Slalom Turn	Secret

Recommended REV Accel Combo

$\downarrow + \times > \downarrow + \square > \downarrow \blacktriangleright \blacktriangleright + \triangle \square > \downarrow \blacktriangleright \blacktriangleright + \triangle \square > \downarrow \blacktriangleright \blacktriangleright + \times$ or $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (1 power gauge bar)

Terry Bogard				
Command Moves	Command Combo	(When close) $\triangle > \blacktriangleright + \triangle > \blacktriangleright + \odot$		
	High Kick	$\blacktriangleleft + \times$		
Special Moves	Power Wave	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle		
	Burning Knuckle ★	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle		
	Crack Shoot	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot		
	Power Dunk ★	$\blacktriangleright \downarrow \blacktriangleright + \times$ or \odot		
	Power Charge	$\downarrow \blacktriangleright \blacktriangleright + \times$ or $\odot > \blacktriangleright + \times$ or \odot (Follow-up can be done twice.)		
	Ignition Gears	Power Geyser	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)	
		Buster Wolf	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)	
		Hidden Gear	Cosmic Strike Geyser	Secret

Recommended REV Accel Combo

[When close $\triangle > \blacktriangleright + \triangle$] $> \downarrow \blacktriangleright \blacktriangleright + \triangle \square > \downarrow \blacktriangleright \blacktriangleright + \times \odot > \blacktriangleright \downarrow \blacktriangleright + \odot$ or $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (1 power gauge bar)

Hotaru Futaba		
Command Moves	Command Combo 1	(When far) $\triangle > \odot > \odot$
	Command Combo 2	(In air) $\square > \times$
Special Moves	Aerial Turn	(In air) REV Guard button
	Hanten Tou	(In air) $\square + \times$
	Koushuu Da	(In air) $\downarrow + \times$
	Hakki Shou	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Soushou Shin ★	$\downarrow \blacktriangleright \blacktriangleright + \square$ or \triangle
	Kobi Kyaku	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Tenshin Shou ★	$\blacktriangleright \downarrow \blacktriangleright + \square$ or \triangle
	Rengeki Shuu	(In air) $\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Shajou Tai	(When close) $\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot
	Ignition Gears	Soushou Tenreng
Tenshou Ranki		$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Freeze Fang: Soushou Chihigiri	Secret

Recommended REV Accel Combo

$\downarrow + \triangle > \downarrow \blacktriangleright \blacktriangleright + \triangle \square > \downarrow \blacktriangleright \blacktriangleright + \times \odot > \downarrow \blacktriangleright \blacktriangleright + \times > \downarrow \blacktriangleright \blacktriangleright + \square$ or $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$

Preecha			
Command Moves	Command Combo 1	(When far) $\times > \odot$	
	Command Combo 2	(In air) $\square > \times$	
Special Moves	Preecha's Combination	$\blacktriangleright + \triangle > \triangle$ repeatedly (max 4 follow-ups)	
	Screw Leg ★	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot	
	Sine-Cosine ★	$\blacktriangleright \downarrow \blacktriangleright + \times$ or \odot	
	→ Tangent	(During Cosine) $\blacktriangleright + \times$ or \odot	
	Hyperbolic Kick	$\downarrow \blacktriangleright \blacktriangleright + \times$ or \odot	
	Circular Step>Low Angle Kick	$\downarrow \blacktriangleright \blacktriangleright + \square$ or $\triangle > \blacktriangleright + \times$	
		>Parabola Knee $> \blacktriangleright + \odot$	
		>Arc Elbow $> \blacktriangleright + \square$ or \triangle	
	Ignition Gears	Screw Archimedes Spiral	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \square$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \triangle$)
		$P = mc^2$	$\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (Redline: $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \odot$)
Hidden Gear	Preecha's Last Theorem	Secret	

Recommended REV Accel Combo

$\triangle > \blacktriangleright + \triangle \square \cdot \triangle$ repeatedly $> \downarrow \blacktriangleright \blacktriangleright + \times \odot > \blacktriangleright \downarrow \blacktriangleright + \odot$ or $\blacktriangleright + \odot$ or $\downarrow \blacktriangleright \blacktriangleright \blacktriangleright + \times$ (1 power gauge bar)

Braking possible for moves marked with. ★

Scan here for all move lists and system explanations!

