



TEAM KROHNEN ANGEL

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

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Tekitou Rush
 ← or ← +
- Shadow Behead
 ← or ← +

Command Moves

- Middle Spin
← +
- Heavy Knee Attack
 ↓ +

Special Moves

- Red Sky **EX**
← + or
- Mad Murder **EX**
 ← + or

- Unchain Start**
 - Unchain • Low
Q +
 - Unchain • Heel
Q +
 - Unchain • Tornado **EX**
← → + or
 - Unchain • Blow **EX**
↓ + or
 - Unchain • Step **EX**
← → + or

Stop
[or Unchain • Step]

- Unchain Circle**
 - Circle • Upper
[Unchain Start] ↑ + or
 - Circle • Sobat
[Unchain Start] ← + or
 - Circle • Under Blow
[Unchain Start] ↓ + or
 - Circle • High
[Unchain Start] ↑ + or
 - Circle • Hammer Blow
[Unchain Start] ← + or
 - Circle • Assault
[Unchain Start] ↓ + or

- Special Unchain Circle**
 - Circle • Feint
[Unchain Circle]
 - Circle • Feint (Forward)
[Unchain Circle] ← +
 - Circle • Feint (Backward)
[Unchain Circle] ← → +

- Unchain Finish**
 - Finish • Lariat
[Unchain Circle] or [Special Circle] ← → +
 - Finish • Straight
[Unchain Circle] or [Special Circle] ← → +
 - Finish • Rolling
[Unchain Circle] or [Special Circle] ← → + or
 - Finish • Neck Cutter
[Unchain Circle] or [Special Circle] ↓ +
 - Finish • Grapple Kick
 [Unchain Circle] or [Special Circle] ↓ +

Super Special Moves

- Real Rave **MAX**
← → + or
- Blue Monday Counter **MAX**
← → + or (In time with opponent's attack)

Climax Super Special Moves

- Ascension Time
↓ → +

*All arrows show joystick directions for characters facing right.

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