

Commands

※When the character is facing right

LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

Command Normal

Swirl Chop

→+SP

Swirl Chop Feint

←+SP

Special Moves

Sunny Finger

↗+LP or SP

Mellow Throw

↶+LK or SK

Fancy Kick

↖+LK or SK

Shiny Punch

↘+LP or SP

Sunny Finger (Down)

↕+LP or SP

Offensive Arts

Super Shiny Punch

←↶+LP or SP

Super Steel Head

↓Charge ↗+LP SP

*Spends 3 bars of Offense Meter

Defensive Arts

Twin Sunny Finger

↗↗+LP or SP *Can Block Cancel

Critical Arts

Eccentric Motion

↗↶+LP or SP

Boost Dive

Sunny shot

On the ground LP SK or SP LK

During Boost Dive, Sunny Finger is powered up and shoots projectiles (LP: 1, SP: 3).

Note: Can cancel some special moves by pressing another button of the same strength (ex. LP for LK) before they activate.