

※When the character is facing right

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

### When in Crime Stance

#### Command Normal

Gou

→+LPSP Press together \*Switches to Punishment Stance after

#### Special Moves

Jiai

↗+LP or SP or LPSP Press together  
\*If pressed together, switches to Punishment Stance after

Jihi

↘+LP or SP or LPSP Press together  
\*If pressed together, switches to Punishment Stance

#### Offensive Arts

Metsuzai

↗↗+LP or SP

Extraordinary Chop

↶↶+LP or SP \*Spends 3 bars of Offense Meter

#### Defensive Arts

Love Punch

↶+LP or SP \*Only when blocking

#### Critical Arts

Shingi Danzai

↶↶+LP or SP

Switch stance ↓+LPSP Press together

### When in Punishment Stance

#### Command Normal

Toga

→+LPSP Press together \*Switches to Crime Stance after

#### Special Moves

Chuubatsu

↗+LP or SP or LPSP Press together  
\*If pressed together, switches to Crime Stance after

Chuumetsu

↶+LP or SP or LPSP Press together  
\*If pressed together, switches to Crime Stance after

Tentsui

↘+LK or SK or LKSK  
\*If pressed together, switches to Crime Stance after

#### Offensive Arts

Shukusei

↗↗+LP or SP

#### Defensive Arts

Seisai

↶↶+LP or SP \*Only when knocked down

#### Critical Arts

Shingi Tenbatsu

↶↶+LP or SP

#### Boost Dive

Heart Barrier

On the ground LP SK or SP LK  
During Boost Dive, two hearts that can hit opponent orbit Mito.

Note: Hitting opponent with Seisai will fill 1 bar of Offense Meter.

