



Basic Operation

Directional Buttons/Left Stick Controls

Buttons

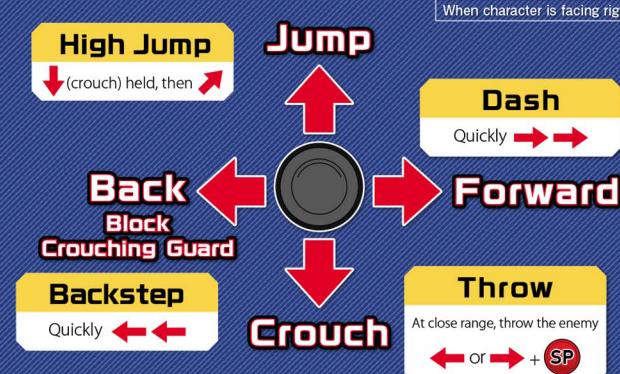
LP **Light Punch**

SP **Strong Punch**

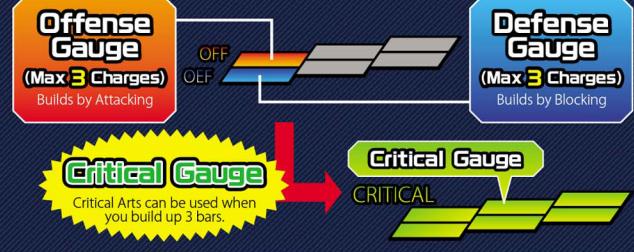
LK **Light Kick**

SK **Strong Kick**

D **Dodge (Evade)**



Gauges



Zen ゼン

Zanshinken

↑ + LP or SP

Kaijingeki

↑ + LP or SP

Sengouken

Z + LP or SP

*Only with SP or using Kakonhou

Gasaikyaku

↑ + LK or SK

Kakonhou

↓ + LK or SK

Kakonhou *Only during Boost Dive

↓ + LK or SK

OA Koujin Ressingeki → ↑ + LP or SP

DA Houshinshou *Can Block Cancel

↑↑ + LP or SP

CA Ragou

↑↑ + LP or SP

CA Gourai Senbu

↑↑ + LK or SK or SP or LK

PRESS TOGETHER ↓ + LK or SK or SP or LK

Kakondo

LP SK or SP LK

Temporarily enters Kakonhou.

*Note: Gourai Senbu additional hits only possible on hit or block.

*When character is facing right: LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

Recovery

*Tilt the stick to determine direction of recovery.

Recovery When knocked down ← or → + LP or SP or LK or SK

Recover when blown back from damage

Height Limit: Yes

Quick Recovery When knocked down ← or → + D

Recover when blown back from damage Cost: 1 Defense Gauge

Height Limit: No

Ground Recovery When knocked down ← or → + D

Can get up while moving (Temporary invincibility/excludes throws)

Ground Dodge

Ground Dodge D

Move forward while evading high attacks

Evades High Attacks

Aerial Dodge ↘ or ↓ ↘ + D

Move forward while evading low attacks

Evades Low Attacks

High Aerial Recovery While in air D

Land on the ground while evading mid-air attacks

Impact

Impact Break Right when blocking an attack D

Extend delay of opponent's attack.

*While stick is in blocking position.

Impact Blow When each move hits D

Send the opponent flying and they can't recover Cost: 1 Offense Gauge

In Air OK



Hikari ヒカリ

Oborochou -Sora- *Can cancel into Kiri or Tsuchi once

↑ + LP

Oborochou -Kiri- *Can cancel into Sora or Tsuchi once

↑ + SP

Kurumanagi *Can cancel into Kiri or Tsuchi once

↑ + LP or SP

Momiji Barai *Can cancel into Kiri or Tsuchi once

↑ + LK or SK

Mikage Gaeshi

↖ + LP or SP

Jolt Attack

Sends opponent flying on hit allowing for follow-up attacks (Unblockable)

Cost: 1 Offense Gauge 空中可



Advance Attack

Chain moves together without an opening.

Cost: 1 Offense Gauge



Boost Dive

Temporary power up (effects differ by character).

Cost: 1 Offense Gauge + 1 Defense Gauge



OA Offensive Arts

Activate a powerful offensive move.

Cost: 1 Offense Gauge

DA Defensive Arts

Activate a powerful defensive move.

Cost: 2 Defense Gauge

CA Critical Arts

Activate a super-powerful move.

Cost: MAX Offense Gauge + MAX Defense Gauge