

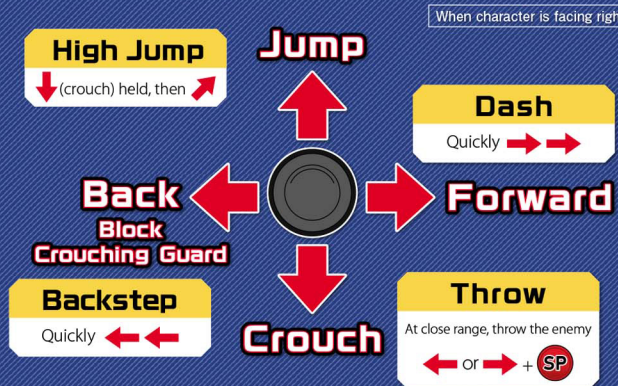


Basic Operation

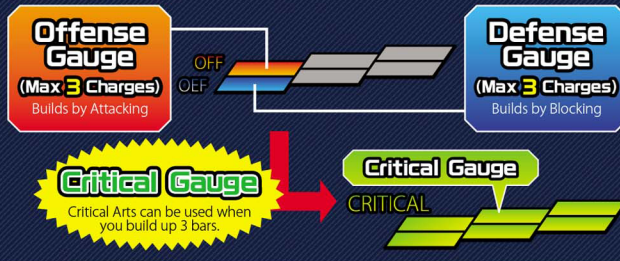
Buttons



Directional Buttons/Left Stick Controls



Gauges



Recovery

Recovery *Tilt the stick to determine direction of 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. Cost: 1 Defense Gauge In Air OK

Impact Blow When each move hits D

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

Jolt Attack

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

Cost: 1 Offense Gauge 空中可 LP SP D LK SK

Advance Attack

Chain moves together without an opening.

Cost: 1 Offense Gauge LP SP D LK SK

Boost Dive

Temporary power up (effects differ by character).

Cost: 1 Offense Gauge + 1 Defense Gauge LP SP D LK SK or LP SP D LK SK

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 1 Offense Gauge + MAX 1 Defense Gauge

Zen ぜん

Kakonhou *Only during Boost Dive ↓↓ + LK or SK

OA Koujin Ressingeki → J + LP or SP

DA Houshinshou *Can Block Cancel ↑↑ + LP or SP

CA Ragou ↑ J + LP or SP

CA Gourai Senbu ↑ + LK or SK + SK + SP + LK

CA *Only with SP or using Kakonhou Additional Attacks SP

Gasaikyaku ↑ + LK or SK

Kakonhou ↓↓ + LK or SK

BOOST DIVE Kakondo LP SK or SP LK

—Temporarily enters Kakonhou.

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



Hikari ヒカリ

Kazadama Z + LP or SP

OA Murakumo Harai *Can be done in air. ↑↑ + LP or SP

DA Oborocho -Ame- ← ↑ + SK

CA Amanagi *Can be done in air. J J + LP or SP

Additional Attacks ↓ Hold ↑ + LP or SP

BOOST DIVE Harukaze LP SK or SP LK

—Gradually recover health for a short time.

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

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