

Mito 三斗

Please select your stance.

Crime Stance

Jiai *If pressed together, switches to Punishment Stance after **J** + LP or SP or LP SP **OA** Extraordinary Chop **↑↑** + LP or SP
 *Spends 3 bars of Offense Meter

Jihi *If pressed together, switches to Punishment Stance after **Z** + LP or SP or LP SP **DA** Love Punch *Only when blocking **↑** + LP or SP

OA Metsuzai **↑↑** + LP or SP **CA** Shingi Danzai **↑↑** + LP or SP

Switch Stance **↓** + LP SP **PRESS TOGETHER**

Punishment Stance

Chuubatsu *If pressed together, switches to Crime Stance after **J** + LP or SP or LP SP **OA** Shukusei *Spends 3 bars of Offense Meter **↑↑** + LP or SP

Chuumsu *If pressed together, switches to Crime Stance after **↑** + LP or SP or LP SP **DA** Seisai *Only when knocked down **↑↑** + LP or SP

Tentsui *If pressed together, switches to Crime Stance after **Z** + LK or SK or LK SK **CA** Shingi Tenbatsu **↑↑** + LP or SP

BOOST DIVE **Heart Barrier** **LP SK** or **SP LK** **PRESS TOGETHER** During Boost Dive, two hearts that can hit opponent orbit Mito.

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

Lud 路斗

Build up the Heat Gauge and spend it to enhance certain moves.

○ = Normal Move ● = Button to use enhanced move and Heat Gauge Cost

Cannonball Tackle Forward **J** + LP or SP or LP SP **20% use** **OA** Super Explosive Million Launcher **↑↑** + LP or SP or LP SP **100% use**

Cannonball Tackle Forward and Upward **Z** + LP or SP or LP SP **20% use** **OA** Super Bombing Jet Breaker **↑↑** + LK or SK or LK SK **100% use**

Cannonball Tackle In air **J** + LP or SP or LP SP **20% use** **DA** Super Diamond Guard **←↑** + LP or SP

100 Hit Launcher **LP** or **SP** or **LK** or **SK** or **LP SP** **15% use** **DA** Super Iron Arm Guard **↑** + LP

Strike Crackers **↑** + LP or SP or LP SP **10% use** **DA** R-I-C-E *Only when face is damaged **↓** + LK SK **100% use**

Super Iron Arm Guard Use when opponent attacks **→** or **↓** + LP or **→** or **↓** + LP SP **CA** Super Explosive Dynamite Tackle **↑↑** + LP or SP or LP SP **100% use**

Super Cataclysm Final Deadly Blow *Unblockable **↑↑** + LK SK **100% use**

Thin Film Heat Mode **LP SK** or **SP LK** **BOOST DIVE** During Boost Dive, Heat Gauge stays at 100%. Even if using moves that spend it, it won't decrease. However, when Boost Dive ends, it drops to 0.

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

Orville オービル

Full Gravity Lock **↑→** + LP or SP

Sledge Revolver **↑** + LP or SP

Drop Kick **→** + SK

Low Drop Kick **↘** + SK

Assault Tackle **↑** + LP or SP

Assault Through **↑** + LK or SK

OA Mega Gravity Bridge **↑↑** + LP or SP

DA Hammer Fang *Only when blocking **↑** + LP or SP

CA Full Graviton Fall **↑↑→** + LP or SP

Extension Heat **LP SK** or **SP LK** **BOOST DIVE** During Boost Dive, will not flinch from attacks, except those that cause a knock down.

Snipe Through **Z** + LK or SK

Sheryl シェリル

Schneident *Can be done in air. **Z** + LP or SP

Einsatz **↑** + LP

Vite Up **↘** + LP or SP

Schaffer Einsatz *Can be held **↑** + SP

OA Schlusstrich **↑↑** + LP or SP

Ambrasen *Can be done in air. **↑** + LP or SP or LK or SK

DA Wogent **←↑** + LK or SK

Unfang ① *Cancel and drop with D **Z** + LK or SK

CA Überschlagen **↑↑** + LP or SP

Ubelklang **LP SK** or **SP LK** **BOOST DIVE** With Boost Dive, activate 2 threads with Schneident. One will go between crosshairs in ascending order and one in descending. A crosshair is also placed automatically when Boost Dive activates.

*Change firing angle of Schaffer Einsatz by pressing LP or LK after input.

Bazoo バズー

Bottom Scratch **←Hold→** + LK or SK

Dragon Fish Blow **↑** + LP or SP

OA Gills Shatter **↑↑** + LP or SP

Dragon Fish Knock **↑** + LP or SP

OA Scale Out **↑↑→** + LP or SP

DA Swordfish Counter **←↑** + LP or SP

CA Bite and Sap **↑↑** + LP or SP

Earth Dive *Can be held **↓** + LP or SP or LK or SK

BOOST DIVE **Meteor Dive** **LP SK** or **SP LK** During Boost Dive, Earth Dive is powered up. When active, drops bigger rocks (projectiles). *Can not be held.

Bank Riser **←Hold→** + LP or SP

*When gloves break off, properties of Dragon Fish Blow, Dragon Fish Knock and Gills Shatter change.