

Mito ミト

Please select your stance.

Crime Stance

Jiai *If pressed together, switches to Punishment Stance after **↓ + LP or SP or LP SP** PRESS TOGETHER

Jihi *If pressed together, switches to Punishment Stance after **Z + LP or SP or LP SP** PRESS TOGETHER

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 **↑ + LP or SP or LP SP** PRESS TOGETHER

Chuumetsu *If pressed together, switches to Crime Stance after **↑ + LP or SP or LP SP** PRESS TOGETHER

Tentsui *If pressed together, switches to Crime Stance after **Z + LK or SK or LK SK** PRESS TOGETHER

BOOST DIVE **Heart Barrier** **LP SK or SP LK** PRESS TOGETHER **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 ラッド

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 **↑ + LP or SP or LP SP** PRESS TOGETHER **20% use**

Additional Attacks **→ or ↓ + LP or SP**

Cannonball Tackle

Forward and Upward **Z + LP or SP or LP SP** PRESS TOGETHER **20% use**

Additional Attacks **→ or ↓ + LP or SP**

Cannonball Tackle

In air **↑ + LP or SP or LP SP** PRESS TOGETHER **20% use**

Additional Attacks **→ or ↓ + LP or SP**

100 Hit Launcher

LP or SP or LK or SK or LP SP PRESS TOGETHER **15% use**
*Hold for at least 1 second then release

Strike Crackers

↑ + LP or SP or LP SP PRESS TOGETHER **10% use**

Super Iron Arm Guard

Use when opponent attacks **↓ + LP or SP** PRESS TOGETHER

*Heat Gauge increases on success

BOOST DIVE **Thin Film Heat Mode** **LP SK or SP LK** PRESS TOGETHER **PRESS TOGETHER**
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.

*100 Hit Launcher has 5 levels of power that change according to how long button is held, except for SP+LP version.
*When Super Iron Arm Guard is active, can switch up and down by tilting stick diagonal forward up or down.
*Super Cataclysm Final Deadly Blow's power changes depending on whether Lud has his gauntlet? Hitting with it breaks gauntlet.

*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

t → + LP or SP

Sledge Revolver

↑ + LP or SP

Assault Through

↑ + LK or SK

Drop Kick

→ + SK

Low Drop Kick

↓ + SK

Assault Tackle

↑ + LP or SP

CA **Hammer Fang** *Only when blocking **↓ + LP or SP**

Full Graviton Fall

↑↓ → + LP or SP

Extension Heat

LP SK or SP LK PRESS TOGETHER **PRESS TOGETHER**

During Boost Dive, will not flinch from attacks, except those that cause a knock down.

BOOST DIVE **Snipe Through** **Z + LK or SK**

Sheryl シエリル

Schneident

Z + LP or SP

Einsatz

↑ + LP

Schaffer Einsatz

↑ + SP *Can be held

Ambrasen

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

Unfang

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

Lange Harte

→ When hanging with ① **LK or SK**

Kuze Harte

→ When hanging with ① **LP or SP**

Schneid

Z + LP or SP

Vite Up

△ + LP or SP

Schlussstrich

↑↓ + LP or SP

Wogent

← → + LK or SK

Uberschlagen

↑↓ + LP or SP

Ubelklang

LP SK or SP LK PRESS TOGETHER **PRESS TOGETHER**
With Boost Dive, activate 2 threads with Schneid. 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 バズウ

Bottom Scratch

← Hold → + LK or SK

Dragon Fish Blow

↑ + LP or SP

Gills Shatter

↑↓ + LP or SP

Scale Out

↑↓ → + LP or SP

Dragon Fish Knock

↑ + LP or SP

Swordfish Counter

← → + LP or SP *Only when taking damage

Bite and Sap

↑↓ + LP or SP

Earth Dive

↓ + LP or SP or LK or SK *Can be held

Bank Riser

← Hold → + LP or SP

Meteor Dive

LP SK or SP LK PRESS TOGETHER **PRESS TOGETHER**

During Boost Dive, Earth Dive is powered up. When active, drops bigger rocks (projectiles). *Can not be held.

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

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

