



# QUICK REFERENCE CARD

## TUSK

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Web of Death	○○○ + FP	Linker & Parry Opener
	Boot Kick	○○○ + Any Kick	QK, MK Linkers
	Skull Splitter	○○○ + FK	
	Back Slab	○○○○○ + QP	
<b>SPECIAL MOVES</b>	Compressor	○○○ + Any Punch	Pop-up
	Fake Skull Splitter	○○○ + QK	
	Air Double	○○○ + Kick	
	Throw	○ + FK	
	Reverse Throw	○ + FP	In an opponent's throw move
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FP	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○ + QK	
<b>SUPER MOVES</b>	ULTIMATE	○○○○○ + MP	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Boot Kick	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Web of Death	○○○○○ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
	Pillar of Flames	○○○○○ + QK	Requires 4 Super Bar Blocks
	Super Compressor	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	End Special 1	Back Slab + QP	
	End Special 2	Compressor + FP	
	End Special 3	Skull Splitter + FK	
End Special 4	Boot Kick + FK		
End Special 5	○○○ + QP	After first 4 Enders	

## KIM WU

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Tornado Kick	○○○ + Any Kick	QK, MK Linker & MK Parry Opener
	Firecracker	○○○ + MP, FP	MP Linker
	Split Kick	○○○ + FK	
	Fake Split Kick	○○○ + MK	
<b>SPECIAL MOVES</b>	Fireflower	○○○ + QP	Pop-up
	Air Fire	○○○ + MP / FP	
	Air Torpedo	○○○ + Any Punch	Must Jump
	Pop-up	○○○ + Any Punch	
	Air Double	○○○ + Punch	
	Roll	Top ○○○	
	Throw	○ + FP	
	Reverse Throw	○ + FP	In an opponent's throw move
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FK	
<b>SUPER MOVES</b>	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○ + QK	
	ULTIMATE	○○○○○ + QK	
	Q-Combo Ultimate	○○○○○○○ + MK	
	Super Tornado	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Firecracker	○○○○○ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
	Super Air Torpedo	○○○○○ + MP (Jump in Air)	Requires 4 Super Bar Blocks
	Snap Dragon	○○○○○○○ + FP	Requires 6 Super Bar Blocks
End Special 1	Fireflower + QP		
End Special 2	Firecracker + FP		
End Special 3	Tornado Kick + FK		
End Special 4	Split Kick + FK		
End Special 5	○○○ + MK	After first 4 Enders	

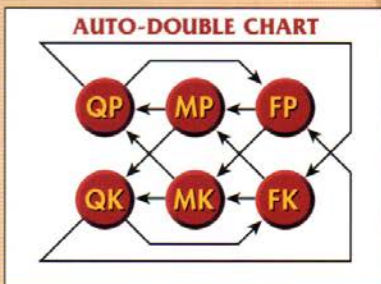
## FULGORE

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Cyber Dash	○○○ + MK, FK	MK Linker, MK Parry Opener
	Eye Laser	○○○ + MP, FP	MP Linker
<b>SPECIAL MOVES</b>	Laser Storm	○○○ + Any Punch	
	Fake Laser Storm	○○○ + QP	
	Eye Laser	○○○ + FP, MP	
	Plasma Slice	○○○ + Any Punch	Pop-up
	Electro Flect	○○○ + Hold QK	
	Air Double	○○○ + Punch	
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FP	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
<b>SUPER MOVES</b>	Mini-Ultra	○○○ + QP	
	Ultra	○○○ + QK	
	ULTIMATE	○○○○○ + MK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Inviso	○○○○○ + FK	Uses Super Power as you move
	Lock On	○○○○○ + QK	Requires 1 Super Bar Blocks
	Triple Laser Storm	○○○○○ + QP	After Lock On
	Eye Laser	○○○ + FP	Requires 1 Super Bar Blocks
	Plasmaport	○○○ + Any Punch/Kick	Requires 1 Super Bar Blocks
	Super Electro Flect	○○○○○ + QK	Requires 3 Super Bar Blocks Linker
Super Cyber Dash	○○○○○ + FK	Requires 3 Super Bar Blocks Linker	
End Special 1	Cyber Dash + FK		
End Special 2	Eye Laser + FP		
End Special 3	Laser Storm + MP		
End Special 4	Plasma Slice + FP		
End Special 5	○○○ + QP	After first 4 Enders	



## JAGO

	MOVE NAME	KEY COMBINATION	NOTES
<b>OPENERS</b>	Laser Blade	○○○ + MP, FP	MP Linker
	Windkick	○○○ + Any Kick	QK, MK Linkers, MK Parry Opener
	Ninjo Slide	○○○ + Any Kick	QK, MK Linkers
<b>SPECIAL MOVES</b>	Endokuken	○○○ + Any Punch	
	Fake Endokuken	○○○ + QK	
	Real Endokuken	Press FP ○○○ release FP	
	Air Double	○○○ + Kick	
	Throw	○ + FP	
	Reverse Throw	○ + FP	In an opponent's throw move
	Tiger Fury	○○○ + Any Punch	Pop-up
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FK	
	Breaker	○○○ + P/X	
<b>SUPER MOVES</b>	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○ + QK	
	Ultra	○○○ + QK	
	ULTIMATE	○○○○○ + FK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Ninjo Slide	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Windkick	○○○○○ + MK	Requires 3 Super Bar Blocks Linker
	Shadow Move	○○○○○ + MK	Requires 3 Super Bar Blocks
	Super Endokuken	○○○○○○○ + QP	Requires 4 Super Bar Blocks
	Super Tiger Fury	○○○○○○○ + FP	Requires 6 Super Bar Blocks
End Special 1	Windkick + FK		
End Special 2	Laser Blade + FP		
End Special 3	Tiger Fury + FP		
End Special 4	Endokuken + FP		
End Special 5	○○○ + MP	After first 4 Enders	



Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.



## MAYA

	MOVE NAME	KEY COMBINATION	NOTES	
OPENERS	Main	○ ○ + FP	Pop-up	
	Savage Blades	○ ○ + MP	Linker & Parry Opener	
	Flip Kick	○ ○ + MK	Linker & Parry Opener	
	Air Mount	○ ○ + FP	Jump in Air	
	Jungle Leap	○ ○ + FK		
	Savage Leap	○ ○ + QK		
	Colibri Bite	○ ○ + QP	Pop-up	
	Air Double	○ ○ + Any Kick		
	Throw	○ + FP		
	Reverse Throw	○ + FP	In an opponent's throw move	
SPECIAL MOVES	Parry Move	○ + Hold QP		
	Pressure Move	○ FK		
	Breaker	○ + P/K		
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
	Mini-Ultra	○ ○ + FP		
	Ultra	○ ○ + FK		
	ULTIMATE	○ ○ ○ ○ ○ ○ + QK		
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + QP		
	SUPER MOVES	Super Flip Kick	○ ○ ○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
		Super Savage Blade	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
Shadow Move		○ ○ ○ ○ ○ ○ + FP	Requires 3 Super Bar Blocks	
Super Jungle Leap		○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
End Special 1		Colibri Bite + QP		
END SPECIALS	End Special 2	Main + FP		
	End Special 3	Jungle Leap + FK		
	End Special 4	Savage Leap + QK		
	End Special 5	○ ○ + QP	After first 4 Enders	



## SABREWULF

	MOVE NAME	KEY COMBINATION	NOTES	
OPENERS	Sabre Wheel	○ ○ + MP	Linker	
	Sabre Spin	○ ○ + MK	Linker	
	Sabre Spin	○ ○ + MK	Linker	
	Sabre Pressure	○ ○ + FP	Hold FP To Delay Pounce	
	Sabre Flip	○ ○ + FK	Pop-up	
	Sabre Howl	○ ○ + QP	Hold QP To Sustain Howl	
	Fake Sabre Howl	○ ○ + QK		
	Sabre Flip	○ ○ + FK		
	Air Double	○ ○ + Punch		
	Parry Move	○ + Hold QP		
SPECIAL MOVES	Pressure Move	○ + FK		
	Breaker	○ ○ + P/K		
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
	Mini-Ultra	○ ○ + QK		
	Ultra	○ ○ + QK		
	ULTIMATE	Hold FK for 2 seconds and release		
	Q-Combo Ultimate	Hold QP for 2 seconds and release		
	SUPER MOVES	Super Sabre Spin	○ ○ ○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
		Super Sabre Wheel	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
		Sabre Fireball	○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks
Sabre Stomp		Jump in Air ○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks	
Super Sabre Flip		○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
END SPECIALS	End Special 1	Sabre Spin + MK		
	End Special 2	Sabre Flip + FK		
	End Special 3	Sabre Pressure + FP		
	End Special 4	Sabre Howl + QP		
	End Special 5	○ ○ + QK	After first 4 Enders	



## B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES	
OPENERS	Flk. Flk.	○ ○ ○ - Any Kick	QK, MK Linkers	
	Ichi	○ ○ ○ + MP	Linker & Parry Opener	
	Tiger Slide	○ ○ ○ + Any Kick	MK Linker	
	Tanfa Fire	○ ○ ○ - Any Punch		
	Fake Yonta Fire	○ ○ ○ + QK		
	Son	○ ○ ○ + FP		
	Air-Buster	○ ○ ○ + Any Kick	Pop-up	
	Air Double	○ ○ + Any Kick		
	Throw	○ + FP		
	Reverse Throw	○ + Hold QP	In an opponent's throw move	
SPECIAL MOVES	Parry Move	○ + Hold QP		
	Pressure Move	○ FK		
	Breaker	○ ○ + P/K		
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks	
	Mini-Ultra	○ ○ ○ + FP		
	Ultra	○ ○ ○ + QK		
	ULTIMATE	○ ○ ○ ○ ○ ○ + FP		
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + MK		
	SUPER MOVES	Super Ichi	○ ○ ○ ○ + FP	Requires 3 Super Bar Blocks Linker
		Fire Cat	○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
Super Flk.		○ ○ ○ ○ ○ ○	Requires 4 Super Bar Blocks Linker	
End Special 1		Airbuster + FK		
End Special 2		Flk. Flk. + FK		
END SPECIALS	End Special 3	Son + FP		
	End Special 4	Tiger Slide + QK		
	End Special 5	○ ○ ○ + QP	After first 4 Enders	



## SPINAL

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Skullskewer	○ ○ ○ + MP	Linker
	Flame Blade	○ ○ ○ ○ + FK	Linker, Pop-up
	Skull Scrape	○ + FK	Pop-up
	Skull Spin	In Air ○ + FK	
	Skull Dash	○ ○ ○ + QP	
	Skull Thrust	Top ○ ○ or ○ ○ + Any Kick	Requires 1 Skull
	Skullspout	○ ○ + Hold QP	
	Power Devour	○ ○ ○ + MP	Requires 1 Super Bar Block
	1 Skull Summon	○ ○ ○ + MP	Requires 5 Super Bar Blocks
	All Skull Summon	○ ○ ○ + FP	Requires 1 Skull
SPECIAL MOVES	Searing Skull	○ ○ ○ + Any Kick	Requires 1 Skull
	In Air ○ + Kick	○ + FK	
	Throw	○ + FK	In an opponent's throw move
	Reverse Throw	○ + Hold QP	
	Pressure Move	○ FK	
	Breaker	○ ○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	○ ○ ○ + FP	
	Ultra	○ ○ ○ + FP	
	ULTIMATE	○ ○ ○ + QK	
SUPER MOVES	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ + QP	
	Super Skull Scrape	○ ○ ○ ○ + FK	Requires 3 Super Bar Blocks Linker
	Super Flame Blade	○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks Linker
	Super Grim Reaper	○ ○ ○ ○ ○ ○ + FP	Requires 4 Super Bar Blocks
	Searing Skull	○ ○ ○ ○ ○ ○ + FK	Requires 4 Super Bar Blocks
END SPECIALS	End Special 1	Reverse Skullskewer + MP	
	End Special 2	Skullspout + FK	
	End Special 3	Skullspout + MK	
	End Special 4	Skullspout + QK	
	End Special 5	○ ○ ○ + QP	After first 4 Enders

## TJ COMBO

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	TJ Trainer	○ Charge ○ + MK	Pop-up
	Roller Coaster	○ Charge ○ + MP	Linker & Parry Opener
	Spinflit	○ Charge ○ + QP	
	Skull Crusher	○ Charge ○ + FK	Pop-up
	Air Trainer	○ ○ ○ ○ ○ ○ + MK	Must Jump
	Spinflit	○ Charge ○ + QP	
	Behind Back	○ Charge ○ + QK	Pop-up
	Cyclone	Hold FP, Release FP, Press FP to hit	
	Powerline	○ Charge ○ + FP	
	Stop Powerline	○ + FP	Player must be running
SPECIAL MOVES	Fake Dizzy	○ ○ ○ ○ ○ ○ + QK	
	Air Double	○ ○ + Any Kick	
	Throw	○ + MP	
	Reverse Throw	○ + MP	In an opponent's throw move
	Parry Move	○ + Hold QP	
	Pressure Move	○ FK	
	Breaker	○ ○ + P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○ Charge ○ + FK	
	Ultra	○ Charge ○ + FP	
SUPER MOVES	ULTIMATE	Hold QK for 2 rounds, Release QK	
	Q-Combo Ultimate	Hold forward for 1 second	
	Super Roller Coaster	○ ○ ○ ○ ○ ○ + MK	Requires 3 Super Bar Blocks Linker
	Super Spinflit	○ ○ ○ ○ ○ ○ + QP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○ ○ ○ ○ ○ ○ + MP	Requires 3 Super Bar Blocks
END SPECIALS	End Special 1	Spinflit + QP	
	End Special 2	Behind the Back + QK	
	End Special 3	Powerline + FP	
	End Special 4	TJ Trainer + MK	
	End Special 5	○ Charge ○ + FK	After first 4 Enders