

BAZOO

Commands

※When the character is facing right

LP = Light Punch, SP = Strong Punch, LK = Light Kick, SK = Strong Kick, D = Dodge

Command Normal

Bone Crusher

→+SP

Special Moves

Dragon Fish Blow

↖+LP or SP
Follow-up Actions LK or SK

Dragon Fish Knock

↖+LP or SP
Follow-up Actions LP or SP

Earth Dive

↓↓+LP or SP or SK or LK
* Can be held

Bank Riser

←Charge→+LP or SP

Bottom Scratch

←Charge→+LK or SK

Offensive Arts

Gills Shatter

↗↗+LP or SP

Scale Out

↖↖→+LP or SP

Defensive Arts

Swordfish Counter

←↖+LP or SP *Only when taking damage

Critical Arts

Bite and Sap

↗↖+LP or SP

Boost Dive

Meteor Dive

On the ground LP SK or SP LK
During Boost Dive, Earth Dive is powered up. When active, drops bigger rocks (projectiles).
*Can be held.

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