

Commands

※When the character is facing right

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

Command Normal

Houshinshou

→+SP

Special Moves

Soutenzan

↘+LP or SP *Strong version can be held

Kouhazan

↗+LP or SP

Hanhekishou

↶+LK or SK

Tenrinshuu

↙+LK or SK *Switch to ① if Hazama goes behind opponent with strong version

Shinku

↖+LK or SK *Switch to ① if Hazama goes behind opponent with strong version

Kuukashou

↕+LP or SP *Strong version can be held

Stance: Kaishinruten

↓↓+LK or SK *Exit stance with D

Choushinchuu

When in ① Stance LP

Renhekishou

When in ① Stance SP

Koushuutai

When in ① Stance LK

Senkyuukyaku

When in ① Stance SK

Chikatsusen

When in ① Stance ↓+SK

Offensive Arts

Tenra Sou'unkyaku

↗↗+LK or SK

Defensive Arts

Chisetsu Souhekishou

↗↗+LP or SP

Critical Arts

Shishin Mumyou Renbugeki

↗↖+LP or SP

Boost Dive

Shouenbu

LP SK or SP LK
 During Boost Dive, limits of Rush Combos change.
 Can connect up to 3 attacks of the same strength (L/S).
 However, cannot use the same button.
 Ex. SP→SK→SP, LP→LK→LP→SP→SK→ crouching SP.

Note: Can still dash and back dash when in ① Stance.

