

## Commands

※When the character is facing right

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

### Command Normal

Dragon Kick	→+SK
Tiger Kick	↘+SK
Rider Kick	Near apex of high jump ↘+SK

### Special Moves

Cannonball Tackle - Forward	↗+LP or SP or LPSP Press together 20 Additional Attacks → or ↗+LP or SP
Cannonball Tackle - forward and Upward	↖+LP or SP or LPSP Press together 20 Additional Attacks → or ↖+LP or SP
Cannonball Tackle - In Air	In Air ↗+LP or SP or LPSP Press together 20 Additional Attacks → or ↗+LP or SP
One Hundred Hit Launcher	LP or SP or LK or SK or LPSP Press together 15 *Hold for at least 1 sec then release
Strike Crackers	↖+LP or SP or LPSP Press together 10
Super Iron Arm Guard	Use when opponent attacks → or ↘+LP or → or ↘+LPSP *Heat Gauge increases on success

### Offensive Arts

Super Explosive Million Launcher	↗↗+LP or SP or LPSP Press together 100
Super Bombing Jet Breaker	↖↖+LK or SK or LKSK Press together 100

### Defensive Arts

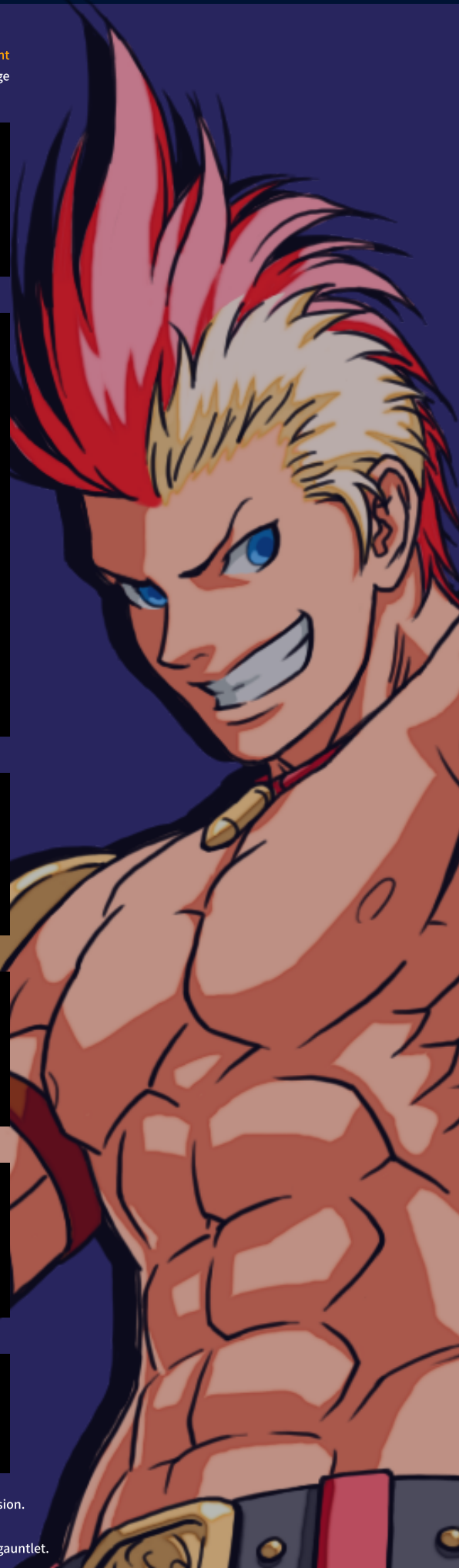
Super Diamond Guard	←↶+LP or SP
Super Iron Arm Guard	↖+LP *Only when blocking
R-I-C-E	↓↓+LKSK Press together 100 *Only when face is damaged

### Critical Arts

Super Explosive Dynamite Tackle	↖↖+LP or SP or LPSP Press together 100
Super Cataclysm Final Deadly Blow	↖↖→+LKSK Press together 100 *Unblockable

### Boost Dive

Thin Film Heat Mode	On the ground LP SK or SP LK 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.
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Note 1: One Hundred Hit Launcher has 5 levels of power that change according to how long button is held, except for SP+LP version.

Note 2: When Super Iron Arm Guard is active, can switch up and down by tilting stick diagonal forward up or down.

Note 3: Super Cataclysm Final Deadly Blow's power changes depending on whether Lud has his gauntlet. Hitting with it breaks gauntlet.