

Commands

※When the character is facing right

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

Command Normal

Ryuzusai	→+SP
Ryurinha	→+SK

Special Moves

Zanshinken	↗+LP or SP
Kaijingeiki	↖+LP or SP
Sengouken	↘+LP or SP Additional Attacks SP *Only with SP or using Kakonhou
Gasaikyaku	↖+LK or SK
Kakonhou	↓↓+LK or SK
Kakonshou	↓↓+LK or SK *Only during Boost Dive

Offensive Arts

Koujin Ressingeki	→↖+LP or SP
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Defensive Arts

Houshinshou	↖↖+LP or SP *Can Block Cancel
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Critical Arts

Ragou	↖↖+LP or SP
Gourai Senbu	↖→+LK or SK → SK → SP → LK LP → LP → LK → SP ↖+LP or SP *See Note

Boost Dive

Kakondo	On the ground LP SK or SP LK Temporarily enters Kakonhou.
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Note: Gourai Senbu additional hits only possible on hit or block.

