

General Actions

Move	Input	Notes
Forward Throw	→ LP + HP	
Backward Throw	← LP + HP	
Throw Break	LP + HP	Press while being thrown to escape.
Shatter Attack	LK + HK	Instantly shatters the opponent.
Jump	↖ ↑ ↗	Performs a normal jump.
Hop	Tap ↖ ↑ ↗	Performs a small jump.

Shatter System

Shatter Damage

All attacks that hit or are blocked empty the opponent's Shatter bar, situated below the health bar.

Once the shatter bar is empty, the player is Shattered.

Shatter Attack

Hitting the Shatter Attack instantly depletes the opponent's Shatter gauge.

Shattered State

If the opponent is Shattered, he will crumple and fall to the ground.

During this time, he can be hit by one more attack which will always knock down.

Alternatively, he can be hit by a damaging Shatter Super.

Command Normal

Move	Input	Notes
Sweep	↘ HK	Hits low and knocks down.

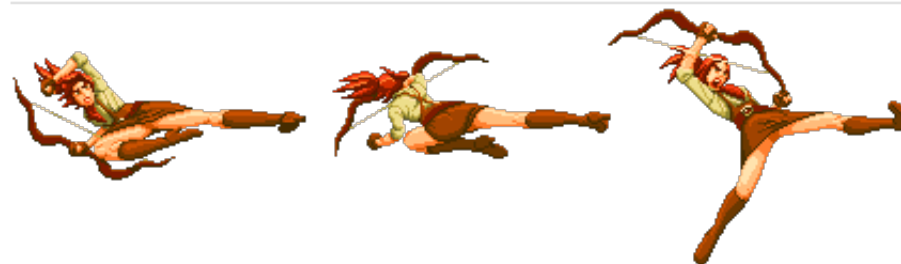


Specials

Move	Input	Notes
Arrow Shot	↓ ↘ → P	Punch strength determines arrow speed.



Move	Input	Notes
Flying Kicks	↓ ↙ ← K	Best damage, whiffs on crouchers.



Move	Input	Notes
Flying Uppercut	→ ↓ ↘ P	Strong reversal and Anti-Air move.



Supers

Move	Input	Notes
Super Fireball	↓ ↘ → ↓ ↘ → P	50% Super
Shatter Super	↓ ↘ → ↓ ↘ → K	50% Super, only on shattered opponents.