NUS-NKIE-USA-1

INSTRUCTION BOOKLET





WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT INFORMATION.

⚠ CAUTION

THE NINTENDO 64 SYSTEM GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

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Thank you for selecting the Killer Instinct® Gold* Game Pak for your Nintendo 64® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

TEEN T AGES 13+ CONTENT RATED BY ESRB

TEENS (13+)
ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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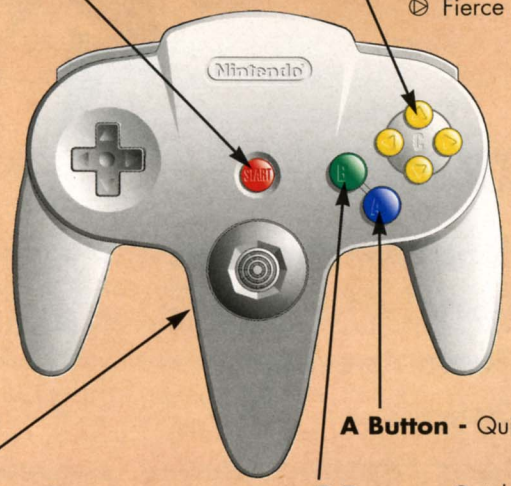
CONTROLLER FUNCTIONS

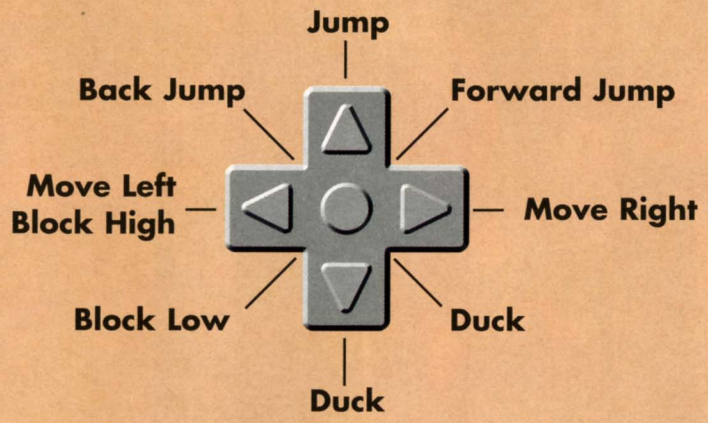
The controller is set to the default settings listed below. While the attacks are described as "punch" and "kick" below, some of the non-human combatants use other means of attack, like bites, knives and swords.



Note: This is the default setting. The controller functions can be changed in the Option screen under "Button Setup."

BASIC CONTROLS

✚ CONTROL PAD



Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse the commands.

STORY

Jago, Spinal, Glacius, Orchid, Combo, Fulgore and Sabrewulf join Tusk, Maya and Kim Wu in an all new Fighting Extravaganza! KI Gold has more Combos more characters and more fights than any other KI game!



GAME SCREEN



The Killer Instinct tournament is organized into rounds. Each round lasts 99 seconds. During that time, each player must attempt to take away both of the other player's Life Bars by doing physical damage to them. The first Life Bar is green, and the second Life Bar is red. Between Life Bars, there will be a brief pause as the fighter who lost their Life Bar gets up off the ground, but otherwise, the action is continuous throughout the entire 99 seconds. If the 99 second timer runs out, the fighter who has the most energy in their Life Bar will win.

During a fight, you will see the players' Super Bars below the Life Bars. The Super Bar consists of little boxes that appear as the fight progresses. The Super Bar provides a visual reference of a player's ability to do Super Moves. Super Moves are special attacks. The Super Bar grows when a player's attack is blocked by an opponent. It also grows for a player who is being hit by attacks.

OPTIONS

There are several ways in which to play KI Gold. These are as follows:

ARCADE
Press START on Controllers one and two to play a two-player game. In a one-player game, you'll choose a fighter and use them to battle against computer-controlled characters.

TEAM
It is possible to fight with teams. Each player selects a team of 2-11 characters, and the fight is over when one of the teams has been defeated.

TEAM ELIMINATION
This mode is similar to the Team mode, but a team member is only eliminated if they are defeated with an Ultra, Ultimate, or they are Knocked off of the level. Knock-offs only happen on the last character.

TOURNAMENT
Two to eight players can play in a "round robin" tournament. This is where the winner of the fight stays on, and the others rotate.

PRACTICE
Practice your skills, with a full Super Bar, against an opponent who doesn't fight back.

TRAINING
This is a great place to start. The Master will teach you how to perform all of your character's Special Moves, some Combos, Combo Breakers, and Special Move Counters. If you complete each level of difficulty with a perfect score, you will earn...you figure it out!!

FOCUSED TRAINING
Practice each specific exercise found in Training.

BASIC FIGHTING THEORY

This area explains the basic fighting techniques. Study this section carefully before moving on. Developing a strong base for your fighting skills is necessary to achieve Advanced, or Master skills.

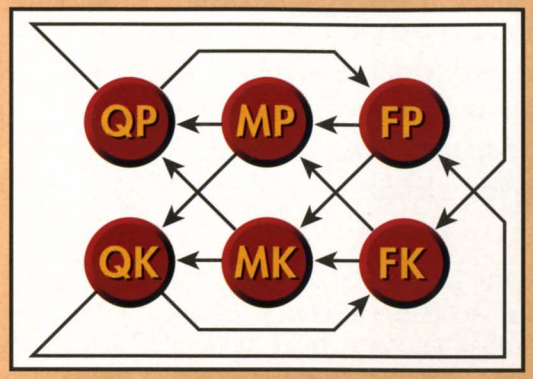
COMBO THEORY
A Combo is a series of linked attacks. The resulting Combo that you see on the screen depends on the sequence of attacks that you perform. There are seven possible steps for putting together a Combo: Opener, Auto-Double / Manual-Double, Linker, Auto-Double / Manual Double and End Finisher. You don't need to know all of these techniques yet, let's just start with the easy stuff!!

OPENERS
An Opener is a move that initiates a Combo. An Opener can be any kind of attack, or Special Move, that doesn't knock your opponent down, and allows enough time to do more hits before the opponent can move. Basic Openers include Jump-in attacks, Pressures and "Opener" Special Moves.

AUTO-DOUBLES
An Auto-Double is a single move which can be performed at certain times in a Combo, and provides an extra hit. If you perform an Opener to start a Combo, press an Auto-Double button to continue the attack.

A valid Auto-Double depends on what you opened with. Using the Auto-Double Chart, you can see that a valid Auto-Double for a FP Opener is MP or MK. It's that simple, the Auto-Double is always one button down from the valid Opener.

AUTO-DOUBLE CHART



QP: Quick Punch

MP: Medium Punch

FP: Fierce Punch

QK: Quick Kick

MK: Medium Kick

FK: Fierce Kick

END FINISHERS

End Finishers are Special Moves that will end a Combo Sequence. Each fighter has four End Finishers. Performing all four End Finishers in a single match will give the fighter a fifth End Finisher, called (obviously!) the Fifth End Finisher. For more on the Fifth End Finisher, see the Advanced Theory section.

THROWS

You can throw your opponents to prevent them from being defensive fighters (Turtles!). It's frustrating when all your opponents do is sit back, and block your attacks. Throws do little damage, and they can be reversed, but they are one way to stop Turtles! See each characters move list to learn their throw.

THROW REVERSALS

You can reverse a Throw by pressing the Control Stick, or the + Control Pad, backward and tapping your fighter's Throw button. You must do this in the first frame of your opponent's Throw. You can use the audio to queue your reversal, too. Perform your Reversal when you hear your opponent's "Throw Grunt." Throw Reversals can be reversed, too!

ADVANCED THEORY

This area goes a bit deeper into fighting strategy. The skills are more advanced, so you should have the basics down before moving on.

COMBO BREAKERS

A Combo Breaker is a Special Move that breaks an active Combo. You can only break a Combo during the Auto-Double or Manual-Double (see the master section to learn about Manual-Doubles). The rules for breaking are very simple; If the opponent is doing a punch move, break with your character's Combo Breaker motion + kick, if the opponent is doing a kick move, break with with your character's Combo Breaker motion + punch. For example, if your opponent does a valid Opener, then a punch Auto-Double, when you see the punch Auto-Double (typically two punches), do your character's Combo Breaker motion + kick...C...C...C...COMBO BREAKER!!!

LINKERS

Now that you know how to do basic Combos, it's time to make the Combo bigger! This is done with the "Linker" moves. After performing an Auto or Manual-Double, perform your character's Linker Special Move, this will not knock your opponent down. Following the Linker, you can then perform another Auto-Double, then any End Special (or just do the End Special after the Linker to lessen the chances of having your Combo broken!).

SUPER MOVES

After building up your Super Bar, it is possible to perform Super Moves. These include Super Linkers, Super End Finishers, as well as a few more things we will save for the Master section. Super Linkers will do five instead of the usual one hit for the Linker. Super End Finishers will hit four to six times at the end of the Combo.

JUGGLES

After your Combo is finished, sometimes it is possible to sneak in a few more hits! There are many ways to Juggle your opponent, these

include certain Special Moves, as well as some regular moves. With some characters, there are ways to get seven or more Juggle hits!!

THROW COMBOS

For easy Juggling, try doing your character's throw in a Combo! Throws can only be done in a Combo after an Auto-Double. Notice that the opponent will be tossed higher up than with the usual throw. This is so that you can Juggle them!!

POP-UPS

Each character has several ways they can get up from the ground quickly. These Special Moves are referred to as "Pop-ups."

TOP ATTACK

You can Top Attack your opponent by holding back on the Control Stick, or the + Control Pad, and tapping the FP, FK or MP depending on your fighter. Top Attacks are effective against a ducking or blocking opponent. You cannot follow a Top Attack with an Auto-Double, but you can follow it with a Pressure-Double, Manual-Double, and certain Special Moves.



MASTER THEORY

This area is for the elite fighters. To be a master fighter, you must learn the basic and advanced fighting techniques. Some of the techniques in this area are very difficult to perform. There is still a lot to learn!!

COUNTERING THEORY

The main thing which separates a Master KI Gold player from the crowd, is understanding the methods with which you can counter your opponent's attacks. There are several different types of Counters in KI Gold, which are explained below.

ROCK, PAPER, SCISSORS PRIORITY

Each Character in KI Gold has three Special Moves which can be represented by the ancient game of Rock / Paper / Scissors. If you don't know what this is, TOUGH!! Okay, the idea is that there is a triangular relationship between these moves. "Rock" beats "Scissors," "Scissors" beats "Paper" and "Paper" beats "Rock". Therefore, no move is unbeatable!! For example, for Jago vs. Jago, Wind Kick beats Slide, Slide beats Laser Sword, and Laser Sword beats Wind Kick.

THROUGH PROJECTILES

Each character has a Special Move which can go under, over or through projectiles. Each character also has a Super Move, which will also perform this function.

AIR COUNTERS

Once again, it's the Rock / Paper / Scissors game! When both characters are jumping, Fierce moves beat Medium moves, Medium moves beat Quick moves, and Quick moves beat Fierce moves. For example, a jumping Quick Punch or Kick will ALWAYS beat a jumping Fierce Punch or Kick.

POP-UP COUNTERS

Each character has several ways they can "Pop-up," and there are ways to counter all of them!! I will leave it up to you Master players to figure which move counters which Pop-up. Once again, EVERY Pop-up can be countered!!

OTHER SPECIAL MOVES

Remember ANY Special Move can be countered. For an example, a jump-in Fierce Punch or Kick will beat Jago's Tiger Fury if timed correctly, but an uppercut will always beat a jump-in Fierce Kick, but lose to a jump-in Medium Punch or Kick!

This counter stuff goes ON AND ON. (See if you figure out all of the counters, out guess your opponents attacks, and be the Master of KI Gold!!!)

MANUAL-DOUBLES

Manual-Doubles are very useful, but hard to master. This move can replace an Auto-Double in a Combo, be performed after an Auto-Double and work as an Opener. The advantage of the Manual-Double is that it is harder to break. To perform a Manual-Double, rapidly press Fierce Punch or Kick, followed by Medium Punch or Kick. Therefore, each character has four Manual-Doubles, FP-MP, FP-MK, FK-MP, FK-MK. Typically, the Control Pad/Stick should be in the neutral position during Manual-Doubles, but some of these four will work while either holding towards, or away from, your opponent so that you can "Charge" your next Special Move.

PRESSURE-DOUBLE

Each character has a move called the Pressure-Double. There are many uses for this move, it can act as an Opener, or an "Auto-Double", and it will even Juggle if used correctly!

PRESSURE-COMBOS

Pressure-Combos are Combos performed on a blocking opponent. When you are doing this, the opponent cannot move, but they only take a small amount of damage. The advantage is that Pressure-Combos fill up your Super Bar VERY QUICKLY!! There are many ways to perform Pressure-Combos, but the two main methods are to either perform a Pressure-Double into a Special Move, or a Manual-Double into a Special Move. The biggest Super Bar gain will be obtained by doing the Pressure / Manual-Double into one of your character's "Rock / Paper / Scissors" Special moves.

PRESSURE-BREAKER

So the best Super Bar gain is from the Pressure-Combo which ends with a "Rock / Paper / Scissors" Special Move, well this can be "broken"!! If your opponent does a Pressure-Combo which ends with a "Rock / Paper / Scissors" move, do your countering Special Move, and you will come out of your block stance, and counter their Pressure-Combo!! There is a lot to this part of the game. Live it, learn it, and win!!

ULTRA BREAKERS

Break an Ultra!?!?! You BET!!! Just perform your characters Ultra Breaker Super Move, when the opponent's Ultra Combo is starting, and Boom...the fight is still on!

SHADOW COMBOS

Some characters have a Shadow / through fireball move. Just use this move as an Opener, and the entire Combo will be "shadowed"!

SPEED-UP COMBOS

There are two ways to do "Speed-up" Combos. The first is fairly easy, but only works on the End Finisher. Instead of doing the End Special motion, and pressing the appropriate button, do the motion, and RELEASE the appropriate button. Of course, this works better on multi-hit End-Specials. The Fifth End Finisher cannot be sped up.

The second way to speed up a Combo is much trickier, but can work for the whole Combo. All you have to do is press the Auto-Double button immediately as the Opener hits the opponent, and the Auto-Double, will come out MUCH faster than usual. This not only looks great, it is hard to break. To see a good example of this style of Speed-up Combo, fight the computer Kim Wu on the hard or extra hard level. She will be glad to show you how fast a Combo can get. Any character can do a Combo this fast, using this method.

SLOW MOTION END FINISHERS

These look really great, ESPECIALLY at the end of a Speed-up Combo!! To do this, just do the Control Pad/Stick motion twice before pressing the End Special button. Again, these work much better when your End Specials are powered up to four hits!!

AIR DOUBLES

An "Air Double" is a way to Combo someone who is jumping at you. All you have to do is hit a jumping opponent, while you are jumping, then perform the Air Double Special Move, using the strength one down from the button you did the first hit with. For example, for Jago, after connecting with a jumping FK, do a Medium Wind Kick. You can then Juggle several different ways, if you have discovered them.

ULTRA

To perform an Ultra Combo, just do the Ultra Combo Special Move at the end of a Combo when your opponent's Life Bar is flashing red. Ultras will be longer, based on the power of your End Special. For example, if you have done only one End Finisher during the fight, the Ultra will be short. If you have done all four End Finishers, plus the Fifth End Finisher during the fight, the Ultra will be LONG! It is possible to do your character's Super End Finisher at the end of the Ultra, for some extra hits!!

REALLY LONG ULTRAS

OK, here's the key to the 70+ hit Ultras. Just do Parry Opener, Auto-Double, Manual-Double, Super-Linker, Auto, Manual, Super-Linker, Auto, Manual, Super-Linker, Pressure-Double, Super-Linker, Pressure-Double, Ultra motion, Super End Finisher (the Super Bar re-fills as the Ultra is going on). You must have two full Super Bars, and have done all five End Finishers to get it around 70 hits. GOOD LUCK!!

MINI-ULTRA

At the end of the opponent's first Life Bar, it is possible to do a "Mini-Ultra". Just do the Mini-Ultra Special Move at the end of a Combo, when the opponent's first Life Bar is empty. The only catch is that you need to do at least one End Finisher during the match, before you can do a Mini-Ultra.

ULTIMATES

To really end the fight with style, try one of your character's two Ultimates. One of these must be done in a Combo, but the other one can be done either in or outside of a Combo (O-Combo Ultimate). To perform an Ultimate, simply do the Ultimate Special Move motion when your opponent is in their flashing red Life Bar.

STAGE KNOCKOFFS

In several of the levels, it is possible to knock your opponent off of the level. To do this, you have to do certain End Specials, while standing in a certain location in the level. Some of these include; off of the side of Spinals ship, off the the top of Orchid's Roof, (our favorite) off of Kim Wu's stage and onto the train tracks in Combo's level. There are more, you figure them out!!

PARRY

The Parry move is a very effective way to stop an opponent's Top Attack, or standing regular move. To Parry, just press back and hold Quick Punch. Your character will animate quickly in their regular blocking motion to warn your opponent, so be careful. After successfully performing a Parry, you can perform any Opener Special Move, or do one of the next two Parry following moves.

PARRY OPENER

Each character, who can Parry, has an Opener which will hit three times instead of the normal one hit. After performing the Parry, it is possible to do three Auto-Doubles instead of the normal two. For example, it is possible to do the following Combo; Parry triple, Auto, Linker, Auto, Linker, Auto, End Special. If you are really feeling tough, insert some Manual-Doubles after the Auto-Doubles to really make your Combo big!!

PARRY DIZZY

After a successful Parry, one of your character's Special Moves will dizzy your opponent. You decide what to do against the opponent, while they are dizzy!

FIGHTERS

This instruction manual, while quite extensive, does not tell all. There are literally over a million moves and Combos that you can perform. We strongly encourage you to experiment with the different fighters. You will find that some of your Special Moves act as Openers, Linkers and End Finishers.

Follow the stages (Basic, Advanced and Master) to become a complete fighter. After you've mastered the techniques described in this manual, challenge yourself to discover more. In Killer Instinct Gold, even a Master can learn a trick or two!



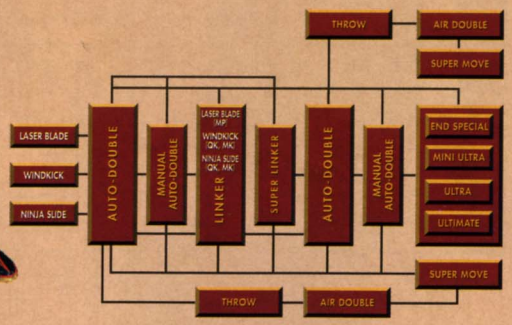
EXAMPLE COMBOS

		OPENER	AUTO-DOUBLE	LINKER	AUTO-DOUBLE	ENDER
JAGO	1	Laser Blade (FP)	Auto (MP / MK)	—	—	Windkick (FK)
	2	Windkick (FK)	Auto (MP / MK)	Laser Blade (MP)	Auto (QK / QP)	Tiger Fury (FP)
TUSK	1	Skull Splitter (FK)	Auto (MP / MK)	—	—	Conqueror (FP)
	2	Boot Kick (MK)	Auto (QP / QK)	Web of Death (FP)	Auto (MP / MK)	Back Stab (QP)
KIM WU	1	Tornado Kick (FK)	Auto (MK / MP)	—	—	Firecracker (FP)
	2	Firecracker (FP)	Auto (MP / MK)	Tornado Kick (MK)	Auto (QK / QP)	Splits Kick (FK)
MAYA	1	Mantis (FP)	Auto (MP / MK)	—	—	Cobra Bite (QP)
	2	Savage Blades (MP)	Auto (QP / QK)	Flip Kick (MK)	Auto (QK / QP)	Jungle Leap (FK)
B. ORCHID	1	Flik Flak (FK)	Auto (MK / MP)	—	—	Fierce San (FP)
	2	Tiger Slide (FK)	Auto (MK / MP)	San (MP)	Auto (QP / QK)	Air-Buster (FK)
GLACIUS	1	Cold Shoulder (MP)	Auto (QP / QK)	—	—	Liquidize & Uppercut (FK)
	2	Liquidize & Uppercut (MK)	Auto (QK / QP)	Cold Shoulder (MP)	Auto (QK / QP)	Ice Lance (FP)
TJ COMBO	1	Roller Coaster (MP)	Auto (QP / QK)	—	—	Behind the Back (QK)
	2	Skull Crusher (FK)	Auto (MP / MK)	Roller Coaster (MP)	Auto (QP / QK)	Powerline (FP)
SABREWULF	1	Sabre Wheel (MP)	Auto (QP / QK)	—	—	Sabre Flip (FK)
	2	Sabre Spin (MK)	Auto (QP / QK)	Sabre Wheel (MP)	Auto (QP / QK)	Sabre Howl (QP)
SPINAL	1	SkeleSkewer (MP)	Auto (QK / QP)	—	—	Skeleport (Any Kick)
	2	Skull Scrape (FK)	Auto (MK / MP)	Flame Blade (FP)	Auto (MP / MK)	Reverse SkeleSkewer (MP)
FULGORE	1	Cyber Dash (FK)	Auto (MK / MP)	—	—	Eye Laser (FP)
	2	Cyber Dash (FK)	Auto (MK / MP)	Eye Laser (MP)	Auto (QK / QP)	Plasma Slice (FP)

Jago

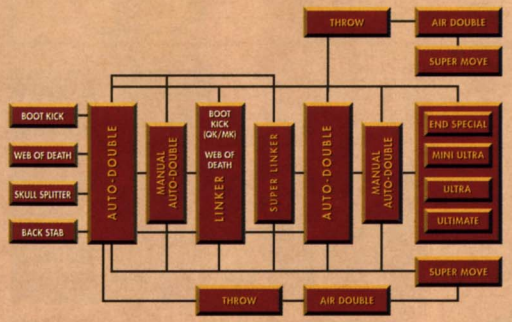
	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Laser Blade	⬇↘➡ + MP, FP	MP Linker
	Windkick	⬇↘➡ + Any Kick	QK, MK Linkers, MK Parry Opener
	Ninja Slide	⬇↘➡ + Any Kick	QK, MK Linkers
SPECIAL MOVES	Endokuken	⬇↘➡ + Any Punch	
	Fake Endokuken	⬇↘➡ + QK	
	Red Endokuken	Press FP ⬇↘➡ Release FP	
	Air Double	⬇↘➡ + Kick	
	Throw	➡ + FP	
	Reverse Throw	⬅ + FP	In an opponent's throw move
	Tiger Fury	⬇↘➡ + Any Punch	Pop-up
	Parry Move	⬅ + Hold QP	
	Pressure Move	➡ FK	
	Breaker	⬇↘➡ + P/K	
	Ultra Breaker	⬇↘⬅⬅↘➡ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	⬅↘➡ + QK	
	Ultra	⬇↘⬅ + QK	
	ULTIMATE	⬇↘➡ + FK	
	O-Combo Ultimate	➡↘⬇⬅⬅➡ + MP	
SUPER MOVES	Super Ninja Slide	⬅⬇↘⬅ + FK	Requires 3 Super Bar Blocks Linker
	Super Windkick	⬇↘⬅➡ + MK	Requires 3 Super Bar Blocks Linker
	Shadow Move	⬇↘⬅➡ + MK	Requires 3 Super Bar Blocks
	Super Endokuken	➡↘⬇⬅⬅ + QP	Requires 4 Super Bar Blocks
	Super Tiger Fury	⬅⬅⬅⬇↘➡ + FP	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Windkick + FK	
	End Special 2	Laser Blade + FP	
	End Special 3	Tiger Fury + FP	
	End Special 4	Endokuken + FP	
	End Special 5	➡↘⬇ + MP	After first 4 Enders





Tusk

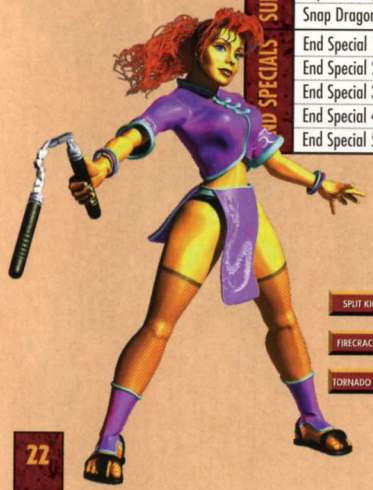
	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Web of Death	⬇↘⬅ + FP	Linker & Parry Opener
	Boot Kick	⬇↘⬅ + Any Kick	QK, MK Linkers
	Skull Splitter	⬅⬇↘ + FK	
	Back Stab	➡↘⬇⬅⬅ + QP	
SPECIAL MOVES	Conqueror	⬇↘➡ + Any Punch	Pop-up
	Fake Skull Splitter	⬇↘➡ + QK	
	Air Double	⬇↘⬅ + Kick	
	Throw	➡ + FK	
	Reverse Throw	⬅ + FK	In an opponent's throw move
	Parry Move	⬅ + Hold QP	
	Pressure Move	➡ + FP	
	Breaker	⬇↘➡ + P/K	
	Ultra Breaker	⬇↘⬅⬅↘➡ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	⬅⬅↘➡ + MP	
	Ultra	➡↘⬇⬅⬅ + MP	
	ULTIMATE	⬇↘➡ + MK	
	O-Combo Ultimate	⬇↘➡↘➡ + MP	
SUPER MOVES	Super Boot Kick	⬇↘⬅➡ + FK	Requires 3 Super Bar Blocks Linker
	Super Web of Death	⬇↘⬅⬅ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	⬅⬇↘⬅ + FK	Requires 3 Super Bar Blocks
	Pillar of Flames	⬅⬇↘⬅ + QK	Requires 4 Super Bar Blocks
	Super Conqueror	⬇⬅⬅⬇↘➡ + FP	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Back Stab + QP	
	End Special 2	Conqueror + FP	
	End Special 3	Skull Splitter + FK	
	End Special 4	Boot Kick + FK	
	End Special 5	➡↘⬇ + QP	After first 4 Enders

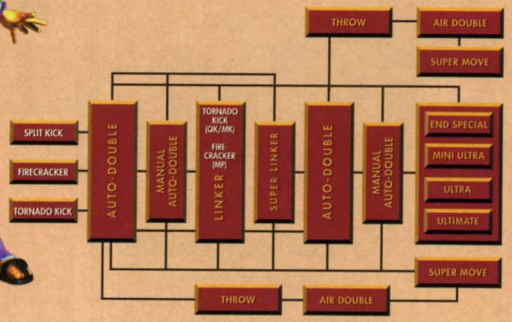




Kim Wu

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Tornado Kick	⬇↘➡ + Any Kick	QK,MK Linker&MK Parry Opener
	Firecracker	⬇↘➡ + MP, FP	MP Linker
	Split Kick	⬅⬇↘ + FK	
SPECIAL MOVES	Fake Split Kick	⬅⬇↘ + MK	Pop-up
	Fireflower	⬇↘➡ + QP	
	Air Fire	⬇↘➡ + MP / FP	
	Air Torpedo	⬇⬅⬅ + Any Punch	Must Jump
	Pop-up	⬇↘↘ + Any Punch	
	Air Double	⬇↘➡ + Punch	
	Roll	Tap ⬇↘	
	Throw	➡ + FP	
	Reverse Throw	⬅ + FP	In an opponent's throw move
	Parry Move	⬅ + Hold QP	
	Pressure Move	➡ FK	
	Breaker	⬇↘↘ + P/K	
	Ultra Breaker	⬇⬅⬅⬅⬅⬅ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	⬇↘↘ + QK	
	Ultra	⬅⬇↘ + QK	
	ULTIMATE	⬅⬅⬇↘⬅ + QK	
	O-Combo Ultimate	⬅⬅⬅⬅⬅↘ + MK	
SUPER MOVES	Super Tornado	⬇↘⬅➡ + FK	Requires 3 Super Bar Blocks Linker
	Super Firecracker	⬇↘⬅➡ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	⬇↘⬅➡ + FK	Requires 3 Super Bar Blocks
	Super Air Torpedo	⬇↘⬅⬅ + MP (Jump in Air)	Requires 4 Super Bar Blocks
	Snap Dragon	⬇⬅⬅⬅⬅⬅ + FP	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Fireflower + QP	
	End Special 2	Firecracker + FP	
	End Special 3	Tornado Kick + FK	
	End Special 4	Split Kick + FK	
	End Special 5	⬅⬇↘ + MK	After first 4 Enders

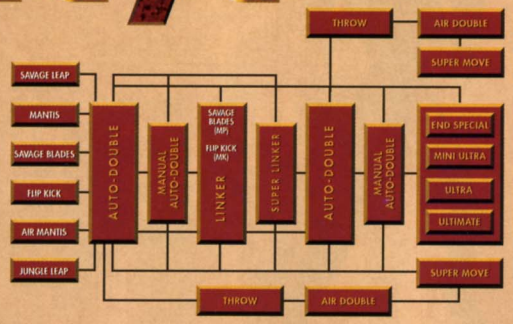




	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Mantis	⬅➡ + FP	Pop-up
	Savage Blades	⬅➡ + MP	Linker & Parry Opener
	Flip Kick	⬅➡ + MK	Linker
	Air Mantis	⬅⬅ + FP	Jump in Air
	Jungle Leap	⬅➡ + FK	
	Savage Leap	⬅➡ +QK	
SPECIAL MOVES	Cobra Bite	⬅➡ + QP	Pop-up
	Air Double	⬅⬅ + Any Kick	
	Throw	➡ + FP	
	Reverse Throw	⬅ + FP	In an opponent's throw move
	Parry Move	⬅ + Hold QP	
	Pressure Move	➡ FK	
	Breaker	⬅➡ + P/K	
	Ultra Breaker	⬇↘⬅⬅⬅ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	⬅⬅ + FP	
	Ultra	⬅⬅ + FK	
	ULTIMATE	⬅⬅⬅⬅⬅⬅ + QK	
	O-Combo Ultimate	⬅⬅⬅⬅⬅⬅ + QP	
SUPER MOVES	Super Flip Kick	⬇↘⬅⬅⬅➡ + MK	Requires 3 Super Bar Blocks Linker
	Super Savage Blades	⬇↘⬅⬅⬅➡ + MP	Requires 3 Super Bar Blocks Linker
	Shadow Move	⬇↘⬅⬅⬅➡ + FP	Requires 3 Super Bar Blocks
	Super Jungle Leap	⬇↘⬅⬅⬅➡ + FK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Cobra Bite + QP	
	End Special 2	Mantis + FP	
	End Special 3	Jungle Leap + FK	
	End Special 4	Savage Leap + QK	
	End Special 5	⬅⬅ + QP	After first 4 Enders

Maya

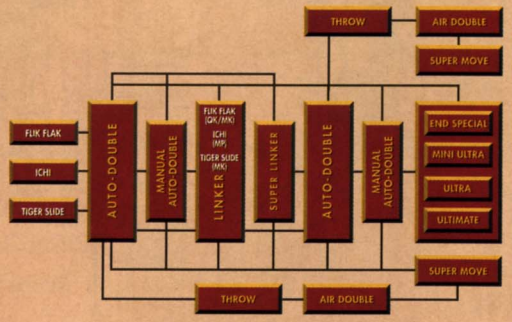




B. Orchid

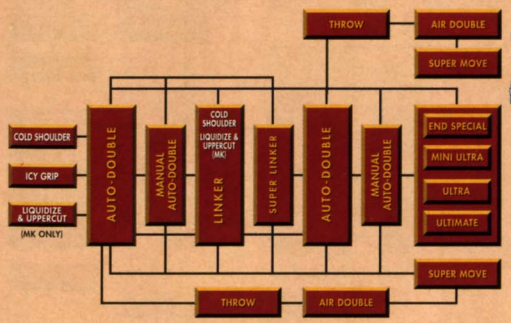
	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Flik Flak	↓↘→ + Any Kick	QK,MK Linkers
	Ichi	↓↘→ + MP	Linker & Parry Opener
	Tiger Slide	↓↘→ + Any Kick	MK Linker
SPECIAL MOVES	Tonfa Fire	↓↘→ + Any Punch	
	Fake Tonfa Fire	↓↘→ + QK	
	San	↓↘→ + FP	
	Air-Buster	→↘↓ + Any Kick	Pop-up
	Air Double	↓↘→ + Any Kick	
	Throw	→ + FP	
	Reverse Throw	← + FP	In an opponent's throw move
	Parry Move	← + Hold QP	
	Pressure Move	→ FK	
	Breaker	→↘↓ + P/K	
	Ultra Breaker	→↘↓↙←↖→ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	←↙↓ + FP	
	Ultra	↓↘→ + QK	
	ULTIMATE	→↘↓↙←→ + FP	
	O-Combo Ultimate	←↙↓ + MK	
SUPER MOVES	Super Ichi	←↙↓← + FP	Requires 3 Super Bar Blocks, Linker
	Fire Cat	↓↙←→ + MK	Requires 3 Super Bar Blocks, Linker
	Super Flak	←↙←↙↓↘→ + FK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Airbuster + FK	
	End Special 2	Flik Flak + FK	
	End Special 3	San + FP	
	End Special 4	Tiger Slide + QK	
	End Special 5	→↘↓ + QP	After first 4 Enders





Glacius

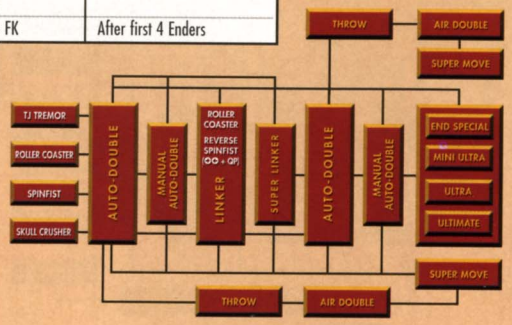
	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cold Shoulder	↓↘→ + MP	Linker
	Icy Grip	↓↘→ + QP	
	Liquidize & Uppercut	↓↘→ + MK	Linker & Parry Opener
SPECIAL MOVES	Liquidize In Air	↓↘→ + Any Kick	Must Jump
	Liquidize	↓↘→ + QK	
	Liquidize & Uppercut	↓↘→ + MK, FK	Pop-up
	Ice Lance	↓↘→ + FP	Pop-up
	Arctic Blast	↓↙← + Any Punch	
	Air Double	↓↘→ + Any Kick	
	Throw	→ + FP	
	Reverse Throw	← + FP	In an opponent's throw move
	Parry Move	← + Hold QP	
	Pressure Move	→ FK	
	Breaker	→↘↓ + P/K	
	Ultra Breaker	←↙↓↘→↙← + QP	Requires 6 Super Bar Blocks
	Mini-Ultra	↓↙← + QK	
	Ultra	↓↘→ + QK	
	ULTIMATE	→↘↓↙←→ + MK	
	O-Combo Ultimate	←↙↓ + QK	
SUPER MOVES	Super Uppercut	↓↘→← + FK	Requires 3 Super Bar Blocks Linker
	Super Cold Shoulder	↓↘→← + MP	Requires 3 Super Bar Blocks Linker
	Super Liquidize & Uppercut	→↘↓↙← + FK	Requires 3 Super Bar Blocks
	Super Arctic Blast	→↘↓↙←→ + FP	Requires 4 Super Bar Blocks
	Arctic Slam	↓↘→← + QP	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Icy Grip + QP	
	End Special 2	Liquidize + FK	
	End Special 3	Ice Lance + FP	
	End Special 4	Arctic Blast + FP	
	End Special 5	→↘↓ + QK	After first 4 Enders





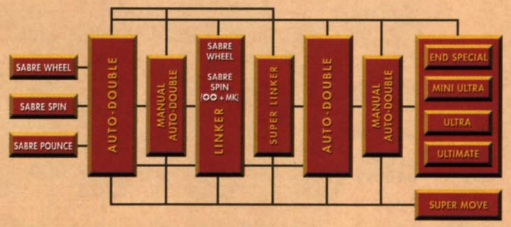
TJ Combo

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	TJ Tremor	← Charge → + MK	Pop-up
	Roller Coaster	← Charge → + MP	Linker & Parry Opener
	Spinfist	← Charge → + QP	
	Skull Crusher	← Charge → + FK	Pop-up
SPECIAL MOVES	Air Tremor	←→←→ + MK	Must Jump
	Spinfist	→ Charge ← + QP	also Linker
	Behind Back	← Charge → + QK	Pop-up
	Cyclone	Hold FP, Release FP, Press FP to hit	
	Powerline	← Charge → + FP	
	Stop Powerline	← + FP	Player must be running
	Fake Dizzy	→→←←← + QK	
	Air Double	→← + Any Kick	
	Throw	→ + MP	
	Reverse Throw	← + MP	In an opponent's throw move
	Parry Move	← + Hold QP	
	Pressure Move	→ FK	
	Breaker	←→ + P/K	
	Ultra Breaker	→→←←←→ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	← Charge → + FK	
	Ultra	→ Charge ← + FP	
	ULTIMATE	Hold QK for 2 seconds, Release QK	
	O-Combo Ultimate	→→←←← + FK	Hold forward for 1 second
SUPER MOVES	Super Roller Coaster	→→←←←→ + MP	Requires 3 Super Bar Blocks Linker
	Super Spinfist	→→←←←→ + QP	Requires 3 Super Bar Blocks Linker
	Shadow Move	→→←←←→ + MP	Requires 3 Super Bar Blocks
	Dash Frenzy	→→←←←→ + FP	Requires 2 to 6 Super Bar Blocks
	Super Tremor	→→←←← + MK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Spinfist + QP	
	End Special 2	Behind the Back + QK	
	End Special 3	Powerline + FP	
	End Special 4	TJ Tremor + MK	
	End Special 5	← Charge → + FK	After first 4 Enders



	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Sabre Wheel	←→ + MP	Linker
	Sabre Spin	←→ + MK	Parry Opener
	Sabre Spin	→← + MK	Linker
	Sabre Pounce	←→ + FP	Hold FP To Delay Pounce
SPECIAL MOVES	Sabre Flip	←→ + FK	Pop-up
	Sabre Howl	←→ + QP	Hold QP To Sustain Howl
	Fake Sabre Howl	←→ + QK	
	Sabre Hop	Tap →→ or ←←	
	Air Double	→← + Punch	
	Parry Move	← + Hold QP	
	Pressure Move	→ + FK	
	Breaker	←→ + P/K	
	Ultra Breaker	→→←←←→ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	→← + QK	
	Ultra	←→ + QK	
	ULTIMATE	Hold FK for 2 seconds and release	
	O-Combo Ultimate	Hold QP for 2 seconds and release	
SUPER MOVES	Super Sabre Spin	→→←←←→ + MK	Requires 3 Super Bar Blocks Linker
	Super Sabre Wheel	→→←←←→ + MP	Requires 3 Super Bar Blocks Linker
	Sabre Fireball	→→←←←→ + FP	Requires 4 Super Bar Blocks
	Sabre Stomp	Jump in Air + →→←←← + FP	Requires 4 Super Bar Blocks
	Super Sabre Flip	→→←←←→ + FK	Requires 6 Super Bar Blocks
END SPECIALS	End Special 1	Sabre Spin + MK	
	End Special 2	Sabre Flip + FK	
	End Special 3	Sabre Pounce + FP	
	End Special 4	Sabre Howl + QP	
	End Special 5	←→ + QK	After first 4 Enders

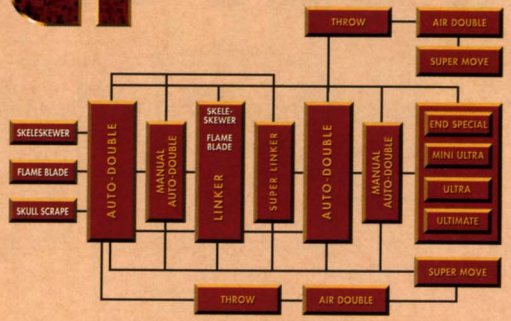
Sabrewolf





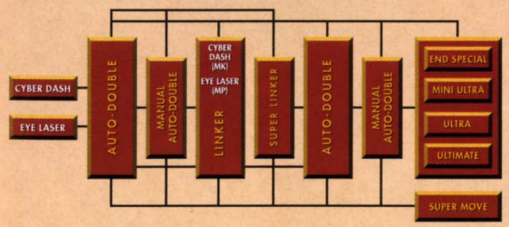
	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	SkeleSkewer	↓↘→ + MP	Linker
	Flame Blade	↓↘→ + FP	Linker, Pop-up
	Skull Scrape	↓ + FK	Pop-up
SPECIAL MOVES	Skull Spear	In Air ↓ + FK	
	Soul Drain	↓↘→ + QP	
	Skull Dash	Tap →→ or	
	Skeleport	↓↙← + Any Kick	Requires 1 Skull
	Power Devour	← + Hold QP	
	1 Skull Summon	↓↙← + MP	Requires 1 Super Bar Block
	All Skull Summon	↓↙← + FP	Requires 6 Super Bar Blocks
	Searing Skull	↓↘→ + Any Kick	Requires 1 Skull
	Air Double	In Air ↓ + Kick	
	Throw	→ + FK	
	Reverse Throw	← + FK	In an opponent's throw move
	Pressure Move	→ FP	
	Breaker	↓↙← + P/K	
	Ultra Breaker	↓↙←↓↘→ + FK	Requires 6 Super Bar Blocks
	Mini-Ultra	↓↘→ + FP	
	Ultra	↓↙← + FP	
	ULTIMATE	↓↓ + QK	
	O-Combo Ultimate	↓↘→↓↘→ + QP	
SUPER MOVES	Super Skull Scrape	↓↘→← + FK	Requires 3 Super Bar Blocks Linker
	Super Flame Blade	↓↘→← + MP	Requires 3 Super Bar Blocks Linker
	Super Grim Reaper	↓↙←↓↘→ + FP	Requires 4 Super Bar Blocks
	Searing Skull	↓↙←↓↘→ + FK	Requires 6 Super Bar Blocks
	Stunning Skull	↓↙←↓↘→ + MK	Requires 4 Super Bar Blocks
END SPECIALS	End Special 1	Reverse SkeleSkewer + MP	
	End Special 2	Skeleport + FK	
	End Special 3	Skeleport + MK	
	End Special 4	Skeleport + QK	
	End Special 5	↓↘→ + QP	After first 4 Enders

Spinal



	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cyber Dash	↓↘→ + MK, FK	MK Linker, MK Parry Opener
	Eye Laser	→↘↓ + MP, FP	MP Linker
SPECIAL MOVES	Laser Storm	↓↘→ + Any Punch	
	Fake Laser Storm	↓↘↓ + QP	
	Eye Laser	→↘↓ + FP, MP	
	Plasma Slice	→↘→ + Any Punch	Pop-up
	Electro Flect	↓↘↓ + Hold QK	
	Air Double	→↘→ + Punch	
	Parry Move	← + Hold QP	
	Pressure Move	← FP	
	Breaker	→↘→ + P/K	
	Ultra Breaker	↓↘↓↘→↘→ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	→↘→ + QP	
	Ultra	→↘→ + QK	
	ULTIMATE	→↓↘→↓ + MK	
	O-Combo Ultimate	↓↘→↓↘← + MP	
SUPER MOVES	Inviso	→↘→↓← + FK	Uses Super Power as you move
	Lock On	↓↘→↓→ + QK	Requires 1 Super Bar Blocks
	Triple Laser Storm	↓↘→↓→ + QP	After Lock On
	Air Eye Laser	→↘↓ + FP	Requires 1 Super Bar Blocks
	Plasmaport	↓↘↓ + Any Punch/Kick	Requires 1 Super Bar Blocks
	Super Electro Flect	→↘↓→ + QK	Requires 3 Super Bar Blocks Linker
	Super Cyber Dash	↓↘→← + FK	Requires 3 Super Bar Blocks Linker
END SPECIALS	End Special 1	Cyber Dash + FK	
	End Special 2	Eye Laser + FP	
	End Special 3	Laser Storm + MP	
	End Special 4	Plasma Slice + FP	
	End Special 5	→↘→ + QP	After first 4 Enders

Fulgore





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REV-B

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REV-I

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