SNK vs CAPCOM for C64/C128

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User Manual

DISCLAIMER

SNK vs CAPCOM for C64 is a non-profit, freeware and unlicensed game created by fans and based on the original Neo Geo Pocker Color game called "SNK vs CAPCOM: Match of the Millennium". We don't have any relationship with CAPCOM, SNK or other creators of the original game. Everything you get right now with access on our YouTube account is exposed for free download.

The cartridge image of the game can be downloaded following the links published on the following YouTube account:

https://www.youtube.com/@retrogl2580

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Getting started

1. Check the power switch of your Commodore 64. Make sure it is OFF before inserting or removing the game cartridge.
2. Insert the game cartridge into the Expansion Port of your Commodore 64 and turn the power on.
3. When the title screen appears, select one of the following menu items to switch to the corresponding game mode:

Use your joystick/gamepad to move the marker next to STORY MODE and press fire. Please refer to the descriptions shown later in this manual for a complete description of the other game modes.

4. Once you begin the game, you will be asked to select your character. Use the joystick/gamepad direction keys to highlight any fighter you wish to use and press any fire. Then use again the direction keys to select your favourite color and press any fire again:
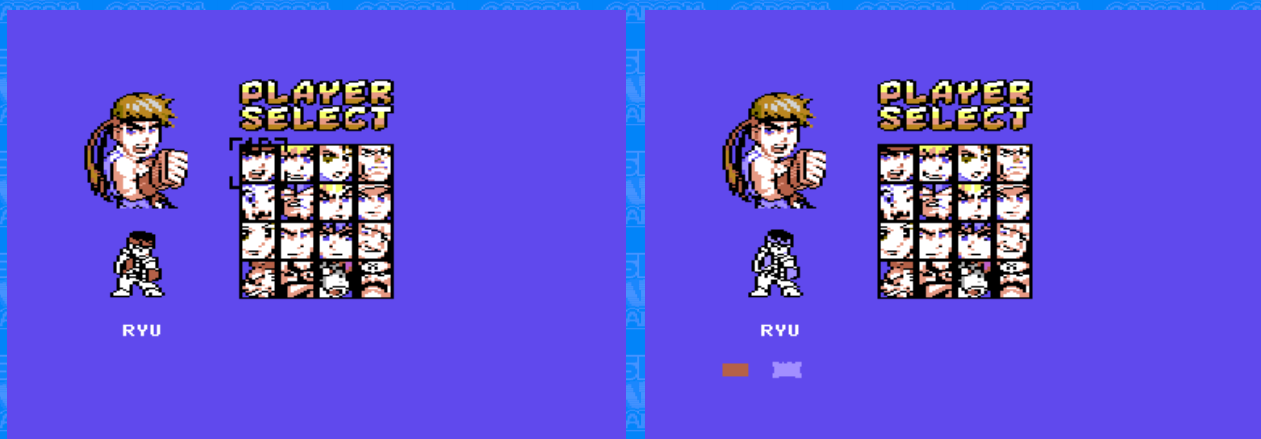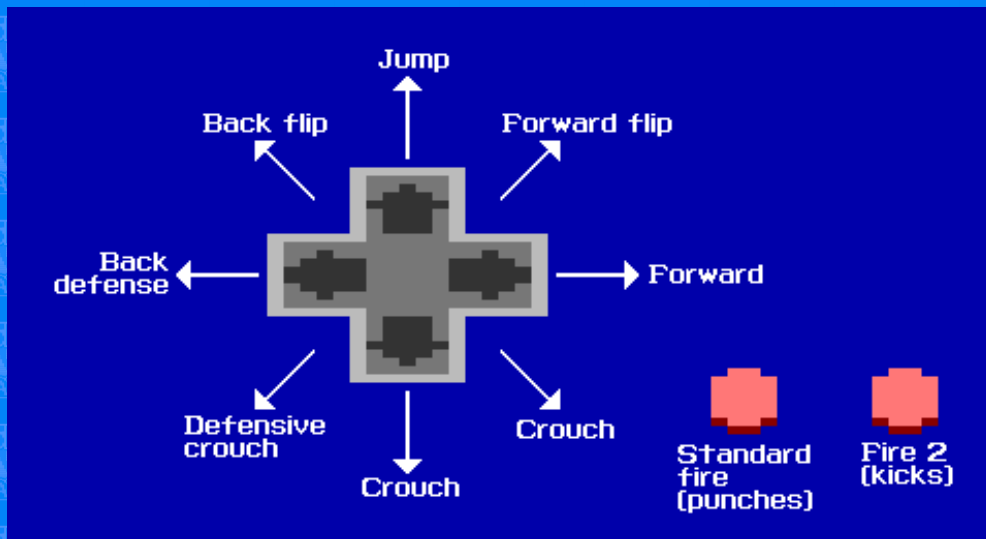

IMPORTANT NOTE:

Don't use software reset to restart the game. Use hardware reset instead.

Basic movements

The diagram below shows the eight basic control joystick/gamepad positions and fire buttons that are used in the game.

Player #1 is connected to Joystick Port #2, while Player #2 is connected to Joystick Port #1.

IMPORTANT NOTE:

The diagram shows the joystick/gamepad positions for a player facing to the right. The controls are reversed when facing to the left.

The game accepts two kind of buttons configuration: **one-button** and **two-buttons**. In one-button configuration the *Standard fire* of your joystick/gamepad is used for both punches and kicks, while in two-buttons configuration the *Standard fire* and *Fire 2 (POTX)* are used for punches and kicks respectively. The configuration can be changed by selecting OPTIONS in the main menu.

The following is the typical basic moves setup for each of the configurations. Meaning of the move issued can vary from fighter to fighter.

Legend:

(F) =standard fire button

=punch button (standard fire button)

=kick button (fire 2/POTX button)

Ground moves

ONE BUTTON CONFIGURATION	TWO BUTTONS CONFIGURATION
Standing weak punch 🅕	Standing weak punch 👊
Standing strong punch ➡️🅕	Standing strong punch ➡️👊 or ⬅️👊
Standing strong kick ⬅️🅕	Standing weak kick 👟
Crouching weak kick ⬇️🅕	Standing strong kick ➡️👟 or ⬅️👟
Crouching strong punch ↘️🅕	Crouching weak punch ⬇️👊
Crouching strong kick ↙️🅕	Crouching strong punch ↘️👊 or ↙️👊
	Crouching weak kick ⬇️👟
	Crouching strong kick ↘️👟 or ↙️👟

Flying moves

ONE BUTTON CONFIGURATION	TWO BUTTONS CONFIGURATION
➡️🅕 for strong punch	any dir. + 👊 for strong punch
any other dir. + 🅕 for strong kick	any dir. + 👟 for strong kick

Story mode: The greatest challenge of all times

There are two evil fighters that want to conquer this world: Vega & Geese. They want to team up together and recruit the strongest fighters and use them to create an evil army. A tournament is the perfect way to hide their evil purpose: with the promise of fame and glory, they attract the attention of the strongest fighters all over the world. Many of them are aware of the goal that Vega and Geese want to pursue, but others are unaware of the fate that may await them.

Choose STORY MODE from main menu to join the world tournament. After selecting your favourite character, his story will bring up on screen and the first fight will begin:
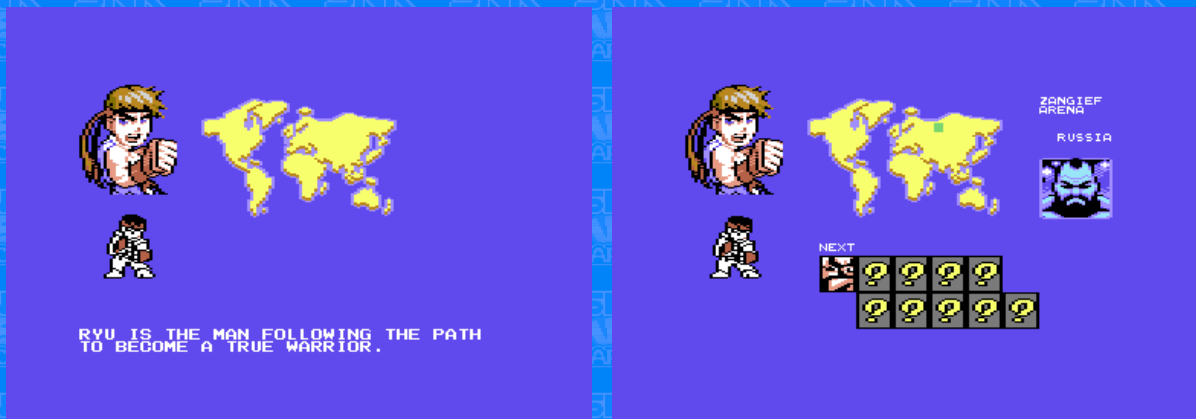
Basic knowledge of the fight mechanic

When the match begins, you must use all of your fighting skills to defeat your opponent. Each time you hit, kick or throw your opponent, his energy meter will decrease. Once his energy meter is totally red, he'll be knocked out and you will be declared the winner. Win two out of three rounds and you earn the right to face the next challenger on your way until the battle with the Vega & Geese alliance!

During the fight, the blows can be parried with defense movement. If they are parried by the opponent, his guard break bar, initially full, will progressively decrease until to "break" and start again with reduced capacity. During the break, the opponent will freeze and it will be completely vulnerable for few moments.

Any landed blow can increase the supermoves energy bar of both players. This bar can reach two levels and can be used to issue super moves, documented separately for each fighter (see further in this manual). Level 2 super moves drain more energy than Level 1 super moves.

Throws and holds

When you are near to your opponent, you can press ➡ + Ⓕ, ✊ or ✋ to issue a throw or an hold, depending on the fighter you are using. *Throws* are capable to knock the opponent on the floor with a single move (image on the left), while a *hold* needs you to push fire repeatedly to issue full damage of the move (image on the right).

Combo

When you hit your opponent while they are still stunned from the previous hit, you make a *combo* and you get a bonus for this which consists of an additional score. The more hits you can land on your opponent while he is still stunned, the greater the combo bonus will be. Combos can be made by concatenating more of one weak/strong punches/kicks, issuing special moves and so on.

Cancelling

For all fighters, most weak and strong basic blows are cancellable, i.e., can be substituted on the fly by a special/super move. For example, with Ryu, you can issue a strong punch and, when you are about to hit the opponent effectively, issue an Hado-Ken to cancel the strong punch animation and start the Hado-Ken one. This increases the possibility to make longer combos and more score.

Player is encouraged to use all this mechanics to reach the end of the game more easily. We recommend you to make practice in training mode with all this mechanics so that you'll get the better of your opponent faster.

Versus & training mode

User can select one of the two gameplay modes by selecting VERSUS MODE from main menu.

1) Select the fighters you want to use during game

2) Select stage where the fighters must play

3) Now use player #1 left and right movements to switch from versus mode (TRAINING? NO) and training mode (TRAINING? YES):

When in training mode, player #2 can't be beaten since its energy will never reach the zero, so that the user can train and master his favourite character freely. The user can use the following keyboard buttons to alter training state:

- **RUN/STOP key**: toggle pause mode
- **J key**: toggle player #2 jumping movement
- **R key**: reset game and return to main menu
- **T key**: increase super energy by 1 level

Tournament mode

In the tournament mode, up to 8 players can compete for the SNK vs CAPCOM championship, where fighters fight with each other to determine who is the strongest. After you select TOURNAMENT from the main menu, with the port #2 joystick/gamepad, the first player can select his character. After this has been done, the second player can select his character (always with the port #2 joystick/gamepad), and so on. When everyone has selected their character, highlight END and press fire button to end selection.

If you don't have eight people to play with, the computer will automatically pick other fighters and control them in battles against you.

When the tournament begins, each player will be assigned a preliminary match. Each match is only one round. If you lose, you will fight the losers of the other matches to decide your final ranking. If you win, you will advance to the semi-finals and be one step closer to the championship.

Options mode

The OPTIONS MODE allows you to change certain aspects of the game. When the title screen appears, move marker on OPTIONS menu item and press fire. When the following screen appears, use the direction keys of your joystick/gamepad to change the option items you want.

DIFFICULTY This option changes the difficulty of the computer opponent. Push the joystick/gamepad left or right to select the desired difficulty level.

TIME LIMIT This option allows you to turn on or off the time limit. If you select ON, the fighters will have 99 seconds to knock each other out. If you select OFF, the fight will continue until one player is knocked out.

MUSIC This option allows you to turn on or off music during battles.

SOUND FX This option allows you to turn on or off sound effects during battles.

JOY MODE This option allows you to select button configuration for both players.

Fighters list

Following is the list of fighters in the game. The game supports joystick move charging and different supermove levels, so some moves can be issued only if the fighter reached a specific super energy level during fight. Finally, extra attacks are introduced, that is, counter attacks and guard breakers.

Legend:

🄵 =standard fire button

=punch button (standard fire button)

=kick button (fire 2/POTX button)

=Quarter circle forward (i.e. ↓ ↘ →)

=Quarter circle backward (i.e. ↓ ↙ ←)

=Half circle forward (i.e. ← ↙ ↓ ↘ →)

=Half circle backward (i.e. → ↘ ↓ ↙ ←)

=Quarter circle backward and then Half circle forward (i.e. ↓ ↙ ← ↙ ↓ ↘ →)

=Dragon punch (or Z-motion) (i.e. → ↘ ↓)

=Inverse Dragon punch (or inverse Z-motion) (i.e. ← ↓ ←)

=Charge back then forward (i.e. hold ← for a sec., then →)

=Charge down then up (i.e. hold ↓ for a sec., then ↑)

=Stick back

=Stick forward

=Stick up-forward

=Stick down

RYU

Date of birth: 21/07/1964
Place of birth: JAPAN
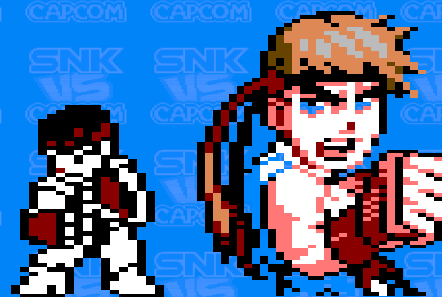
Ryu is the man following the path to become a true warrior. What is the meaning of the evil energy building within him? He continues his journey to find the answers and new challenges.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Hado-Ken	On floor	↘ + F	↘ + 👊
Shoryu-Ken	On floor	z + F	z + 👊
Tatsu-Maki-Senpuu-Kiaku	On floor or jumping	↺ + F	↺ + 🦶
Shakunetsu-Hado-Ken	On floor	↶ + F	↶ + 👊
Throw	Near to opponent	→ + F	→ + 🦶
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press 👊 🦶 together
Counter attack	Blocking	← → + F	← → + 👊

SUPER MOVES	LV1	LV2		
Shinkuu-Hado-Ken	✓	✓	↘↘ + F	↘↘ + 👊
Denjin-Hado-Ken	✓	✓	↶↶ + F	↶↶ + 👊
Shinkuu-Tatsu-Maki-Senpuu-Kiaku	✓	✓	↺↺ + F	↺↺ + 🦶
Shin-Shoryu-Ken		✓	→ → + F (press fire repeatly for complete damage)	↘↘ + 🦶 (press fire repeatly to complete damage)

KEN

Date of birth: 14/02/1965
Place of birth: AMERICA
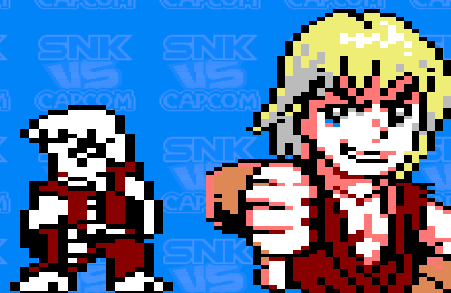
Ryu's eternal rival, Ken Masters. His title of 'u.s. martial arts champion' proves his strength. The appearance of new fighters attracts his attention. So the raging dragon is ready to prove that he can defeat anyone.

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Hado-Ken	On floor		[↓↘→] + F	[↓↘→] + 👊
Shoryu-Ken	On floor		[Z-motion] + F	[Z-motion] + 👊
Tatsu-Maki-Senpuu-Kiaku	On floor or jumping		[↓↙←] + F	[↓↙←] + 🦶
Ushiro-Maewashi-Geri	On floor		[half-circle] + F	[half-circle] + 🦶
Throw	Near to opponent		[← →] + F	[← →] + 🦶
Machine Gun Throw	Near to opponent		[← →] + F then press F repeatly	[← →] + 👊 then press 👊 or 🦶 repeatly
EXTRA MOVES				
Guard breaker	On floor		[↗] + F	Press 👊 🦶 together
Counter attack	Blocking		[← → ← →] + F	[← → ← →] + 🦶
Rolling	On floor		[half-circle] + F	[half-circle] + P
SUPER MOVES	**LV1**	**LV2**		
Shoryu-Reppa	✓	✓	[↓↘→ ↓↘→] + F	[↓↘→ ↓↘→] + 👊
Shinryu-Ken	✓	✓	[↓↘→ ↓↘→] + F then press F repeatly if issued in LV2	[↓↘→ ↓↘→] + 🦶 then press 👊 or 🦶 repeatly if issued in LV2
Shippu-Jinraykiaku		✓	[← → ← →] + F	[↓↙← ↓↙←] + 🦶

CHUN-LI

Date of birth: 01/03/1968
Place of birth: CHINA
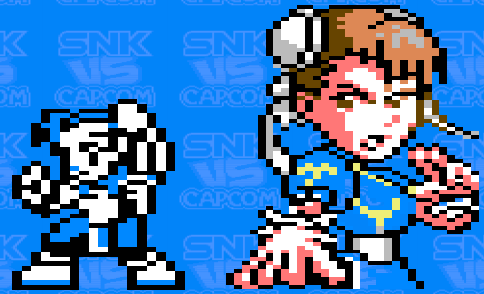
Chun-li is the icpo's special detective assigned to shadaloo. She knows that vega wants to team up with Geese Howard. He wants to strengthen his organization for his purposes. So she wants to find vega and stop his plans.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Kiko-Ken	On floor	↘ + F	↘ + (punch)
Lightning Kicks	On floor	F repeatly	(kick) repeatly
Spinning Bird Kick	On floor	HOLD ↓↑ + F	HOLD ↓↑ + (kick)
Ten-Shou-Kiaku	On floor	Z + F	Z + (kick)
Throw	Near to opponent	→ + F	→ + (punch)
Kouhou-Kaiten-Kiaku	On floor	↺ + F	↺ + (kick)
Flying Spinning Bird Kick	Jumping	↺ + F	↺ + (kick)
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press (punch)(kick) together
Counter attack	Blocking	←→ + F	←→ + (punch)

Move description	LV1	LV2	One-button configuration	Two-button configuration
SUPER MOVES				
Kiko-Shou	✓	✓	↘↘ + F	↘↘ + (punch)
Senretsu-Kiaku	✓	✓	HOLD ← →←→ + F	HOLD ← →←→ + (kick)
Hazan-Tenshou-Kiaku		✓	↺↺ + F	↺↺ + (kick)
Shin-Kikoshin		✓	↺↺ + F	↺↺ + (kick)

GUILE

Date of birth: 23/12/1960
Place of birth: AMERICA
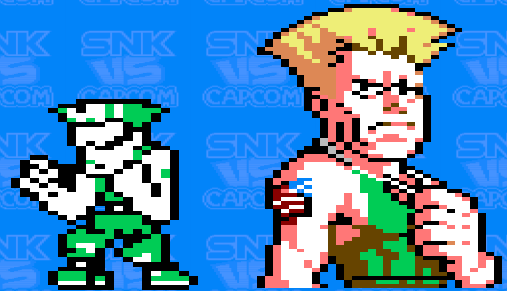
Guile is a major in the United States Air Force. He investigated the whereabout of his best friend Charlie Nash. He found tips that brings him to Vega, who team up with Geese Howard. So now his goal is destroy the criminal organization headed by them.

| Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Sonic Boom	On floor	HOLD ← → + F	HOLD ← → + 👊
Flash Kick	On floor	HOLD ↓↑ + F	HOLD ↓↑ + 👟
Phantom Cutter	On floor	↰ + F	↰ + 👟
Throws	Near to opponent	→ + F or ← + F	→ + 👊 or ← + 👟
Aerial Throw	Near to opponent when jumping	↓ + F	↓ + 👟
Sonic Blade	On floor	Z + F	Z + 👊
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press 👊👟 together
Counter attack	Blocking	← ← + F	← ← + 👊

SUPER MOVES	LV1	LV2		
Crossfire Blitz	✓	✓	HOLD ← → → + F	HOLD ← → → + 👟
Sonic Barrage	✓	✓	↰↰ + F	↰↰ + 👟
Sonic Hurricane	✓	✓	↺↺ + F	↺↺ + 👊
Sonic Typhoon		✓	↺↺ + F	↺↺ + 👊

FELICIA

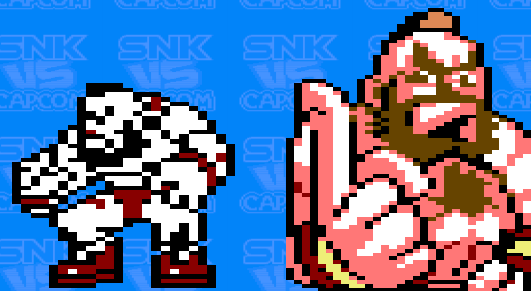**Date of birth: ??/??/1967**
Place of birth: AMERICA
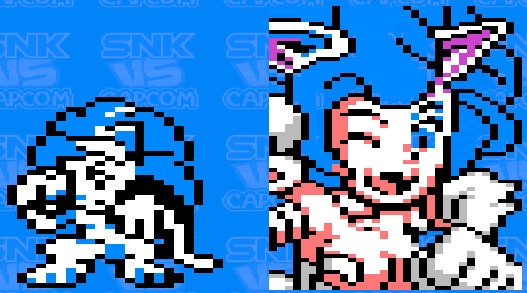
Felicia is a darkstalker who was raised by her sister named Rose. She knows that the outside world is filled of prejudice towards her. So she wants to demonstrate at the tournament that she's not different from humans.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Rolling Uppercut	On floor	(Z-motion) + F	(Z-motion) + punch
Rolling Buckler	On floor	(← HOLD →) + F	(← HOLD →) + punch
Explosive Ball	On floor	(quarter-circle) + F	(quarter-circle) + punch
Delta Kick	On floor	(Z-motion) + F then press fire after first kick for complete damage	(Z-motion) + kick then press fire after first kick for complete damage
Sand Splash	On floor	(quarter-circle) + F	(quarter-circle) + kick
Scratch Attack	On floor	(half-circle) + F	(half-circle) + kick
Crazy Uppercut	On floor	(quarter-circle) + F	(quarter-circle) + punch
Throws	On floor	(←→) + F or (←) + F	(←→) + punch or (←) + kick
Aerial Throw	Jumping	(←) + F when near to opponent	(←) + kick when near to opponent
EXTRA MOVES			
Guard breaker	On floor	(↗) + F	Press punch + kick together
Counter attack	Blocking	(←→←) + F	(←→←) + punch

SUPER MOVES	LV1	LV2	One-button configuration	Two-button configuration
Dancing Flash	✓	✓	(← HOLD → ← →) + F	(← HOLD → ← →) + punch
Super Scratch Attack		✓	(two half-circles) + F	(two half-circles) + kick

ZANGIEF

**Date of birth: 01/06/1956**
Place of birth: RUSSIA

Known as the 'red cyclone', Zangief is the russian hero. He targets the new alliance formed by Vega and Geese Howard. A combined power that threatens the security of his country.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Lariat	On floor	←HOLD→ + F	←HOLD→ + 👊
Double Lariat	On floor	F repeatly	👊 repeatly
Banishing Flat	On floor	↺ + F	↺ + 👊
Siberian Slash	When jumping	↓ + F	↓ + 👊
Screw Pile Driver	Near to opponent	↻ + F	↻ + 👊
Flying Power Bomb	Near to opponent	↺ + F	↺ + ✊
Suplex	Near to opponent	→ + F	→ + 👊
Atomic Suplex	Near to opponent	↺ + F	↺ + 👊
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press 👊 ✊ together
Counter attack	Blocking	←→ + F	←→ + 👊

Move description	Issue when	LV1	LV2	One-button configuration	Two-button configuration
SUPER MOVES		**LV1**	**LV2**		
Final Atomic Buster		✓	✓	↻↻ + F	↻↻ + 👊
Siberian Blizzard		✓	✓	↻↻ + F	↻↻ + 👊
Aerial Russian Slam		✓		↻↻ + F	↻↻ + ✊
Russian Beat			✓	←HOLD→ ↻↻ + F	←HOLD→ ↻↻ + ✊

VEGA

Date of birth: 17/04/????
Place of birth: ????
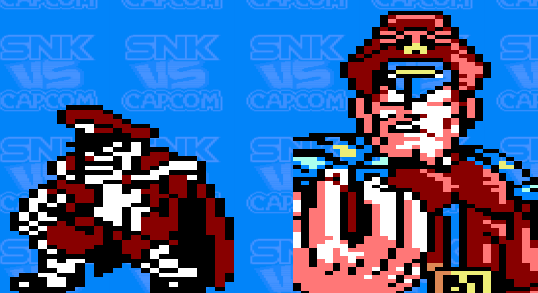
Vega is the leader of the secret organization called Shadaloo. He wants to recruit fighters for his new army to conquer the world. His psycho energy was too strong for many fighters encountered. But Ryu seems to be one the best candidates for his purposes...

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Psycho Shot	On floor		↘ + F	←HOLD→ + 👊
Double Knee Press	On floor		←HOLD→ + F	←HOLD→ + 🦵
Head Press	On floor		HOLD↑ + F	HOLD↑ + 🦵
Fast Jump Across	On floor		↩ + F	↩ + 👊
Vega Warp	On floor		↩ + F	↩ + 🦵
Throws	On floor or jumping		→ + F	→ + 👊
EXTRA MOVES				
Guard breaker	On floor		↗ + F	Press 👊🦵 together
Counter attack	Blocking		←→ + F	←→ + 👊
SUPER MOVES	**LV1**	**LV2**		
Psycho Crusher	✓	✓	←HOLD→ ←→ + F	←HOLD→ ←→ + 👊
Knee Press Nightmare	✓	✓	↩↩ + F	↩↩ + 🦵
Psycho Cannon	✓	✓	↩↩ + F	↩↩ + 👊

GOUKI

Date of birth: ??/??/????
Place of birth: JAPAN

Gouki... The supreme master of the fist. This lone warrior is a wanderer, shrouded with evil intent. He searches for challengers with enough potential to kill.

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Hado-Ken	On floor		↘ + F	↘ + 👊
Shoryu-Ken	On floor		Z + F	Z + 👊
Tatsu-Maki-Zankuu-Kiaku	On floor or jumping		↶ + F	↶ + 👟
Shakunetsu-Hado-Ken	On floor		↩ + F	↩ + 👊
Throw	Near to opponent		→ + F	→ + 👟
Ashulo Senkuu	On floor		↩ + F	↩ + 👊
Zanku-Hado-Ken	Jumping		↘ + F	↘ + 👊
Tenma Kujin Kyaku	Jumping		↓ + F	↓ + 👟
EXTRA MOVES				
Counter attack	Blocking		← ● ● → + F	← ● ● → + 👟
SUPER MOVES	LV1	LV2		
Messatsu-Go-Hado	✓		● ● ↘ + F	● ● ↘ + 👊
Messatsu-Go-Shoryu	✓	✓	↩ ● ● + F	● ● ↘ + 👟
Flying Messatsu-Go-Hado (when jumping)	✓		● ● ↘ + F	● ● ↘ + 👊
Shun Goku Satsu		✓	← ● ● → ← ● ● → + F	← ● ● → ← ● ● → + 👊

RYO SAKAZAKI

Date of birth: 02/08/1957
Place of birth: JAPAN
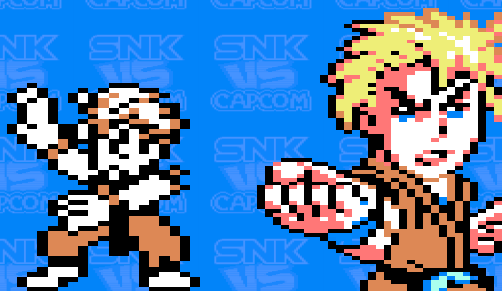
Ryo Sakazaki is the new master of the Kyokugen style. He wants to prove that his style is invincible and can beat evildoers. He knows that Geese Howard wants to join Vega to form an evil army. So it decides to participate to the tournament and defeat him.

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Ko-ou-ken	On floor or jumping		↘ + F	↘ + 👊
Hien-Shippu-Kiaku	On floor or jumping		↙ + F	↙ + 👟
Kohou	On floor		↓↘ + F or ↓↘ + F	↓↘ + 👊 or ↓↘ + 👟
Zan-Retsu-Ken	On floor		↓↙ + F	↓↙ + 👊
Throws	Near to opponent		→ + F or ← + F	→ + 👊 or → + 👟
EXTRA MOVES				
Guard breaker	On floor		↗ + F	Press 👊👟 together
Counter attack	Blocking		←→← + F	←→← 👟
SUPER MOVES	**LV1**	**LV2**	One-button configuration	Two-button configuration
Haou-Shouou-Ken	✓	✓	↘↘ + F	↘↘ + 👊
Tenchi-Haou-Ken	✓		←[HOLD]→←→ + F	←[HOLD]→←→ + 👊
Ryu-Koh-Ranbu		✓	↙↙ + F	↙↙ + 👟

TERRY BOGARD

Date of birth: 15/03/1971
Place of birth: AMERICA
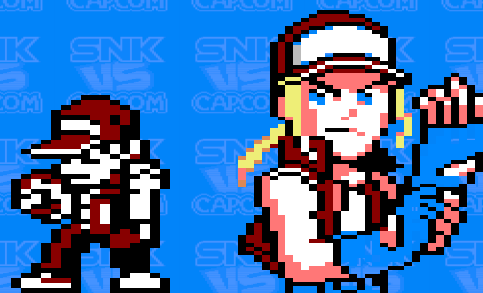
Terry Bogard, the young hungry wolf wants to join the tournament. His aim is to stop an alliance between Geese Howard and Vega.

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Burning Knuckle	On floor		◄ HOLD ► + F	◄ HOLD ► + 👊
Crack Shot	On floor		↺ + F	↺ + 🦶
Power Wave	On floor		↘ + F	↘ + 👊
Rising Tackle	On floor		z + F	z + 🦶
Throw	Near to opponent		→ + F	→ + 👊
EXTRA MOVES				
Guard breaker	On floor		↗ + F	Press 👊🦶 together
Counter attack	Blocking		←→ + F	←→ + 🦶
SUPER MOVES	LV1	LV2		
Buster Wolf	✓	✓	↻ + F	↻ + 👊
Super Rising Tackle	✓	✓	↺↺ + F	↺↺ + 🦶
Power Bomb	✓	✓	↘↘ + F	↘↘ + 👊
Raging Wolf	✓	✓	↻↻ + F	↻↻ + 👊

MAI SHIRANUI

Date of birth: 01/01/1974
Place of birth: JAPAN
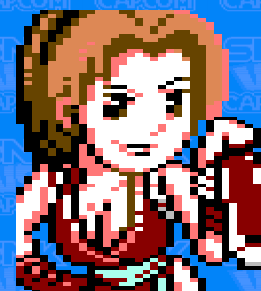
Mai Shiranui wants to help Andy Bogard to eliminate his father's killer. In this way, she hopes to have more loving attention from him.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Hissatsu-Shinobi-Bachi	On floor	← HOLD → + F	← HOLD → + 👊
Kachousen	On floor	↓↘→ + F	↓↘→ + 👊
Ryuuenbu	On floor	↓↙← + F	↓↙← + 👊
Musasabi-No-Mai	Jumping	↓↙← + F	↓↙← + 👊
Hakuro-No-Mai	On floor	↓Z + F	↓Z + 👊
Hishou-Ryuu-Enjin	On floor	↓Ƨ + F	↓Z + 👊
Benitsuru-No-Mai	On floor	↙↓↘ + F	↙↓↘ + 👊
Throw	Near to opponent (On floor or jumping)	→→ + F	→→ + 👊
EXTRA MOVES			
Guard breaker	On floor	↓↗ + F	Press 👊 👊 together
Counter attack	Blocking	←→ ←→ + F	←→ ←→ + 👊
SUPER MOVES	**LV1** **LV2**		
Hana-Arashi	✓ ✓	↓↘→ ↓↘→ + F	↓↘→ ↓↘→ + 👊
Cho-Hissatsu-Shinobi-Bachi	✓ ✓	↙↓↘ + F	↙↓↘ + 👊
Houou-No-Mai	✓	↓↙← ↓↙← + F	↓↙← ↓↙← + 👊

ANDY BOGARD

Date of birth: 16/08/1972
Place of birth: AMERICA
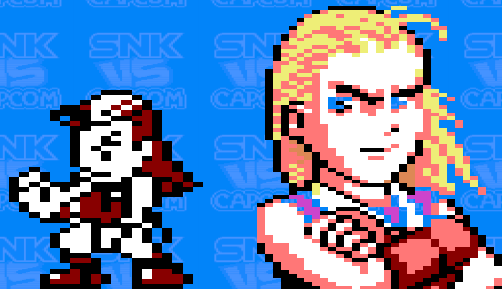
Andy Bogard, the human weapon and Terry Bogard's brother. Feeling inferior to his brother, he trained hard to refine his techniques. And now he wants to demostrate him that they are at the same level.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Zen-Ei-Ken	On floor	← HOLD → + F	← HOLD → + (punch)
Hishou-Ken	On floor	↘ + F or ↙ + F	↘ + (punch) or ↙ + (kick)
Shouryu-Dan	On floor	↗ + F	↗ + (punch)
Kuuha-Dan	On floor	(quarter circle) + F	(quarter circle) + (kick)
Wheel-Kick	On floor	(quarter circle) + F	(quarter circle) + (kick)
Gekiheki-Haisui-Shou	On floor	↘ + F then press F repeatly to issue complete damage	↘ + (punch) then press (punch) or (kick) repeatly to issue complete damage
Shimo-Agito	Jumping	↘ + F	↘ + (punch)
Uwa-Agito	Jumping	↙ + F	↙ + (kick)
Throw	Near to opponent	→ + F	→ + (punch)
EXTRA MOVES			
Guard breaker	On floor	↘ + F	Press (punch)(kick) together
Counter attack	Blocking	← → + F	← → + (kick)

Move description	LV1	LV2	One-button configuration	Two-button configuration
SUPER MOVES				
Hishou-Ryuusei-Ken	✓	✓	↘↘ + F	↘↘ + (punch)
Cho-Reppa-Dan	✓	✓	↙↘ + F	↙↘ + (kick)

LEONA HEIDERN

Date of birth: 10/01/????
Place of birth: ????
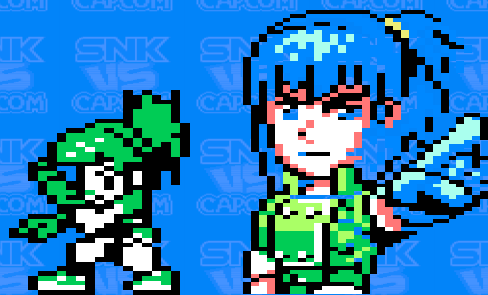
Leona Heidern, the silent soldier and member of Ikari Warriors team. Suffering from a blood curse, she attacks anyone she considers evil. Geese Howard promised to free her if she defeats a guy that uses the Ansatsuken style.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Grand Saber	On floor	⬅HOLD➡ + F then press F after hit the opponent to issue complete damage	⬅HOLD➡ + 👊 then press 👊 or 🦶 after hit the opponent to issue complete damage
I-Slasher	On floor	↘ + F	↘ + 👊
Baltic Launcher	On floor	↖ + F	↘ + 🦶
X-Calibur	Jumping	↘ + F	↘ + 👊
Gravity Storm	On floor	⬑ + F	⬑ + 🦶
Earring Bomb	On floor	⬎ + F	⬎ + 👊
Throw	Near to opponent	➡ + F	➡ + 👊
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press 👊🦶 together
Counter attack	Blocking	⬅➡ + F	⬅➡ + 👊
SUPER MOVES	LV1 LV2		
Rebel Spark	✓ ✓	↖↖ + F	↘↘ + 🦶
Slash Saber	✓ ✓	↙↙ + F	↙↙ + 👊
V-Slasher (when jumping)	✓	↙↙ + F	↙↙ + 👊
Leona Blade	✓	⬑ + F	⬑ + 👊

WOLFGANG KRAUSER

Date of birth: 18/12/1954
Place of birth: GERMANY
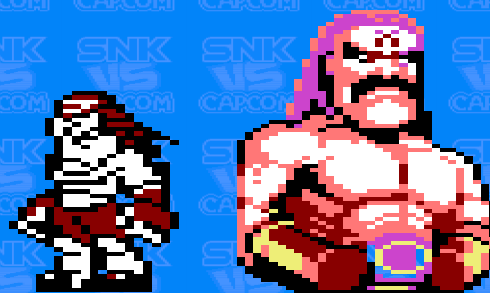
As a famous and reputed crimelord of darkness, Krauser amuses himself. He sent a letter to Geese Howard, the mafia's boss in southtown. He wants to take his place in his own organization after beating him.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Kaiser Wave	On floor	←HOLD→ + F	←HOLD→ + 👊
Leg Tomahawk	On floor	↺ + F	↺ + 🦵
Blitz Ball Hi	On floor	● + F	● + 👊
Blitz Ball Low	On floor	↻ + F	↻ + 🦵
Kaiser Duel Sobat	On floor	↻ + F	↻ + 🦵
Phoenix Throw	On floor	↯ + F	↯ + 👊
Throw	Near to opponent	●→ + F	●→ + 👊
EXTRA MOVES			
Guard breaker	On floor	↗ + F	Press 👊🦵 together
Counter attack	Blocking	←●●→ + F	←●●→ + 🦵

Move description	Issue when		One-button configuration	Two-button configuration
SUPER MOVES	LV1	LV2		
Super Kaiser Wave	✓	✓	↺ + F	↺ + 👊
Unlimited Desire	✓	✓	●● + F	●● + 👊
Gigantic Cyclone		✓	↻● + F	↻● + 👊

OROCHI IORI

Date of birth: 25/03/1990
Place of birth: ????
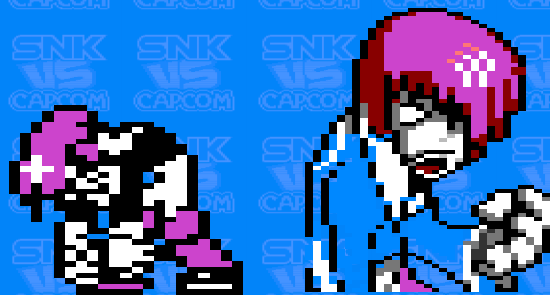
Iori is the heir of the Yagami clan and uses pyrokinetic power. He suffers the riot of the blood curse, becoming a killer. With the hope of calming his killer instinct, he join the battle. Ignoring that Geese Howard wants to absorb his blood to become stronger.

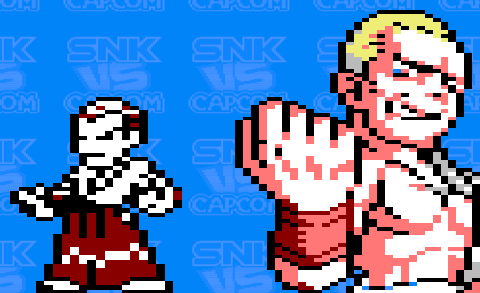| Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Kototsuki-In	On floor		← HOLD → + F	← HOLD → + 👊
Yami-Barai	On floor		↓↘→ + F	↓↘→ + 👊
Oniyaki	On floor		→↓↘ + F	→↓↘ + 👊
Aoi-Hana	On floor		↓↙← + F then press F repeatly to issue complete damage	↓↙← + 👊 then press 👊 or 🖐 repeatly to issue complete damage
Yumebiki	On floor		↓↘→ + F	↓↘→ + 👊
Thunder Fist	Jumping		↓↘→ + F	↓↘→ + 👊
Throw	Near to opponent		→↘↓ + F	→↘↓ + 👊
EXTRA MOVES				
Guard breaker	On floor		↘ + F	Press 👊🖐 together
Counter attack	Blocking		←→← → + F	←→← → + 🖐
SUPER MOVES	**LV1**	**LV2**		
Ya-Sakazuki	✓	✓	↓↘→ ↓↘→ + F	↓↘→ ↓↘→ + 👊
Ya-Otome	✓		↓↙← + F	↓↙← + 🖐
Exceed		✓	↓↙← ↓↙← + F	↓↙← + 👊
Saku-Tsumagushi	✓		↓↘→ ↓↘→ + F	↓↘→ ↓↘→ + 👊

GEESE HOWARD

Date of birth: 21/01/1953
Place of birth: AMERICA

Geese Howard has become the biggest mafia's boss in southtown. Now his ambition is to rule the world with the help of Vega. But he has an interest on Orochi blood, and he knows where to find it.

Move description	Issue when		One-button configuration	Two-button configuration
SPECIAL MOVES				
Fudou-Ken	On floor		← HOLD → + F	← HOLD → + 👊
Reppuu-Ken	On floor		↙ + F	↙ + 👊
Shippu-Ken	Jumping		↙ + F	↙ + 👊
Evil Illusion Slam	On floor		↺ + F	↺ + 👊
Throws	Near to opponent		→ + F or ← + F	→ + 👊 or ← + ✊
EXTRA MOVES				
Guard breaker	On floor		↗ + F	Press 👊✊ together
Counter attack	Blocking		←→ + F	←→ + 👊
SUPER MOVES	LV1	LV2		
Rashomon	✓	✓	↺↺ + F	↺↺ + 👊
Super Shippu-Ken (when jumping)	✓	✓	↺↺ + F	↺↺ + 👊
Deadly Rave	✓	✓	↺ + F	↺ + 👊
Raging Storm		✓	↺↺↺ + F	↺↺↺ + ✊