



Informations
★ <i>Desperation Move</i> : barre de vie rouge ou mode Hyper activé
★★★ <i>Super Desperation Move</i> : barre de vie rouge et soit mode Hyper activé, soit <i>Power Gauge</i> remplie
★ <i>Super Chain</i> : mode Hyper activé ou <i>Power Gauge</i> remplie
★ Corps à corps
W coup avec arme
NW coup désarmé

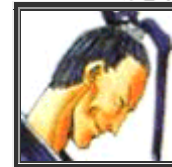
Mouvements de base			
A	coup de poing faible	B	coup de poing fort
C	coup de pied faible	D	coup de pied fort
B C	dégainer / rengainer	↓ B C	ramasser son arme
A B	coup puissant	A B C	mode Hyper
⇒⇒	dash avant	⇐⇐	dash arrière



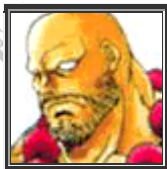
Sasuke
Hishô Getsu
↓ ↓ ⇒ + Punch
Shô Kû KyakuSen
↓ ↓ ⇐ + Kick
Shô Kû Kyaku Retsu
(saut) ↓ ↓ ⇐ + Kick
Hishô Ken
⇒ ↓ ↓ + Punch
↓ ↓ ⇒ + Punch
↓ ↓ ⇒ + Punch
Shin Geki Ha
⇒ ⇐ ⇐ ↓ ↓ ⇒ + A B
Zanku Bakusôjin
⇒ ⇒ ↓ ↓ ⇐ + C ★
★ Shipû Ret Shin Geki
⇒ ⇒ ↓ ↓ ⇐ ⇐ ↓ ↓ ⇒ + A C
★★ Shô Shin Ko Hû Baku
↓ ↓ ↓ ⇐ ⇐ + A B NW
★ Shimon Satsu
A, B, B, B, ⇒ + B



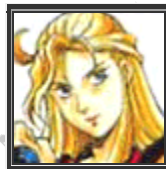
Kamui
Fuga
↓ ↓ ⇒ + Punch
Ryutoh Ga
⇒ ↓ ↓ + Punch
Sakki
↓ ↓ ⇐ + Kick x 3
Kaen Jin Onezame
(saut) ⇒ ⇒ ↓ ↓ ⇐ + A B
Flying Dragon God Kick
(saut) ↓ ↓ ⇐ + B
Zugai Kyoga
⇒ ⇐ ⇐ ↓ + D ★
★ Kiretsuzan Chikemuri
⇒ ⇒ ↓ ↓ ⇐ ⇐ ↓ ↓ ⇒ + A C
★★ Onifuji Metsu
↓ ↓ ↓ ⇐ ⇐ + A B W
★ Yami Kaenjin Onishibari
⇒ + A, A, B, B, ⇒ + B
ou
D, B, B, ⇒ + B



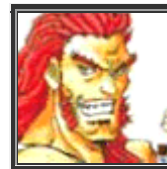
Karasu
Karasu Yaiba
⇒ ↓ ↓ + Punch W
Hayate Bane
⇒ ↓ ↓ + Punch NW
Yami Karasu
↓ ↓ ⇒ + Punch
⇒ ⇒ + Punch
⇒ ⇒ + Punch
Ridare Bane
↓ ↓ ⇐ + Punch +
A ou B à répétition
Hane Yaiba
(saut) ↓ ↓ ⇒ + Punch
Hop Hane Yaiba
↓ ↓ ⇒ ⇒ + Punch
Kikyo Shoheki
⇒ ⇐ ⇐ ↓ ↓ ⇒ + A C
Batsu
⇒ ⇐ ⇐ + B ★
★ Onmyo Karasu
⇒ ⇒ ↓ ↓ ⇐ ⇐ + A B
★★ Karasu Jigoku no Mai
⇒ ⇐ ⇒ ↓ ↓ ⇐ + A B W
★ Kurui Yaiba
C, C, B, A, ⇒ + B
ou
C, C, B C, B C, B, ⇒ + B



Unzen
Dai Fusai Geki
B D
Dai Gokusatu Geki
↓↘↙↘↙↘ + Punch ★
Inga Oho
↓↘↙↘ + Punch
Daichi Meido
→↘↓↘↙↘ + Punch
Zainin Sabaki
→↓↘↙ + Punch W
Zange Kakugo
↓↘↙↘ + Kick x 3
Meimiyaku Mizin
← (2 sec) → + A C
Tokoyo Okuri
↘↓↘↙ + B ★
★ Yomi Okuri
←↘↙↓↘↙↘ + A C
★★ Indô Watashi
↓↘↙↘↓↘↙ + A C NW
★ Dotô Engokusatsu
A, B, B, → + B W



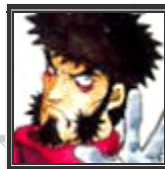
Natsume
Jinku Zan
→↓↘↙ + Punch
Hyakki Rensai
↓↘↙↘ + Punch à répétition
Gôzan Geki
↓↘↙↘ + Kick
Asuka
←↘↓↘↙↘ + Punch W
Toha Sen Geki
↓↘↙↘ + Kick x 3
Tenha Rekkyaku
←↘↙↓↘↙↘ + C D
Gekijin Hôwa
↓↘↙↘↘ + B NW
Tokoyo Okuri
←↓↘↙ + D ★
★ Oh Satsu Genmuryoran
→↘↓↘↙↘↓↘↙ + A C
★★ Goku Ryogokusatsusyo
→↘↓↘↙↘ + A B NW
★ Muen Ryushungeki Minagoroshi
↘ + A, → + A, → + A, → + B ou ↘ + A, → + A, → + A, A, + B



Raiga
Raigeki Satsu
↓↘↙↘ + Punch
Chirairyû
Raigeki Satsu + ←↘↙↘↙↘ + Punch
Ikazuchi Chiryû
← (2 sec) → + Kick
Ikazuchi Tenryû
↓ (2 sec) ↑ + Kick
Bakurai Geki
← (2 sec) → + Punch ←↘↙↘ + Punch ←↘↙↘ + Punch
Raishinsho
↓ (2 sec) ↑ + B D
Raiga Bakumu
↑↘↙↘↓↘↙↘↑ + B ★
★ Senco Raizin
↓↘↙↘↘↓↘↙↘ + A B
★★ Bakuraigeki
←↘↙↘↓ + C D W
★ Raijin Kôrin
A, B, B, B, → + B



Kasumi
Kakyaku Ensen Syu
↓↘→ + Kick
Hisen Syu
→↘↓↘↙ + Kick
Hiryu Sen
(saut) ↑↓ + Kick
Hiten Kyaku
↓ (2 sec) ↑ + Kick MW
Tensin Senpu
Hiten Kyaku + Punch MW
Hiten Kyaku
Hiten Kyaku + Kick MW
Hienbu
Hiten Kyaku + ↑ + C D MW
Hesen Tyugeki
← (2 sec) → + A B
Hizan Geki
↓↘→ + Punch x 3
Hisentô
↓↘→↔ + B ☆
★ Hiensen
→↘↓↘↙↔ + A B
★★ Hisen Enbujin
↓↓↘↙↔ + A B W
★ Ôgi Kacho Ryoran
B, B, A, B, → + A ou B, B, A, B, → + A B



Goemon
Bakuen Sho
→↓↘ + Punch
Kaen Sho
↓↘↙ + Punch MW
Jitekkyu
↓↘→ + Punch MW
Gôgekihô
↓↘→ + Punch W
Tekkyu Kaengoku
↓↘↔ + A B
Tenchu Baku
↓↘→ + Kick x 3
Dogôhō
←↓↘ + D ☆
★ Rekka Senmetsusho
←↓↘↙ + A B
★★ Anki Sôjagyô
↔↓↘ + A B MW
★ Messatsu Tekkenchu
↘ + A, B, → + B



Houoh
Kusenkô
← (2 sec) → + Punch
Chiretsusen
← (2 sec) → + Kick
Houoh Tenbu
↓ (2 sec) ↑ + Kick
Haja Reihadô
↓↘↙↔ + A B
Kishinzan
↔↘↓↘→ + Punch ↓↘→ + Punch ↓↘→ + Punch
Bosatsusyo
↔↘↓ + B ☆
★ Dainichi Syanasyo Rai
←↘↓↑ + A B
★★ Musô Taiyôken
→↘↓↘↙↔↘↓ + A B W
★ Hôhō Hishô
D, D, A, → + B



Tenho
Jubaku Fu
↓ ↘ ↙ → + Punch
Senku Dan
↓ ↘ ↙ → + Kick
Shugoju Retsu Dan
D 5 sec puis relaché
Senmetsu Sho
Punch à répétition NW
Tenmaen Satsujin
→ ↘ ↙ ↓ ↗ ← + Punch NW
Senpu Ken
→ ↓ ↘ ↙ + Punch
↓ ↘ ↙ → + Punch
↓ ↘ ↙ → + Punch
Taikyoku Ha
↓ ↗ ← ↘ ↓ ↘ ↙ → + A B
Haisenhô
← ↓ ↗ + B ☆
★ Senjin Fuja
→ ↘ ↙ ↓ ↗ ← → ↘ ↙ ↓ + A C
★★ Shura Hôja
↓ ↗ ← + A 5 sec puis relaché NW
★ Kokushimuso
A, B, C, → + D, → + B



Ranmaru
Mugen Sakura
↓ ↘ ↙ → + Punch
Genzanbu
→ ↓ ↘ ↙ + Punch NW
Renôka
← → ↗ ↘ ↓ ↘ ↙ → + Kick
Genzanbu Koku
(saut) → ↘ ↙ ↓ ↗ ← + Punch
Genôbu
↓ ↗ ← + Kick
↓ ↗ ← + Kick
↓ ↗ ← + Kick
Musô Meibaku
→ ↘ ↙ ↓ ↗ ← → + A B
Utahime Yakyoku
→ ↘ ↙ ↓ ↗ ← + D ☆
★ Mugen Ôka
← → ↘ ↙ ↓ ↗ ← + A B
★★ Genma Sôshô
↓ ↘ ↙ → ↗ ← ↓ + A B W
★ Meiro Sanka
A, B, A, B, → + B



Nobunaga
Rakuhôzan
→ ↓ ↘ ↙ + Punch
Dairoku Tenmakyô
↓ ↘ ↙ → + Punch
Kokusen Renkansatsu
↓ ↘ ↙ → + Kick
Hisô Tenbu
↓ (2 sec) ↑ + Kick
Senkai Muzan Tenda
← (2 sec) → + Punch
Chiretsu
Senkai Muzan Tenda + ← → + Punch
Jinmetsu
Chiretsu + ← → + Punch
Onreibaku
↓ ↗ ← ↘ ↓ ↘ ↙ → + A B
Meidô Rokubôkoku
→ ↗ ← + D ☆
★ Gokuen Rankenbu
← → ↘ ↙ ↓ ↗ ← + A B W
★★ Meidô Rinne
↓ ↗ ← → ↘ ↙ ↓ ↗ ← + A C NW
★ Banshō Kaijin
↘ + A, → + D, B, D, → + B