

– Input Conversion Table –

This table shows the mapping between a keyboard key and an input when the character is facing to the right-hand side; if the character is facing to the left-hand side, the input symbols in each of the three pairs: 9 and 7, 6 and 4, 3 and 1; are swapped. For example, for P1 pressing the key ← corresponds to the input 4 while facing to the right-hand side and to the input 6 while facing to the left-hand side. The key + represents the simultaneous pressing of the two other keys.

Input	1P-Keyboard	2P-Keyboard
A	Z	T
B	X	Y
C	C	U
1	↓ + ←	K + J
2	↓	K
3	↓ + →	K + L
4	←	J
6	→	L
7	↑ + ←	I + J
8	↑	I
9	↑ + →	I + L

- Skill Table – —on ground—

Skill	Command	Damage	AttackType	Special	StartUp	Active	Recovery
THROW_A	4_A	10	throw	-	7F	4F	19F
THROW_B	4_B	20	throw	-	13F	4F	13F
STAND_A	A	8	high	-	7F	2F	9F
STAND_B	B	12	high	-	12F	4F	8F
CROUCH_A	2_A	30	low	-	9F	3F	12F
CROUCH_B	2_B	10	low	-	13F	5F	12F
STAND_FA	6_A	40	high	-	13F	25F	16F
STAND_FB	6_B	60	middle	-	25F	10F	19F
CROUCH_FA	3_A	50	low	-	12F	13F	17F
CROUCH_FB	3_B	60	low	-	13F	18F	29F
STAND_D_DF_FA	2 3 6_A	50	high	projectile	13F	-	41F
STAND_D_DF_FB	2 3 6_B	50	high	projectile	13F	-	41F
STAND_D_DF_FC	2 3 6_C	300	high	projectile	6F	-	42F

STAND_F_D_DFA	6 2 3 _ A	50	high	-	5F	20F	47F
STAND_F_D_DFB	6 2 3 _ B	70	middle	-	8F	30F	58F
STAND_D_DB_BA	2 1 4 _ A	70	middle	-	35F	6F	25F
STAND_D_DB_BB	2 1 4 _ B	70	high	-	20F	10F	24F

~~—in air—~~

AIR_A	A	10	middle	-	12F	7F	11F
AIR_B	B	30	middle	-	10F	3F	23F
AIR_DA	2 _ A	20	middle	-	13F	9F	26F
AIR_DB	2 _ B	30	middle	-	14F	15F	31F
AIR_FA	6 _ A	20	middle	-	7F	15F	26F
AIR_FB	6 _ B	30	middle	-	18F	10F	26F
AIR_UA	8 _ A	20	middle	-	22F	24F	8F
AIR_UB	8 _ B	40	middle	-	18F	6F	30F
AIR_D_DF_FA	2 3 6 _ A	60	middle	-	10F	5F	21F
AIR_D_DF_FB	2 3 6 _ B	100	middle	-	9F	12F	27F
AIR_F_D_DFA	6 2 3 _ A	150	middle	-	14F	10F	30F
AIR_F_D_DFB	6 2 3 _ B	50	middle	-	11F	13F	12F
AIR_D_DB_BA	2 1 4 _ A	40	middle	-	8F	13F	39F
AIR_D_DB_BB	2 1 4 _ B	100	middle	-	13F	13F	34F

- Guard type-Attack type Conversion Table -

Guard type \ Attack type	Stand guard	Crouch guard	Air guard
High	block	block	block
Middle	block	hit	block
Low	hit	block	hit
Throw	hit	hit	miss