

– 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 two different 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

- 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

- GARNET Skill Table -

At the most-right column, a minus number indicates the amount of energy consumed when the skill is used while a plus number indicates the amount of gained energy when the skill hits the opponent.

- On Ground -

Skill	Command	Damage	Attack Type	Special	StartUp	Active	Recovery	Energy
THROW_A	4 _ A	10	throw	-	7F	1F	22F	-5+5
THROW_B	4 _ B	25	throw	-	10F	1F	19F	-25+15
STAND_A	A	5	high	-	4F	5F	10F	0+2
STAND_B	B	10	high	-	4F	7F	9F	0+3
CROUCH_A	2 _ A	5	low	-	5F	4F	8F	0+2
CROUCH_B	2 _ B	10	low	-	4F	8F	5F	0+3
STAND_FA	6 _ A	5	high	-	12F	21F	15F	0+5
STAND_FB	6 _ B	15	middle	-	12F	11F	17F	0+10
CROUCH_FA	3 _ A	10	low	-	7F	14F	21F	0+10
CROUCH_FB	3 _ B	10	low	-	10F	12F	38F	0+5
STAND_D_DF_FA	2 3 6 _ A	30	high	projectile	13F	-	41F	-30+15
STAND_D_DF_FB	2 3 6 _ B	30	high	projectile	13F	-	36F	-25+15
STAND_D_DF_FC	2 3 6 _ C	120	low	-	6F	40F	2F	-150+30
STAND_F_D_DFA	6 2 3 _ A	10	middle	-	4F	10F	58F	0+5
STAND_F_D_DFB	6 2 3 _ B	40	middle	-	4F	12F	80F	-50+20
STAND_D_DB_BA	2 1 4 _ A	10	middle	-	4F	6F	56F	0+5
STAND_D_DB_BB	2 1 4 _ B	20	high	-	13F	9F	38F	-50+15

- In Air -

AIR_A	A	8	middle	-	4F	10F	2F	0+5
AIR_B	B	13	middle	-	4F	12F	9F	0+10
AIR_DA	2 _ A	8	middle	-	4F	8F	28F	0+5
AIR_DB	2 _ B	13	middle	-	10F	12F	19F	0+10
AIR_FA	6 _ A	8	middle	-	12F	10F	26F	0+5
AIR_FB	6 _ B	10	middle	-	6F	12F	36F	0+10
AIR_UA	8 _ A	10	middle	-	4F	5F	45F	0+10

AIR_UB	8_B	20	middle	-	7F	14F	33F	0+10
AIR_D_DF_FA	2 3 6_A	13	middle	-	10F	12F	14F	0+5
AIR_D_DF_FB	2 3 6_B	40	middle	projectile	10F	-	38F	-50+15
AIR_F_D_DFA	6 2 3_A	25	middle	-	5F	4F	45F	-10+5
AIR_F_D_DFB	6 2 3_B	35	middle	-	5F	4F	27F	-30+15
AIR_D_DB_BA	2 1 4_A	30	middle	-	4F	10F	46F	-30+10
AIR_D_DB_BB	2 1 4_B	50	middle	-	4F	12F	44F	-50+20