

# Ultra Street Fighter IV Remix - Movelist

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Almost Anything Goes Brawls Tournament testers: Etkelley, Freesway, IB Throw, Lifetime Movie Villain, NaughtyZeut, Pauliwood, Raekwon187, SuperKobun, Walmart, Duvel

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if we forgot someone, please let us know!

## System

- ◆ Walkspeed is tweaked to be faster for most characters
- ◆ Certain Animations (Super / Ultra animations) have been altered or sped up too
- ◆ Some characters now have full or partial chains, or target combos (will be specified)
- ◆ Everyone except Makoto can cancel dashes into any move, some can cancel backdash
- ◆ Throw tech window is 15 frames with a visual cue for when you can / cannot tech
- ◆ Characters have new supers, with animations changed or sped up
- ◆ Super inputs are now 1 button only with some exceptions
- ◆ Most supers now cost only 2 bars (2EX) , If they don't, (3EX or 4EX) will be specified
- ◆ The Ultra Meter is gone. Selecting U1 or U2 will give you regular supers
- ◆ Picking W-ULTRA has no downsides. Pick the «Remix» option on ultra select

EX cancel	MP + MK	1EX / 2EX	On hit
Alpha Counter	F + MP + MK	2EX	In blockstun
Roll	Hold B or F + PP / KK		During get up animation

- ◆ Focus Attack is gone, FADC is replaced with the instant EX cancel
  - ◆ 1 bars to cancel normals
  - ◆ 2 bars to cancel specials
- ◆ Alpha counters
  - ◆ Puts both players back in a neutral position on hit
  - ◆ Baitable (Easily with EX cancels)
  - ◆ Throw vulnerable
- ◆ Get-up Roll
  - ◆ KOF-style recovery roll while rising
  - ◆ Baitable
  - ◆ Very short invulnerable period, counterhit status after
- ◆ Minor changes
  - ◆ Characters turn around on crossup, crossups possible with any air normal
  - ◆ Aerial light and medium normals have heavy hitstop on block
  - ◆ Ground heavy normals cause armor break
  - ◆ No stun damage
  - ◆ Most charge times have been decreased

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## Ryu

### Command Moves

Air EX cancel	MP + MK (in air)	1 or 2 EX	Cancels into neutral jump
Collarbone Buster	F + MP	SP.C / OH	
Overhead Elbow	F + HP		

### Special Moves

Hadoken	QCF + P (air ok)	SC	
Fire Hadoken	QCF + K (air ok)	SC	Sets out traps
Solar Plexus Crusher	QCB + P	SC	HP and EX versions wallbounce
Shoryuken	DP + P	SC	EX: Flaming multihit Shoryu
Tatsumaki Rekka	QCB + K (x3)		Air EX cancellable
Tatsumaki	QCB + K (in air)		Air EX cancellable

### Super Moves

Ichigeki Hissatsu	QCB x2 + P	Counter	
Metsu Hadoken	QCF x2 + K	U1	All the fireballs
Metsu Shoryuken	HCb, F + P	U2	Instant startup DP super

## Ken

### Command Moves

Target Combo	MP > HP	SP.C	
Shoto Chain	LK > MK	SP.C	Possible on Whiff
Stepkick	B + MK	SP.C	Chains from normals
Overhead Stepkick	B + HK	SP.C	Chains from normals

### Special Moves

Hadoken	Charge B-F + P	SC	Recovers faster, delayed release
Tatsumaki	Charge B-F + K	SC	Hits crouchers
Air Tatsumaki	QCB + K (in air)		The LK version is a bit different
Shoryuken	Charge D-U + P	SC	F + PP – Followup from EX Shoryu
Secret Teleport	Charge B-F + MK+HP		Not invincible

### Super Moves

Shoryureppa	QCF x2 + P		Can be EX cancelled for 2 bars
The Masterlock	360 x2 + K	Throw	
Shinryuken	QCF x2 + K	U1	1 frame startup
Flaming Tatsumaki	QCB x2 + K	U2 Armor	

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## E. Honda

### Command Moves

Command Normals	F + MP / MK / HP / HK	SP.C	Can chain from normals
Air Command Normals	D + MP/HP/HK (in air)		
Morrigan Dash	F, F (hold)	SP.C	Release to cancel

### Special Moves

100 Hand Slap	QCF + P	SC	
Stomp	QCF + K	SC	
Oito Throw	HCB + P	Throw	

### Super Moves

Hyper Stomp	QCF x2 + K		
1000 Hand Slap	QCF x2 + P	U1	
Hyper Grab	QCB x2 + P	U2 Throw	

## Ibuki

### Command Moves

Target Combos	LP > MP LP > B + MP MP > F + LK B + MP > HP B + MP > D + HK	SP.C	D + HK > HK LK > MK D + LK > MK MK > HK F + HP > F + HP
Command Normals	B + MP F+ MK F + HK		

### Special Moves

Kunai / Fake Kunai	QCF + P / K (in air)		Shoots 2 Kunai,
Slash Kick	QCB + K		Can be done forever
Command Dash	QCF + K		Followups – LP, MP, HP (1EX)
Command Grab	HCB + P		HP version is now actually a throw
Upkicks	DP + K	Invinc	Cancellable to Kunai EX cancel on whiff
Headstomps	R. DP + K		Cancels from everything Cancellable to Kunai and Fake Kunai even on startup, EX crumples

### Super Moves

Kasumi Suzaku	QCF x2 +P (in air)		
Yoroitoshi	QCBx2 + P	U1	Instant throw
Hashinsho	QCF x2 + P	U2 Invinc	

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## Makoto

### Command Moves

Dash Cancel	F, F		Cancel normals even on whiff
Target Combos	Light >Medium / Heavy	SP.C	
Command Normals	F + MP / LK / MK / HK	SP.C	

### Special Moves

Rushpunch	QCF + P	Armor	Cancel to Overhead Chop or F + HK EX version is jumpcancellable or dashcancellable
Overhead Chop	QCB + P	SC	Dash cancellable
Up Punch	DP + P	SC	Dash or jump cancellable
Command Grab	HCB + K		Throw invincible on startup
Axe Kick	QCB + K (in air)		HK version has Armor EX: Air control

### Super Moves

Get mad	QCF x2 + P	4EX	She gets mad
Seichusen Godanzuki	QCB x2 + K	U1	
Abare Tosanami	QCF x2 + K	U2	

## Dudley

### Command Moves

Counter	PPP		2x damage if hit during recovery
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### Special Moves

Punchies	HCF + P	SC	Cancels into Duck or Dodge
Rose Barf	HCB + P	SC	
Uppercut	DP + P	SC	
Thunderbolt	HCB + P (in air)		
Duck forward	HCF + K		Followup with P or K
Dodge backward	HCB + K		Followup with P or K

### Super Moves

Dash Uppercuts	QCF x2 + P		
Rolling Thunder	QCF, HCB + P	U1	
Corkscrew Cross	QCF x2 + K	U2	

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## Seth

### Command Moves

Air Normal Cancels	All air normals		Can cancel to teleport or divekick even on whiff
Stretchy Arm	D + HP (in air)		

### Special Moves

Sonic Boom	QCF + P	SC	Cancels to Teleports or Crush EX: Press P twice for 2nd boom
Teleports	RDP / DP + PPP / KKK	(also air)	Can be EX cancelled for 2EX
Suck in	QCB + P		
CRUSH	RDP + K	SC	
Command Grab	HCB or HCF + K	Throw	
Divekick	QCB + K (in air)		Can cancel between strengths

### Super Moves

Tandy Storm	HCB, F + K		
Fullscreen	QCB + P	U1	
Behold the Glory	HCB, F + P	U2	

## Gouken

### Command Moves

Parry	F + PP / DF + PP		
Chains	Normal > Cmd. Normal M > H Cmd Normal		
Cmd Normals	F + MP / HP / MK / HK		
Divekick	D + MK (in air)		
Superjump	D, U		

### Special Moves

Hadoken	QCF + P	SC	
Tatsu	QCB + K (air ok)		Can input Divekick during recovery
Palm	QCB + P		Followups: B + P – OH Knockdown F + P Jumpcancellable Launcher
Demon Flip	QCF + K		Parry: P Divekick: K Throw LP+LK

### Super Moves

Palm Shoryuken	QCB x2 + P		
Shin Shoryuken	QCF x2 + K	U1	Fully invincible startup
Denjin Hadoken	QCF x2 + P	U2	Hold button and wiggle stick

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## Akuma

### Command Moves

Kick Chain	LK > MK > HK		
Divekick	D + MK (in air)		
8way airdash	Direction + PP (in air)		

### Special Moves

Hadoken	QCF + P (air ok)		
Red Hadoken	HCB + P (air ok)		
Tatsumaki	QCB + K (air ok)		
Shoryuken	DP + P		Cancels to fireball on hit
Teleport	RDP / DP + PPP / KKK		
Demon Flip	DP + K		Followups: P – Overhead K - Divekick

### Super Moves

Hyper Divekick	QCB x2 + K		Followups: P – Overhead K – Divekick LP + LK – Throw
Messatsu Gouhado	QCF x2 + P (in air)		Cancel from Hyper Divekick (1EX)
Raging Demon	LP LP F LK HP	U1	No super flash until grab
Helicopter Kick	QCB x2 + K	U2	

## Gen

### Command Moves

Chains	L > M > H		
Stance Switch	PPP / KKK		Mantis / Crane

### Special Moves

(Mantis) Fingerpokes	QCB + P	SC	Can keep mashing forever
(Mantis) Upkicks	QCF + K	SC	Followups: K
(Crane) Roll'n'Poke	Charge B-F + P	SC	LP is a feint
(Crane) Oga	Charge D-U + K		Followups : LK / MK / HK Feint: P

### Super Moves

Palm Knockdown	QCB x2 + P (in air)	OH	
Old Fucker Tornado	QCB x2 + K		
Zetsuei	QCF x2 + P	U1	Keep pressing P for followups
Ryukoha	QCF x2 + K	U1	Anti-air super
Shitenketsu	QCB x2 + P	U2	
Teiga	QCF x2 + K (in air)	U2 OH	

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## Dan

### Command Moves

Overhead	F + MP		Cancel from any normal
Target Combo	LK > MK		

### Special Moves

Fireball	QCF + P	SC	Can be dashcancelled
Uppercut	DP + P	SC	
Punchies	QCB + P	SC	Absorbs fireballs
Lance Kick	QCB + K	SC (also air)	
Ground Punch Throw	QCF + K		Cancel from any normal

### Super Moves

Buraiken	QCF x2 + K	U1	
Super Fireball	QCF x2 + P	U2	

## Sakura

### Command Moves

9Way Airdash	Direction + PP (in air)		Can also airdash in place
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### Special Moves

Hado Disruptor	QCF + P	SC	Charge version is jumpcancellable
Shoryu	DP + P	SC	
Tatsumaki	QCB + K (air ok)		
Demon Flip	DP + K		Followups: P – Flip Punch K - Divekick

### Super Moves

Tatsu Super	QCB x2 + K	U1	
Tatsu Super 2	QCB x2 + P	U1	
Fireball Super	HCB, F + P	U2	
Upball Super	HCB, F + K	U2	



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# Juri

## Command Moves

Chains	L > M > H	SP.C	
Command Normals	F + HP	SP.C	F + HP cancels into F + HK
	F + HK	SPC	
Divekick	D + K (in air)		Cancellable into Air Fireball

## Special Moves

Fireball	QCF + K (air ok)	SC	EX: Lays out a trap LK + MK – low trap MK + HK – mid trap LK + HK – high trap
Pinwheel	QCB + K	SC	
Counter	QCB + P	Invincible	Dashes on hit

## Super Moves

Pinwheel of Death	QCB x2 + K (air ok)		
Bruce Lee Kick	QCB, HCF + K (air ok)	U1	
Counter Super	QCB x2 + P	U2	Counters projectiles and hits

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# Chun-Li

## Command Moves

Airdash	PP (in air)		Can also input F, F
Jump dust	MP (in air)		Aircancellable on whiff
Headstomp	D + MK (in air)		Can do more than 3
Airthrow	LP + LK (in air)		Can combo after
Flippy kick	DF + LK		Throw invincible
Crossup kick	DF + HK		Chains off most normals
3S Fierce	B + HP		
Launcher	B + MK > MK		Chains off most normals

## Special Moves

Kikoken	QCF + P	SC	
Hazanshu	HCB + K	SC	
Tenshokyuaku	DP + K	SC	
Quick land	QCB + K		
Lightning Legs	QCF + K	SC	Cancellable on whiff from Kicks

## Block Counters – while blocking

Throw Counter	B-BD-D + LP		Doesn't hit crouchers
Palm Counter	B-BD-D + MP		
Fireball Counter	B-BD-D + HP		
Flip Counter	B-BD-D + LK		
Hazanshu Counter	B-BD-D + MK		
Crossup Counter	B-BD-D + HK		

## Super Moves

Housenka	QCB x2 + K	U1	
Kikosho	QCF x2 + P	U2	

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# Dhalsim

## Command Moves

Chains	L > M > K	SP.C	
8way airdash	Direction + PP (in air)		Cancels from normals
Air Command Normals	D + K / D + HP (in air)		
Slide	D / DF + K	SP.C	
Overhead	PP	SP.C	

## Special Moves

Yoga Fire	QCF + P	SC	EX: Changes depending on buttons
Yoga Flame	HCB + P	SC	
Yoga Teleport	RDP / DP + PPP / KKK		
Yoga Dodge	D + PPP		

## EX Only Special Moves

EX Upflame	HCB + KK	SC 1EX	
EX Command Grab	HCB + LK	1EX	
EX Armor Punch	HCB + MK	1EX	
EX Slow Fireball	HCB + HK	SC 1EX	

## Super Moves

Yoga Inferno	QCF x2 + P		
Yoga Catastrophe	QCB x2 + P	U1	
Yoga Shangri-La	QCF X2 + P (in air)	U2	

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# Abel

## Command Moves

Target Combos	St. LP > MP > HP St. LK > MK	SP.C	
Whiff Cancels	Cr. MK / Cr. HK		
Command Normal	F + MK		

## Special Moves

Change of Direction	QCF + P	SC	
> 2nd Mid	F + P	OH SC	
> 3rd Mid	F + P	OH SC	
Chariot Tackle	F + LK	SC	From CoD / Sean Kick Dashcancellable
Watch yo Feet	F + MK	Low SC	From CoD / Sean Kick / 2nd Mid
Flip my Shit	F + HK	Throw	From CoD / Sean Kick / 2nd Mid / St. LK / Cl. HK
Sean Kick	QCB + K	OH	Can cancel from CoD
High Roller	QCF + K (air ok)		Can cancel from CoD EX: Cancels to normals
Tornado Throw	HCB + P	Throw	Armored
Skyfall	DP + P	Throw	
Slidehead	DP + K		Unblockable at far range Can't hit airborne

## Super Moves

Brainless Dimension	QCB x2 + K	Activation	Cl. HP / HK to throw
Soulless	QCB x2 + P	U1	
Breathless	QCF x2 + K	U2	

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## C. Viper

### Command Moves

Chains	L > M > H (air ok)	SP.C	
Overhead Elbow	F + MP		
Superjump	D, U		

### Special Moves

Hammer Fist	QCF + P	SC	PP to cancel
Thunder Knuckle	QCB + P	SC	PP to cancel
Burn Kick	QCB + K (air ok)	SC	KK to cancel
Flaming Upkick	QCF + K	SC	Cancel into air Burnkick

### Super Moves

Knuckle Combination	QCB x2 + P		
Spinning Upkicks	QCF x2 + K	U1	
Burning Dance	QCF x2 + K (in air)	U2	Cancel off Burn Kick or Air Normals

## M. Bison

### Command Moves

Chains	L > M > H	SP.C	
EX Slidekick	D + KK	1EX SC	
Warp	B / F + PPP / KKK		
Air Warp	B / F / D + PPP / KKK		

### Special Moves

Psycho Crusher	HCB + P	SC	
Scissor Kicks	HCB + K (air ok)	SC	Jumpcancellable on 2nd hit
Head Press	HCF + K		Followup: P
Devil Jump	HCF + P		
Devil's Reverse	QCB + P (in air)		

### Super Moves

Super Scissor Kicks	HCB x2 + K		
Super Crusher	HCB x2 + P	U1	
Punisher	HCF x2 + P / K	U2	

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## Sagat

### Command Moves

Target Combos	L > MP Cr. LK > Cr. MK	Sp.C	
Step Low	F + LK	Low SP.C	Cancels from Normals
Step High	F + HK		Cancels from Normals
Overhead	F + HP		Cancels from Step Low
Overhead Feint	F + HP - MP	SC	Cancels from Step Low

### Special Moves

Tiger Shot	QCF + P / K	SC	Followup: F + P / K
Tiger Uppercut	DP + P	SC	
Tiger Knee	DP + K	SC	
Angry Scar	D HP + HK	1EX	

### Super Moves

Tiger Destruction	QCB x2 + K	U1	
Tiger Cannon	QCB x2 + P	U2	

## Cammy

### Command Moves

Chains	L > M > H		
Airdash	B + PP / PP		Can also do F, F or B, B
Superjump	D, U		

### Special Moves

Spiral Arrow	QCF + K (air ok)	SC	
Cannon Spike	DP + K	SC	
Cannon Strike	QCB + K		EX: Cancel into other Strikes
Dodge	QCB + P		
Hooligan	QCF + P		Followups: P / K Close: LP + LK Do nothing: Leg Slicer

### Super Moves

Spindrive Smasher	QCF x2 + K		
Gyrodrive Smasher	QCB x2 + K	U1	
CQC Counter	QCB x2 + P	U2	

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## Deejay

### Command Moves

Chains	L > M > H	SP.C	
Command Normals	B + MP / F + HP	SPC	

### Special Moves

Air Slasher	QCF + P	SC	EX: Hold to shoot a longer 2nd shot
Machine Gun Upper	DP + P	SC	Last hit has a large projectile hitbox
Sobat Kick	QCF + K	SC	Cancel into Overhead Kick
Overhead Kick	QCB + K	OH SC	
Jackknife Kick	DP + K		Followup: K

### Super Moves

Carnival	HCB, F + K		Reflects Projectiles
Festival	QCB x2 + P	U1	
MAX BEAT!	HCB, F + P	U2	

## Cody

### Command Moves

Chains	L > M > H	SP.C	Knife: Air OK
Command Normals	B + MP / F + MP F + HP / F + HK	SP.C	Cancel into from normals
Knife Pickup	D + PPP		D + PPP again drops the knife
Bad Spray	U + P		While down

### Special Moves

Rocks / Knife Toss	QCF + P	SC	Holdable, P – Throw, K - Cancel
(Knife) Air Knife Toss	QCF + P (in air)		
Zonk!	DP + P	SC	
Ruffian Kick	QCF + K	SC	
Criminal Upper	QCB + P	SC	

### Super Moves

Rock / Knife Hailstorm	QCB x2 + P		Vulnerable Startup
Final Destruction	QCF x2 + P	U1	
Last Dread Dust	QCF x2 + K	U2	

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# Guy

## Command Moves

Airdash	F, F		
Ninja Flip	QCF + P		Cancels to air normals
Run stop	B (while running)		
Airthrow	LP + LK (in air)		
Target Combo	MK > MK	SP.C	
Elbow Drop	D + MP (in air)		

## Special Moves

Ninja Shoulder	QCB + P	SC	
Ninja Tatsu	QCB + K (air ok)		Cancel into Airthrow
Overhead Kick	QCF + LK	OH	Cancel into Airdash
Slide Kick	QCF + MK	SC	Cancel into OH Kick or Air Kick
Ninja Kick	QCF + HK		
Launcher Kick	QCF + KK		Cancel into Airdash

## Super Moves

Ninja Upward Punches	QCB x2 + P (air ok)		Followup: P, P, K, K, K
Ninja Punchy Super	QCF x2 + P	U1	
Ninja Grab Super	QCF x2 + K	U2	

# Hakan

## Command Moves

Chains	L > M > H	SP.C	
(Oiled) Airdash	F, F (in air)		
Oil shower	PPP		

## Special Moves

Shoulder	Charge B-F + P	SC	
Run Grab	Charge B-F + K		Can also grab airborne
Command Grab	HCB + P (air ok)		Adds oil on success

## Super Moves

Super Run Grab	Charge B-F-B-F + K		
Oil Coaster	HCB x2 + P	U1	
Combination Hold	D, D + KKK	U2	



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## Guile

### Command Moves

Air Supremacy	D, U		
Chains	L > M > H	SP.C	
Command Normals	F + MP / F + HP F + LK / B or F + MK DF + HK	SP.C	

### Special Moves

Sonic Boom	QCF + P	SC	Delay by holding P
Flashkick	QCB + K	SC	

### The Bill of Rights

	F + MP > LP > LK > MK > HK > HP > MP > LP > LK > MK	SP.C	
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### Super Moves

Flashkick super	QCB x2 + K		
Sonic Bomb	QCB x2 + P		
Anti-Air Grab Super	QCF x2 + K (airok)	U1	
Sonic disaster	QCF + P	U2	Keep mashing LP MP HP and PP

## Blanka

### Command Moves

Rock Crusher	B + MP	SP.C	
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### Special Moves

Blanka Ball	HCB + P (air ok)		Can do air attacks after hit
Rainbow Roll	HCB + K		Can do air attacks after hit
Upball	DP + K		Can do air attacks on the way down
Electricity	Mash P	SC	
Hop	B / F + KKK	Armor	
Crouch	D + PPP		

### Super Moves

Lightning Cannonball	QCF x2 + P (air ok)	U1	
Shout of Earth (AA)	QCB x2 + P	U2	
Shout of Earth (Grnd)	QCB x2 + K	U2	

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## Zangief

### Command Moves

Air Command Normals	D + HP / LK (in air)		
Great Siberian Sweep	DF + HK		Cancel into throw on startup
Target Combos	Any L > D + HP (in air) MP > DF + HK D + MK > DF + HK LP > MP	SP.C	
Tunguska Reset	F Throw, then LK		

### Special Moves

Spinning Piledriver	360 P	Throw	
Suplex	360 K	Throw	
Booger Hand	DP + P		Lots of active frames
Running Bear Grab	DP + K	Throw	Cancel: PP

### Super Moves

Final Atomic Buster	360 x2 + P	Throw	
Run- Atomic Buster	360 x2 + PP	Throw U1	Uses 3EX
Siberian Blizzard	360 x2 + K (in air)	U2	

## Rufus

### Command Moves

Chains	L > M > H	SP.C	
Pull in	D + HP > B + HP		On hit or block
Divekicks	D + K (in air)		
Float	Hold U (in air)		

### Special Moves

Fragrance Palm	QCF + P	SC	
Double Sweep	QCB + LK	SC	
Jump Spinkick	QCB + MK		
Overhead Kick	QCB + HK		Cancel into Divekicks
Messiah Kick	QCB + KK		
Spinny	QCB + P	SC	EX version pulls in
Snake Strike	QCF + P (in air)		

### Super Moves

Super Fragrance Palm	QCB, HCF + P		
Symphony	QCF, HCB + K	U1	
Big Bang Typhoon	QCF, HCB + P	U2	

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## El Fuerte

### Command Moves

Airthrow	LP + LK (in air)	SC	EX cancel on landing
Chains	L > M > H	SP.C	

### Special Moves

Guacamole Leg Throw	DP + K	SC	EX cancel on landing
Quesadilla Bomb	QCB + P	SC	
Tortilla Throw	HCF + P		Cancel into from normals
Taquito Dropkick	HCF + K		Projectile Invulnerable
Tostada Press	D + MP (in air)		
Fajita Buster	D + HP (in air)	Throw	

### Super Moves

You not cooking	QCB x2 + P		Jumpcancel on last hit
Flying Gigabuster	QCF x2 + P	U1	
Ultra Spark	QCF x2 + K	U2	

## Vega

### Command Moves

Pick up Mask	D + PP		
Overhead kick	DF + MK	SP.C	Chain into from normals
Hopkick	DF + HK	SP.C	Chain into from normals
Taco	B + MK (in air)		Press before crossing up
Downclaw	D + HP (in air)		
Crossup Roll	F + PPP		Not invincible
Backflips	PPP / KKK		Can input special or super during

### Special Moves

Barcelona Spinny	PPP (in air)		Leads into specials, air controllable
> High Claw	P		
> Flying Barcelona	QCF + P		EX: Cancels into itself
Rolling	QCB + P	SC	
Flash Kick	QCB + K		Cancels into PPP on hit
Claw / Mask throw	QCF + P		

### Super Moves

Beam Super	QCB x2 + P		Drops claw
Air Bloody High Claw	QCF x2 + P (in air)	U1	From PPP
Splendid Claw	QCF x2 + P	U2	Drops claw and mask

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## Balrog

### Command Moves

Chains	L > M > H		
Command Normal	F + HP		Crumples
Trick Spin	B + KK		Press P or K for followup
Shorthop	MK + HP		Can be charged
Fake Headbutt	MP + HK		

### Special Moves

Dash Straight	QCF + P	SC	Followups : P / K on startup P leads to further followups QCF + P / Shorthop
Dash Fake	Charge B-F + K		
Dash Air	Charge B-F + P (in air)		
TAP	Hold PPP / KKK		Whiff cancels off any attack
Headbutt	Charge D-U + P		

### Super Moves

Rushpunch Super	Charge B F-B-F + P	U1	
Dirty Butt	HCB x2 + P	U2	Powers up TAP

## Fei Long

### Command Moves

Chains	L > M	SP.C	
Command Normals	F + MK / HK	SPC	

### Special Moves

Rekka	QCF + P x3	SC	
Backfist	QCB + P	SC	Cancel from Rekka
Shien	DP + K	SC	
Tenshin	HCB + K		
Air Dropkick	QCB + K (in air)		

### Super Moves

Rekka Shinken	QCF x2 + P		
One Inch Punch	QCB x2 + P	U1	
Dragon Counter	QCB x2 + K	U2	Hold pose by holding K

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## T. Hawk

### Command Moves

Overhead Attack	F + HP	SP.C	Cancel into from any normal
Air Command Normals	D + MP / D + HP		

### Special Moves

Tomahawk Buster	DP + P	SC	Cancel into EX dive
Condor Dive	HCB + P (in air)		
Condor Spire	HCB + P		HP and EX cancel into EX Dive
Mexican Typhoon	DP + K		Cancel into Overhead or Special

### Super Moves

Double Typhoon	HCB, F + K		
Respect the Land	QCB x2 + P	U1	
Raging Slash	HCB, F + P	U2	

## Adon

### Command Moves

Chains	L > M > H	SP.C	
Double Jump	UB / U / UF (in air)		
Overhead	F + MP		

### Special Moves

100 Jaguars	QCF + P	SC	Elbow Launch: P (JCable)
Jaguar Kick	QCB + K (air ok)		Cancel into EX Jaguar Kick
Jaguar Jump > Tooth	QCB + P		Followup: K
Rising Jaguar	DP + K (air ok)	SC	

### Super Moves

Assault	QCF x2 + P		
Revolver	QCB x2 + K	U1	
Avalanche	HCB, F + K	U2	

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## Rose

### Command Moves

Chains	L > M	SP.C	
Soul Piede	F + HK		Chain into from normals
Soul Slide	DF + MK	SP.C	
Overhead	Far HP	OH	It's overhead
Double Jump	UB / U / UF (in air)		

### Special Moves

Soul Spark	QCF + P	SC	Cancels to Reflect and Soul Spiral
Soul Spiral	QCF + K	SC	
Reflect	QCB + P	SC	EX: Spawns Orb
Soul Throw	DP + P		EX: Spawns Orb - Can do Air attacks on way down

### Super Moves

Aura Soul Spark	QCF x2 + K		
Illusion Spark	QCB x2 + K	U1 Throw	
Soul Satellite	QCB x2 + P	U2	

## Yun

### Command Moves

Chains	LP > MP > HP		
Overhead kick	F + MK	OH	
Push	F + HP		Chain from HP

### Special Moves (All specials cancel to EX specials)

Dash punch	QCF + P	SC	
Palm	QCB + P	SC	LP version is fake
Shoulder	DP + P	SC	EX: dash and jumpcancellable
Command Grab	HCB + K		
Upkicks	DP + K		

### Super Moves

Geneijin	QCF x2 + P	4EX	Everything > Everything even whiff
Yooohoo	QCB x2 + P	U1	
Sorai	QCB x2 + K	U2	

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# Yang

## Command Moves

Chains	L > M > H (air ok)	SP.C	
Overhead Kick	F + MK	OH	Cancel off any normal
Normal Palm	B + HP	SP.C	Cancel off any normal
Stance switch	PPP (air ok)		Cancel off any normal
Divekicks	D + K (in air)		Cancel off any air normal

## Special Moves (All specials cancel to EX specials)

Elbow Dash / Slashes	QCF + P / QCF + P x3/5	SC	Cancel into any other special
Upkicks	DP + K	SC	Cancel into Command Dash
Command Dash	QCF + K		
Palm	QCB + P	SC	Cancel into Command Dash
Flip over	HCB + K	Throw	EX: Combos off normals/specials

## Super Moves

Elbow / Slash super	QCF x2 + P		
Raisin Mahaken	QCB x2 + P	U1	
Tenshin Senkyutai	QCF x2 + K	U2	

# Evil Ryu

## Command Moves

Shoto Chain	LK > MK		
Sweep Chain	D + HK > HK		Jumpcancellable
Command Normals	F + MP / F + MK		
Divekick	D + MK (in air)		

## Special Moves

Fireball	QCF + P	SC	Cancel to Red Fireball
Red Fireball	HCB + P	SC	
Evil Shoryu	DP + P	SC	
Tatsumaki	QCB + K (air ok)		EX: Can execute attacks after
(Denjin) Evil Kick	HCF + K		
(Denjin) Evil Teleport	DP + PPP / KKK		

## Super Moves

Raging Demon	LP LP F LK HP		
Denjin Mode	QCB x2 + K	Activation	Last the whole round
Metsu Hadoken	QCB x2 + P	U1	
Metsu Goshoryu	QCF x2 + P	U2	

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# Oni

## Command Moves

Command Normals	F + M / H	SP.C	
Airdash	B, B / F, F (in air)		

## Special Moves

Hadoken	QCF + P (can hold) Meterburn: PP	SC 1EX	Second Max Level Hadoken
Downward Chop	QCB + P Meterburn: PP	SC 1EX	Can airdash after Meterburn
Tatsumaki	QCB + K (air OK) Meterburn: KK	1EX	EX Tatsumaki
Demon Punch	DP + P Meterburn: PP	SC 1EX	DP Followup, can airdash after

## Super Moves

Raging Demon	LP LP F LK HP	4EX	
Super Hadoken	QCF x2 + P (air ok) Meterburn: PP	U1 2EX	Second Super Hadoken
Super Flame Attack	QCB x2 + P Meterburn: PP	U2 2EX	Followup, Input during hit

# Elena

## Command Moves

Chains	L > M > H	SP.C	
Overhead Kick	F + MK	OH SP.C	
Slide Kick	DF + HK		

## Special Moves

Mallet Smash	QCB + P	SC	Cancel into Horn or Wheel
Scratch Wheel	Charge D-U + K	SC	
Rhino Horn	Charge B-F + K		
Spin Scythe >	QCB + LK QCB + LK	SC SC	Jumpcancellable launcher
Lynx Tail >	QCB + MK QCB + MK	Low SC SC	Jumpcancellable launcher
Handstand kick >	QCB + HK QCB + HK	OH SC OH SC	Crumples on hit
Full Spin Scythe	QCB + KK	1EX SC	

## Super Moves

Brave Dance	QCF x2 + K	U1	
Healing	D + PPP	4/2EX U2	



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## Rolento

### Command Moves

Chains	L > M	SP.C	
Pogo	F + MK	OH	Jumpcancellable
Pogo jump	D + MK (in air)		Can do air normals after

### Special Moves

Patriot	QCF + P x3		Non-EX: Rolls (reloads) next input
Knife Hop	DP + K		Press another button to throw knife Hold D + Button to cancel
Backroll	QCB + P		Reloads Patriot, Followup: P
Walljump	QCB + K		
Trick Landing	KKK (in air)		Reloads Patriot. Near Ground

### Super Moves

Grenades	QCB x2 + P	U1	Reloads Patriot
Take No Prisoners	QCB x2 + K	U2	

## Poison

### Command Moves

Double Slap	F + MP	SP.C	
Elbow Drop	F + HP	OH	Cancel into Air moves
Hyperjump	D, U		Can be aircontrolled
Backflip	KKK		

### Special Moves

Aeolus Edge	QCF + P (air ok)	SC	
Whip of Love	QCB + P	SC	Followups: B + P x2 Cancels into Upkick
Upkick	QCF + K	SC	EX: Jumpcancellable
Love Me Tender	QCB + K		Followup: K on hit (except EX)

### Super Moves

Thunder Whip	QCF x2 + K		
Call Me Mistress	QCB x2 + K	U1	Projectile Invincible
Love Storm	QCF x2 + P	U1	
Poison Kiss	HCB x2 + P	U2 Throw	

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## Hugo

### Command Moves

Chains	L > M > H	SP.C	
Command Normals	F + MK / F + HP	OH SP.C	
Body Press	D + HP (in air)		

### Special Moves

Monster Lariat	QCF + P	SC	Cancel into Backbreaker
Giant Palm	QCB + P	SC	Cancel into Ultra Throw
Backbreaker	DP + K		EX: Can cancel into itself
Ultra Throw	HCB + K		
Meat Squasher	HCF + K		
Moonsault Press	DP + P		

### Super Moves

Hammer Mountain	QCF x2 + P		Feint: Hold P Cancel into Backbreaker
Gigas Breaker	360 x2 + P	U1	
Super Meat Squasher	QCF x2 + K	U2	

## Decapre

### Command Moves

Chains	H > M > L		
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### Special Moves

Scramble	QCF + K (air ok)		Air scramble: Air moves after Hold D to do previous air followups
Sting	DP + P		

### Super Moves

Psycho Stream	QCB x2 + K	U1	
DCM	QCF x2 + K	U2	
Psycho Crush	QCB x2 + P		