



TEAM ART OF FIGHTING
RYO SAKAZAKI

- Close by
- In air
- Close by in air
- In air near edge of screen
- Repeatedly
- Hold briefly
- During ~
- Use MAX mode
- Use MAX mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

NORMAL THROWS & COMMAND MOVES

NORMAL THROWS

- Kyokugenryu Sanren Geki

← or → + HP

- Tomoe Nage

← or → + HK

COMMAND MOVES

- Hyouchuu Wari

→ + LP

- Jyoudan Uke

→ + LK (Timed to your opponent's attack)

- Gedan Uke

↘ + LK (Timed to your opponent's attack)

SPECIAL MOVES

- Kohou EX

→ ↓ ↘ + LP or HP

- Ko-Ou Ken EX

↓ ↘ → + LP or HP

- Hien Shippuu Kyaku EX

→ ↘ ↓ ↙ ← + LK or HK

- Zanretsuken EX

→ ← → + LP or HP

SUPER SPECIAL MOVES

- Haoh Shoukou Ken MAX

→ ← ↙ ↓ ↘ → + LP or HP

- Ryuuko Ranbu MAX

↓ ↘ → ↘ ↓ ↙ ← + LP or HP

CLIMAX SUPER SPECIAL MOVES

- Shin • Tenchi Haoh Ken

↓ ↘ → ↓ ↘ → + LP HP

*All arrows show joystick directions for characters facing right.

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