– 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 -

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

- ZEN 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	-	5F	1F	24F	-5+2
THROW_B	4 _ B	20	throw	-	20F	1F	9F	-10+5
STAND_A	A	5	high	-	4F	3F	11F	0+2
STAND_B	B	10	high	-	5F	3F	15F	0+5
CROUCH_A	2 _ A	5	low	-	3F	3F	12F	0+3
CROUCH_B	2 _ B	10	low	-	11F	3F	6F	0+5
STAND_FA	6 _ A	8	high	-	5F	3F	28F	0+4
STAND_FB	6 _ B	12	middle	-	12F	3F	28F	0+10
CROUCH_FA	3 _ A	8	low	-	4F	3F	31F	0+4
CROUCH_FB	3 _ B	12	low	-	12F	3F	45F	0+10
STAND_D_DF_FA	2 3 6 _ A	5	high	projectile	20F	-	40F	-5+3
STAND_D_DF_FB	2 3 6 _ B	20	high	projectile	15F	-	45F	-30+10
STAND_D_DF_FC	2 3 6 _ C	120	high	projectile	15F	-	33F	-150+30
STAND_F_D_DFA	6 2 3 _ A	10	high	-	10F	20F	40F	0+5
STAND_F_D_DFB	6 2 3 _ B	40	low	-	10F	10F	40F	-55+20
STAND_D_DB_BA	2 1 4 _ A	10	middle	-	31F	5F	21F	0+5
STAND_D_DB_BB	2 1 4 _ B	25	middle	-	5F	10F	45F	-50+15

- In Air -

AIR_A	A	8	middle	-	4F	4F	6F	0+5
AIR _B	B	10	middle	-	6F	9F	8F	0+10
AIR _DA	2 _ A	8	middle	-	5F	10F	33F	0+8
AIR _DB	2 _ B	10	middle	-	15F	10F	25F	0+10
AIR _FA	6 _ A	10	middle	-	11F	15F	16F	0+5
AIR _FB	6 _ B	12	middle	-	7F	13F	15F	0+10
AIR _UA	8 _ A	10	middle	-	5F	10F	33F	0+8

AIR _UB	8 _ B	20	middle	-	8F	10F	32F	0+10
AIR _D_DF_FA	2 3 6 _ A	10	middle	projectile	20F	-	40F	-5+5
AIR _D_DF_FB	2 3 6 _ B	30	middle	projectile	20F	-	40F	-20+15
AIR _F_D_DFA	6 2 3 _ A	10	middle	-	5F	15F	40F	-10+5
AIR _F_D_DFB	6 2 3 _ B	20	middle	-	14F	8F	38F	-40+15
AIR _D_DB_BA	2 1 4 _ A	15	middle	-	10F	15F	35F	-10+5
AIR _D_DB_BB	2 1 4 _ B	40	middle	-	14F	15F	41F	-50+15