

	Attack Name	Damage	Side Effects	Anims/Images
	Basic Commands			
←	Move Left	-	-	walk
→	Move Right	-	-	walk
↑	Jump	-	-	jump
↓	Crouch	-	-	<i>crouch</i>
→ →	Run	-	-	run
← ←	Jump back	-	-	jumpBack
A	Punch	3	-	punchR1
B	Kick	5	-	kick1
C	Mid-level Block	-	-	<i>block1</i>
[C] [↑]	High Block	-	-	<i>block2</i>
[C] [↓]	Crouch Block	-	-	<i>block3</i>
[←] [→] C C C	Taunt	-	-	Taunt x6 (individual per character)
	Ground Combos			
A A A	Combo Punch	3, 3, 6	-	punchR1, punchL, punchR2
B B B	Combo Kick	5, 5, 8	-	kick1, kick1, kick2 (stretch kick)
[↓] A	Uppercut	8	Launcher	uppercut
[↓] B	Low Kick	5	-	kickLow
[→ →] A	Running Punch	8	Knockback II	punchRun
[→ →] B	Running Kick+Slide	10	Knockback II	kickRun (hold last frame for slide)
[← ←] A	Evading Punch	3	-	punchEvade
[← ←] B	Evading Kick	5	-	kickEvade
← ↓ → A	Sudden Punch	7	Knockback I	
← ↓ → B	Rotating Kick	9	Launcher	kickRot
	Mid-air Combos			
[↓] A	Drop Punch	8	-	punchDrop
[↓] B	Drop Kick	12	-	kickDrop
← → B	(Rotating) Split Kick	10	-	kickSplit