



River City
Melee Mach

Web Manual



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★ Story Prologue★



The sports competition between rival high schools organized by Mamoru Tohdoh, the student council president of Reihou Academy, ended with the victory of Nekketsu High School, led by the notorious troublemaker, Kunio. Just a few days later, mysterious posters for a fighting tournament appeared on the backstreets, and a string of strange attacks began... Sensing a new enemy behind these attacks, Kunio and his gang decide to join the mysterious fighting tournament.

★ Game Mode ★



● SINGLE PLAY

Enjoy each school's story in this mode.

● FREE BATTLE

Battle against your friends or computer offline in this mode.

• Battle Royal

Everyone is the enemy! This is the ultimate battle royale.

• Tag Match

Participating teams work together to take out the enemies!

• Change Match

Infinite enemies come at you in a heated battle. Turn the tables with the surprise boxes or with a captain who has the rage gauge on MAX! When someone is K.O., a "surprise box" appears! A special effect is activated 10 seconds after throwing it! !

• Endless Battle

How long can you last - the endless battle! One player only modes. The first two modes are the regular endless battle, the second lets an ally help you in 2v2 fights, and the last mode has an increased recovery items drop rate.

● ONLINE BATTLE

Battle against your friends online in this mode.

★ Basic Control ★



▼ Common Control

Move	↑ ↓ ← →
Dash	←← or →→
Jump	□ / Y Button (Changeable) Short Jump : Press this button shortly

▼ Bare Hands

Punch	○ / A Button (Changeable)
Kick	× / B Button (Changeable)
Uppercut (Finish Blow)	Near the frightened opponent , P Button
Straight Punch (Finish Blow)	Near the frightened opponent , ← or → + P Button / While Knee Kick , P Button
Knee Kick (Finish Blow)	Near the frightened opponent , K Button / While Straight Punch , K Button
Picking up items / downed opponents	P button / While dashing, press the P button without any directional input.

▼ Item Possession

Use	P Button
Throw	K Button

▼ Lift up opponent

Throw	K Button
Giant Swing	← or → + K Button
Power Bomb	↓ + K Button
Upper Throw	↑ + K Button



● Status

Name	
Health	This is the health bar. It decreases when receiving hits and being knocked down after it reaches 0 takes you out of the match.
Punch	Punching power. The higher this value, the easier to put opponents on their knees.
Kick	Kicking power. Like punches, a high power makes it easier to put opponents on their knees.
Weapon	Attack power when striking with an item. This is the sum of your power and the item's power.
Throw	Attack power when throwing an item. This value is also taken into account when throwing an opponent onto another.
Agility	Helps you move around and also affects your jumps. Also affects attacks involving dashes.
Strength	Reduces damage taken. The higher this is, the higher your chances to survive fights.
Recovery	Indicates how easy it is getting up after being taken down.
AI Type	CPU's moves type.
Anger Type	Characters with short anger times or that hardly get angry have a considerable boost while angry. While the angry boost is a good way to get damage in, there are three levels of anger time and anger build-ups.







● Icons for Special Attacks

The Item Condition Icons

Bare Hands 	One-Handed Items 	Two-Handed Items 	Lift Up an Enemy 	Wooden Sword Group 	Bat Group 
Forbid Bat 	Chain 	Bag 	Football 		




The State Icons

Dash 	Jumping 	Jump with ← or → key 	Landing 
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The Direction Key Icons

Forward Key x 2 	← or → 	↑ x 2 	↓ x 3 	↑ 	↓ 
--	---	--	--	--	--

The Button Input Icons

Punch Button 	Kick Button 	Jump Button 
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[Nekketsu High School Team]

[Nekketsu High School Team] ● Kunio											Special I	Mach Kick A	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Nuts Shot	 
	240	10	14	10	10	12	13	13	Many	Kick	Special III	Fire Spike	
[Nekketsu High School Team] ● Sugata											Special I	Bomb Punch A	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Quick Step	 
	200	8	6	4	4	10	8	10	Many Short	Punch	Special III		
[Nekketsu High School Team] ● Nanase											Special I	Double Chop A	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Sliding	 
	200	6	4	6	6	8	6	11	Normal	Optimal	Special III		
[Nekketsu High School Team] ● Takamine											Special I	Tomoe-Nage	 Near the frightened opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Kakkun Shot	 
	180	8	10	6	8	6	10	9	Short	Disturb	Special III		
[Nekketsu High School Team] ● Morimoto 											Special I	Awakening	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II		
	160	4	4	5	10	9	11	7	Fewer	Throw	Special III		
[Nekketsu High School Team] ● Ichijou 											Special I	Counter Slash	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Pole Jump	 
	140	1	1	12	4	11	4	6	Fewer Long	Weapon	Special III		

[Hanazono High School Team]

[Hanazono High School Team] ● Riki											Special I	Mach Punch A		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tornado Punch		
	250	14	10	10	10	9	13	13	Many	Punch	Special III	Gorgeous Punch		
[Hanazono High School Team] ● Saotome											Special I	Aura Punch A		Long (→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Aura Swing		
	210	8	8	8	8	11	8	6	Fewer	Optimal	Special III			
[Hanazono High School Team] ● Maeda											Special I	Jump Kick		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fatal Steps		To knocked out opponent,
	180	12	11	8	6	3	11	10	Many	Kick	Special III			
[Hanazono High School Team] ● Yoshino											Special I	Acro Circus		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Spin-Out Throw		
	180	6	6	6	6	11	8	3	Normal	Disturb	Special III			
[Hanazono High School Team] ● Washio											Special I	Super Speed Shot		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Grand Slam 2		
	220	3	6	8	12	8	8	10	Many Short	Weapon	Special III			
[Hanazono High School Team] ● Shimizu											Special I	Hurricane Crash		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Acro Knee Drop		
	180	4	6	2	4	6	7	11	Many Short	Optimal	Special III			

[Reiho High School Team]

【 Reiho High School Team 】 ● Ryuichi											Special I	Dragon Tail Kick A		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Burst Dragon kick A		(→ Immediately :)
	240	10	12	10	10	10	10	11	Fewer	Kick	Special III	Dragon Beheaded-throw		Near the opponent,
【 Reiho High School Team 】 ● Ryuji											Special I	Dragon Tail Kick A		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Fist A		(→ Immediately :)
	230	12	10	10	10	11	10	11	Many	Punch	Special III	Dragon Beheaded-throw		Near the opponent,
【 Reiho High School Team 】 ● Kobayashi											Special I	Mach Chop A		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hyper Guard		
	230	10	10	8	10	11	10	8	Fewer Long	Optimal	Special III			
【 Reiho High School Team 】 ● Mochizuki											Special I	Nitro Attack		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Warp Shot		
	200	4	2	8	8	14	6	5	Many Short	Move	Special III			
【 Reiho High School Team 】 ● Hayasaka											Special I	Grand Slam 2		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Breaker Drop		
	200	3	6	8	5	8	1	9	Fewer Short	Weapon	Special III			
【 Reiho High School Team 】 ● Otonashi											Special I	Dragon Chop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Boomerang Shot		
	180	6	2	2	6	7	3	14	Normal	Disturb	Special III			

[School Union Team]

[School Union Team] ● Gouda											Special I	Headbutt Special		(Neutral / Walk → :)
											Special II	Head Tackle		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Jump Counter		(→ :)
	230	13	8	8	10	11	14	12	Normal	Optimal				
[School Union Team] ● Godai											Special I	Stick Fighting Special		
											Special II	Special Blade		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Screw Pile Driver		
	240	8	8	14	12	10	11	9	Many Short	Weapon				
[School Union Team] ● Nishimura											Special I	Charge Punch A		Long
											Special II	Slap Special		(→ : Cancel)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	255	10	8	11	10	1	2	3	Many Short	Disturb				
[School Union Team] ● Sawaguchi											Special I	Fatal Steps		To knocked out opponent,
											Special II	Mozu Otoshi Shot		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	160	2	2	2	4	10	6	6	Normal	Weapon				
[School Union Team] ● Kumada											Special I	Javelin Man		
											Special II	Seoi-Nage		Near the frightened opponent,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	210	4	6	8	12	4	9	5	Fewer Long	Disturb				
[School Union Team] ● Hayami											Special I	Hurricane Crash		
											Special II	Assault Kick		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	140	2	10	2	2	11	5	8	Fewer	Optimal				

[Reiho's Top 4 Team]

[Reiho's Top 4 Team] ● Kobayashi											Special I	Mach Chop A		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hyper Guard		
	230	10	10	8	10	11	11	8	Fewer Long	Optimal	Special III	Grand Slam		
[Reiho's Top 4 Team] ● Kinoshita											Special I	Mach Chain		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Devil Chain		
	200	4	4	11	7	8	10	11	Many Short	Weapon	Special III			
[Reiho's Top 4 Team] ● Taira											Special I	Mach Stamping A		To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Frankensteiner		
	200	4	4	10	8	9	8	4	Fewer Long	Weapon	Special III			
[Reiho's Top 4 Team] ● Mochizuki											Special I	Nitro Attack		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Warp Shot		
	200	4	2	8	8	14	6	5	Many Short	Move	Special III			
[Reiho's Top 4 Team] ● Aoki											Special I	Slipper		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mozu Otoshi Shot		
	160	5	6	6	5	10	8	8	Fewer Long	Punch	Special III			
[Reiho's Top 4 Team] ● Tomiyama											Special I	Slide Kick		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Boomerang Shot		
	140	2	11	2	5	8	3	12	Long	Optimal	Special III			

[Reiho Former Student Council Team]

[Reiho Former Student Council Team] ● Onizuka											Special I	Human Drill A		
											Special II	Jump Elbow		  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Big Wheel Throw		 (→  : )
250	10	6	11	10	7	13	11	Many Long	Punch					
[Reiho Former Student Council Team] ● Matsudo											Special I	Metamorphosis		 
											Special II	Mach Swing		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
230	11	8	9	12	10	12	10	Long	Avoid					
[Reiho Former Student Council Team] ● Nakamura											Special I	Bakuretsu Kick		 
											Special II	Jump Counter		  (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
220	10	10	5	4	6	10	4	Normal	Disturb					
[Reiho Former Student Council Team] ● Koga											Special I	Spin Attack		 
											Special II	Bakuretsu Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
200	7	11	4	6	9	12	4	Fewer Long	Optimal					
[Reiho Former Student Council Team] ● Ichikawa											Special I	Sliding Knee Kick		  (→  : )
											Special II	Warp Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
200	4	8	2	9	10	7	12	Fewer Long	Move					
[Reiho Former Student Council Team] ● Mutou											Special I	Jump Guillotine		  
											Special II	Mozu Otoshi Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
190	12	2	3	7	7	6	4	Normal	Kick					

[Reiho Sports Club Team]

[Reiho Sports Club Team] ● Reika 											Special I	Mach Dash	     (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hoehoe Shot	   
	210	8	9	12	11	13	9	13	Many Short	Throw	Special III	Speed Slash	  
[Reiho Sports Club Team] ● Morisawa											Special I	Spin Attack	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Strong Block	 
	170	9	8	4	12	9	14	6	Normal	Punch	Special III	Hyper Spike	  
[Reiho Sports Club Team] ● Gotou 											Special I	Upper Swing	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Kakkun Shot	   
	170	2	2	6	4	12	5	12	Short	Throw	Special III		
[Reiho Sports Club Team] ● Kunitachi 											Special I	Sliding	     (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hurricane Crash	 
	170	3	2	6	4	11	5	13	Fewer	Disturb	Special III		
[Reiho Sports Club Team] ● Irie											Special I	Overhead	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Neck Throw	Near the opponent,  
	210	2	8	1	9	9	8	5	Normal	Optimal	Special III		
[Reiho Sports Club Team] ● Kawada 											Special I	Shield Attack	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Pole Jump	  
	200	6	6	9	6	5	8	2	Long	Weapon	Special III		

[Meian High School Team]

[Meian High School Team] ● Kato											Special I	Yamada no Jutsu	   	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tsubame Gaeshi	 	 up 
	230	4	10	13	5	5	6	14	Short	Disturb	Special III	Drop Kick		  (Chargeable)
[Meian High School Team] ● Takahashi											Special I	Human Drill		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Obuobu Shot	 	 
	250	12	10	3	3	11	12	6	Normal	Punch	Special III			
[Meian High School Team] ● Sasaki											Special I	BackBone Break		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hoehoe Shot	 	 
	210	3	5	3	12	8	8	8	Many	Throw	Special III			
[Meian High School Team] ● Kimura											Special I	Slide Kick		  ( : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Inazuma Shot	 	 
	240	3	3	3	7	12	9	10	Long	Move	Special III			
[Meian High School Team] ● Hayashi											Special I	Slide Punch		  ( : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Warp Shot	 	 
	170	5	5	2	11	11	4	6	Normal	Optimal	Special III			
[Meian High School Team] ● Yamazaki											Special I	Yamada no Jutsu		  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Screw Bomb		
	160	7	2	10	1	6	3	13	Long	Disturb	Special III			

[Akiba High School Team]

【 Akiba High School Team 】 ● Takaoka											Special I	Aura Punch		Long
											Special II	Spin Attack		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster D		
	190	12	7	8	8	12	11	7	Fewer Long	Optimal				
【 Akiba High School Team 】 ● Kawanaka											Special I	Mach Kick		
											Special II	Double Lariat		(While → :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster D		
	190	9	9	9	9	9	9	10	Normal	Optimal				
【 Akiba High School Team 】 ● Fukuma											Special I	Lariat		
											Special II	Double Back		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster A		(→ : falling)
	150	10	3	2	3	11	8	12	Long	Punch				
【 Akiba High School Team 】 ● Motowaki											Special I	Mach Dash		(→ : , :)
											Special II	Bakuretsu Shot		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster C		
	170	5	5	5	5	13	10	9	Normal	Move				
【 Akiba High School Team 】 ● Kamikawa											Special I	Bomb Punch		
											Special II	Hurricane		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster A		(→ : falling)
	200	9	1	8	1	2	11	8	Short	Disturb				
【 Akiba High School Team 】 ● Chitose											Special I	Mach Chop		
											Special II	Javelin Man		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Booster C		
	150	8	2	3	7	5	7	10	Many Short	Disturb				

[Senridai High School Team]

[Senridai High School Team] ● Sonokawa											Special I	Big Bang				
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Compression Shot				
	200	8	10	7	8	10	13	14	Fewer Short	Optimal	Special III	Human Helicopter				
[Senridai High School Team] ● Mori											Special I	Mach Punch				
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Slide Kick				(→ :)
	220	10	4	5	5	8	11	10	Short	Punch	Special III					
[Senridai High School Team] ● Ito											Special I	Spring Kick				
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rolling Middle Kick				
	210	3	9	4	4	4	10	12	Fewer Long	Kick	Special III					
[Senridai High School Team] ● Ogura											Special I	Thrusting				
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Shield Attack				
	210	3	4	12	3	8	10	12	Normal	Weapon	Special III					
[Senridai High School Team] ● Sakagami											Special I	Kakkun Shot				
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Chop				
	220	4	2	4	9	9	11	10	Many Short	Throw	Special III					
[Senridai High School Team] ● Tsuchida											Special I	Mach Dash				(→ : , :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Elbow Drop				
	200	2	5	2	7	11	9	10	Normal	Throw	Special III					


[Hattori High School Team]

【 Hattori High School Team 】 ● Yoritsune											Special I	Tsubame Gaeshi	 	 up 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Ninja Shot	  	 
	240	6	13	6	11	14	9	12	Fewer	Optimal	Special III	Deadly Drop		An opponent in the air,  
【 Hattori High School Team 】 ● Mitsusada											Special I	Overhead	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Ninja Shot	  	 
	210	1	11	2	7	14	6	10	Short	Move	Special III	Escape to Sky	  	 
【 Hattori High School Team 】 ● Kuwatari											Special I	Sliding Knee Kick		  (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Ninja Shot	  	 
	190	1	10	1	7	13	6	8	Fewer Long	Kick	Special III	Shinobi Hayate	  	  (→  : )
【 Hattori High School Team 】 ● Akaboshi											Special I	Mach Kick		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Ninja Shot	  	 
	210	2	12	3	6	12	2	8	Fewer Long	Kick	Special III	Shinobi Hayate	  	  (→  : )
【 Hattori High School Team 】 ● Mitsu											Special I	Diving Headbutt		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Ninja Shot	  	 
	190	1	8	2	7	14	4	8	Long	Move	Special III	Escape to Sky	  	 
【 Hattori High School Team 】 ● Tobita											Special I	Tornado Punch		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Double Lariat		  (While  →  : )
	200	10	2	2	5	11	8	6	Short	Punch	Special III			

[Kagemura High School Team]

[Kagemura High School Team] ● Kamijo											Special I	Low Kick		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fatal Steps		To knocked out opponent,
	210	7	8	9	10	12	7	10	Many Short	Throw	Special III	Boomerang Throw		
[Kagemura High School Team] ● Yamamoto											Special I	Sliding Knee Kick		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fatal Steps		To knocked out opponent,
	220	6	8	9	9	10	9	11	Many Short	Throw	Special III	Boomerang Throw		
[Kagemura High School Team] ● Mochida											Special I	Lariat		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	BackBone Break		
	160	4	6	7	5	9	12	6	Fewer Long	Disturb	Special III			
[Kagemura High School Team] ● Kondo											Special I	Screw Smash		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Double Back		
	170	3	4	6	7	12	10	6	Normal	Weapon	Special III			
[Kagemura High School Team] ● Onishi											Special I	Mach Slap		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Pile Driver		
	160	4	5	8	6	8	9	12	Many Short	Weapon	Special III			
[Kagemura High School Team] ● Kai											Special I	Mach Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Kakkun Shot		
	220	6	6	7	3	7	11	6	Fewer Long	Punch	Special III			

[Osorezan High School Team]

[Osorezan High School Team] ● Ugajin											Special I	Triple Axel	 
											Special II	Super Tackle	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Curse Shot	    
	240	6	9	9	9	6	14	6	Fewer Long	Disturb			
[Osorezan High School Team] ● Tamayama											Special I	Soul Attack	  
											Special II	Penetrating C Shot	    
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	230	4	9	5	12	11	14	4	Fewer Long	Optimal			
[Osorezan High School Team] ● Enma											Special I	Big Bang	 
											Special II	Soul Return	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	200	7	3	2	3	12	14	6	Fewer	Optimal			
[Osorezan High School Team] ● Fuke											Special I	Moza Otoshi C Shot	    
											Special II	Soul Attack	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	180	8	6	1	10	8	14	6	Fewer Long	Throw			
[Osorezan High School Team] ● Untani											Special I	Soul Return	  
											Special II	Shield Attack	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	160	1	3	1	2	13	14	8	Fewer Long	Optimal			
[Osorezan High School Team] ● Kozuma											Special I	Soul Trigger	  
											Special II	Hoehoe C Shot	    
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	170	7	3	3	3	4	14	6	Fewer Long	Optimal			
























[Yurigaoka Girls' High School Team]

[Yurigaoka Girls' High School Team] ● Chinatsu											Special I	Mach Chop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Acro Circus		(→ :)
	200	11	8	9	9	12	11	12	Many Short	Optimal	Special III	Spin Attack		
[Yurigaoka Girls' High School Team] ● Yuki											Special I	Mach Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Nuts B Shot		
	190	8	8	6	10	13	10	10	Normal	Throw	Special III			
[Yurigaoka Girls' High School Team] ● Megumi											Special I	Mach FumiFumi		To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Lightening B Shot		
	190	9	9	1	4	10	7	3	Fewer Long	Disturb	Special III			
[Yurigaoka Girls' High School Team] ● Mami											Special I	Dragon Chop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Double Chop		
	160	10	5	2	3	9	9	4	Fewer Long	Punch	Special III			
[Yurigaoka Girls' High School Team] ● Atsuko											Special I	Boomerang B Shot		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Compress B Shot		
	170	2	2	2	11	10	5	2	Long	Throw	Special III			
[Yurigaoka Girls' High School Team] ● Kazuyo											Special I	Dosukoi Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Bear Shot		
	170	2	6	3	6	14	7	10	Many Short	Move	Special III			

[Sigma High School Team]

[Sigma High School Team] ● Saji											Special I	Willy Shot	
											Special II	Headbutt	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Cyclone Kick	
	230	13	10	7	7	7	13	12	Many Short	Optimal			
[Sigma High School Team] ● Yukizaki											Special I	Head Upper	
											Special II	Jump Elbow	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	200	13	7	7	7	11	7	9	Many Short	Punch			
[Sigma High School Team] ● Hoshina											Special I	Bakuretsu Kick	
											Special II	Diving Headbutt	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	180	8	13	10	8	4	4	6	Normal	Disturb			
[Sigma High School Team] ● Yusa											Special I	Header	
											Special II	Soccer Kick	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	170	10	7	5	4	8	5	6	Many Short	Punch			
[Sigma High School Team] ● Soma											Special I	Spin Drop Headbutt	
											Special II	Kakkun W hot	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	170	9	3	7	2	3	10	8	Normal	Throw			
[Sigma High School Team] ● Kazato											Special I	Hat Trick	
											Special II	Fatal Steps	To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III		
	150	4	10	2	3	5	6	6	Many Short	Kick			

[International All Stars Team]

[International All Stars Team] ● Jonny											Special I	Bomb Punch		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Reflective		 
	221	9	9	9	10	14	9	11	Normal	Move	Special III	J Throw		 
[International All Stars Team] ● Raphael											Special I	Gorgeous Punch		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rain of Fists		Near the opponent,  
	255	11	11	10	11	5	14	3	Fewer	Optimal	Special III			
[International All Stars Team] ● Heilman											Special I	Warp Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mozu Otoshi Shot	 	 
	255	5	4	6	12	6	8	6	Short	Throw	Special III	Sliding Ram Attack		  (→  : )
[International All Stars Team] ● Laochen											Special I	Buyobuyo Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Kakkun Shot	 	 
	200	7	7	7	9	10	7	7	Long	Throw	Special III	Four Slaps		 
[International All Stars Team] ● Billy											Special I	Dragon Fist A		  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Tail Kick A		  (→  : )
	234	10	9	8	7	9	8	8	Many	Punch	Special III	Quick Step		 (+  or : )
[International All Stars Team] ● Jimmy											Special I	Burst Dragon kick A		  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Tail Kick A		  (→  : )
	243	9	10	7	8	8	7	9	Fewer	Punch	Special III	Quick Step		 (+  or : )

[Japan All Stars Team]

[Japan All Stars Team] ● Torachi											Special I	Bakuretsu Kick A		(+)
											Special II	Tiger Fang		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Screw Pile Driver		
	255	11	11	12	13	10	12	9	Fewer Long	Kick				
[Japan All Stars Team] ● Torazi											Special I	Spin Attack A		(+)
											Special II	Tiger Claws		(→ :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Screw Pile Driver		
	254	11	12	12	12	11	13	7	Many	Punch				
[Japan All Stars Team] ● Tsuge											Special I	Storm Kick		
											Special II	Mach Dash		(→ : , :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Thunder Shuriken		
	250	11	11	10	13	11	14	4	Fewer Long	Optimal				
[Japan All Stars Team] ● Tobiyama											Special I	Hurricane		(→ :)
											Special II	Hi Speed Swing		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	200	8	8	10	4	10	8	6	Many Short	Weapon				
[Japan All Stars Team] ● Gen-ei											Special I	Mega Drive Shot		
											Special II	Tornado Punch A		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Special Tackle		
	240	10	9	2	10	5	6	5	Fewer	Punch				
[Japan All Stars Team] ● Ken											Special I	Screw Upper		
											Special II	Super Tornado		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	240	10	10	2	2	6	4	10	Many	Optimal				

[Tobioka CC Team]

[Tobioka CC Team] ● Shingo FJ2											Special I	Cannon		
											Special II			
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	240	14	14	14	14	14	14	16	Normal	Optimal				
[Tobioka CC Team] ● RK300-1											Special I	Mach Kick		
											Special II	Aura Punch		Long 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	240	9	9	8	8	2	13	16	Normal	Optimal				
[Tobioka CC Team] ● RK300-2											Special I	Javelin Attack		  keep pressing
											Special II	Gorgeous Punch		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	240	10	3	7	3	14	7	16	Normal	Optimal				
[Tobioka CC Team] ● RK300-3											Special I	Mach Punch		
											Special II	Penetrating Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	200	7	7	7	7	7	7	16	Normal	Disturb				
[Tobioka CC Team] ● RK300-4											Special I	Mach Chop		
											Special II	Bomb Punch		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	200	14	5	5	5	1	11	16	Normal	Punch				
[Tobioka CC Team] ● RK300-5											Special I	Grand Slam	  	
											Special II	Boomerang Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	200	3	3	3	3	12	12	16	Normal	Optimal				

[Historical Drama Team]

[Historical Drama Team] ● Kunimasa											Special I	Mach Kick 2			
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Warp Shot			
	240	6	20	6	7	8	9	12	Short	Kick	Special III	Slap Special			(→ : Cancel)
[Historical Drama Team] ● Tsurumatsu											Special I	Big Bang			
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mach FumiFumi		To knocked out opponent,	
	220	2	2	5	6	7	20	14	Fewer Long	Optimal	Special III				
[Historical Drama Team] ● Rikigoro											Special I	Mach Punch 2			
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Javelin Man			
	230	20	2	5	3	7	7	12	Many Short	Disturb	Special III				
[Historical Drama Team] ● Bunzo											Special I	Headbutt Special		(Neutral / Walk → :)	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hyper Guard			
	230	7	1	3	5	6	20	10	Fewer	Optimal	Special III				
[Historical Drama Team] ● Jukichi											Special I	Yamada no Jutsu		→	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Acro Circus 2		keep pressing	
	180	3	3	6	11	5	5	20	Many Long	Optimal	Special III				
[Historical Drama Team] ● Asajiro											Special I	Grand Slam			
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Human Helicopter			
	170	2	3	12	20	7	4	8	Short	Weapon	Special III				

[Nekketsu Dodgeball Club Team]

[Nekketsu Dodgeball Club Team] ● D Kunio											Special I	Nuts Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Penetrating Shot	 	 
	240	6	12	6	19	8	8	10	Many	Throw	Special III	Bakuretsu Kick A		 (+  : )
[Nekketsu Dodgeball Club Team] ● D Hiroshi											Special I	Snake Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Separate Shot	 	 
	180	5	2	6	16	6	15	6	Fewer Short	Throw	Special III			
[Nekketsu Dodgeball Club Team] ● Koji											Special I	Screw Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Inazuma Shot	 	 
	180	2	8	6	16	8	8	8	Many Short	Throw	Special III			
[Nekketsu Dodgeball Club Team] ● Ichiro											Special I	Kakkun Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mozu Otoshi Shot	 	 
	200	5	9	4	17	13	10	6	Short	Throw	Special III			
[Nekketsu Dodgeball Club Team] ● Shin-ichi											Special I	Obuobu Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Compression Shot	 	 
	200	4	4	8	17	7	6	10	Fewer Long	Throw	Special III			
[Nekketsu Dodgeball Club Team] ● Mitsuhiro											Special I	Accelerator	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Slippery Shot	  	 
	220	4	9	2	18	7	8	6	Fewer Short	Throw	Special III			

[Nekketsu magic story Team]

[Nekketsu magic story Team] ● Kounie 											Special I	Sliding	    X2 (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Grand Slam	   
	240	1	14	17	1	12	9	14	Long	Weapon	Special III	Nameless Sword	  (→  : )
[Nekketsu magic story Team] ● Ricky 											Special I	Cursed Fists	  (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Grand Slam	   
	250	14	1	17	1	10	11	14	Long	Weapon	Special III	Jet Black	  (→  : )
[Nekketsu magic story Team] ● Goder 											Special I	Headbutt Special	  (Neutral / Walk  →  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Grand Slam	   
	240	13	1	17	1	5	15	10	Long	Weapon	Special III	Straight Slash	  (→  : )
[Nekketsu magic story Team] ● Godai 											Special I	Hurricane	    (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Stick Fighting Special	 
	240	1	1	20	1	6	5	8	Many Short	Weapon	Special III		
[Nekketsu magic story Team] ● Sanju											Special I	Explosive Punch	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Magic of Explosion	 
	200	12	1	17	1	1	6	6	Many Short	Punch	Special III		
[Nekketsu magic story Team] ● Ijoe 											Special I	Electric Magic	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Magic Slash	  (→  : )
	170	1	1	17	1	10	2	4	Short	Weapon	Special III		

[Cheerleader Team]

【 Cheerleader Team 】 ● Hasebe											Special I	Body Check		(Angry → :)
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tornado Kick		
	220	11	11	6	6	12	11	13	Many Long	Optimal	Special III	Uppercut		(→ :)
【 Cheerleader Team 】 ● Kozuki											Special I	Tsubame Gaeshi		up
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hurricane		(→ :)
	200	9	9	13	1	14	10	12	Normal	Move	Special III	Fatal Steps		To knocked out opponent,
【 Cheerleader Team 】 ● Momozono											Special I	Bomb Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Double Chop		
	180	9	3	1	9	10	8	6	Normal	Punch	Special III	Strong Block		X2
【 Cheerleader Team 】 ● Shimada											Special I	Aura Punch		Long
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tornado Punch		
	190	10	8	1	1	6	9	8	Short	Punch	Special III	Bomb Kick		(→ :)
【 Cheerleader Team 】 ● Aihara											Special I	Grand Slam		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Chop		
	170	8	8	8	1	7	7	8	Fewer Long	Weapon	Special III	Burst Kick		(→ :)
【 Cheerleader Team 】 ● Kirishima											Special I	Charge Punch		Long
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Javelin Man		
	170	12	1	1	1	11	12	10	Many	Disturb	Special III	Head Attack		(→ :)













































[Team Misuzu Team]

[Team Misuzu Team] ● Misuzu												Special I	Megaton Face Slap		Near the frightened opponent,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Body Press			
	255	20	20	1	20	1	17	1	Many Long	Optimal	Special III	Misuzu Tackle		(→ :)	
[Team Misuzu Team] ● Kumiko												Special I	Grand Slam		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Devil Chain			
	190	7	9	13	9	12	10	6	Short	Weapon	Special III				
[Team Misuzu Team] ● Miyuki												Special I	Boomerang Shot		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rocket Bag			
	170	6	8	11	13	10	12	8	Normal	Weapon	Special III				
[Team Misuzu Team] ● Misako												Special I	Hyper Tornado		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rolling Attack			
	200	6	9	6	10	8	10	10	Many Short	Disturb	Special III				
[Team Misuzu Team] ● Kyouko												Special I	Screw Slap		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mach Kick			
	180	9	9	9	5	10	7	12	Short	Optimal	Special III				
[Team Misuzu Team] ● Miho												Special I	Jet Upper		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rocket Bag			
	170	10	5	11	6	8	9	12	Fewer Long	Optimal	Special III				











[Lion Union Team]

[Lion Union Team] ● Shishiou											Special I	Breaker Drop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Double Lariat		(While → :)
	240	12	12	10	11	7	14	6	Many Short	Disturb	Special III	Spin Slash		
[Lion Union Team] ● Ginjishi											Special I	Aura Punch		Long
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Sonic Break		X2
	200	11	6	5	5	13	8	10	Long	Disturb	Special III	Pile Driver		
[Lion Union Team] ● Ukyou											Special I	Jump Elbow		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Full Swing		
	180	7	7	10	6	6	9	8	Normal	Weapon	Special III	Assault Slap		
[Lion Union Team] ● Sakyou											Special I	Bomb Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dunk Special		
	180	7	3	10	3	6	10	8	Normal	Weapon	Special III	Screw Bomb		
[Lion Union Team] ● Majishi											Special I	Jump Guillotine		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Screw Pile Driver		
	230	7	6	2	11	2	12	2	Many Long	Disturb	Special III	Rising Sun		X2
[Lion Union Team] ● Benijishi											Special I	Hyper Spike		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fire Spike		
	160	9	5	3	11	11	8	12	Normal	Optimal	Special III	Rolling Attack		

[Outlaw Team]

[Outlaw Team] ● Sabu											Special I	Handgun	 	 (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fight Kick		 
	170	9	14	11	18	7	6	10	Many Long	Optimal	Special III	Special Blade		 
[Outlaw Team] ● Katsuji											Special I	Charge Punch		Long 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fight Kick		 
	180	12	5	1	1	2	9	6	Many	Punch	Special III			
[Outlaw Team] ● Tetsu											Special I	Throw Bomb		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Penetrating Shot	 	 
	130	1	1	3	7	11	12	12	Many Short	Optimal	Special III			
[Outlaw Team] ● Gen											Special I	Mach FumiFumi		To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Slipper		 
	150	2	10	2	2	4	13	6	Many	Kick	Special III			
[Outlaw Team] ● Lee											Special I	Burst Dragon Kick		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Dragon Fist		 
	180	14	14	8	8	12	10	6	Many Long	Move	Special III			
[Outlaw Team] ● Yoshihiro											Special I	Last Game		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Flying Kick of Naniwa		 
	200	10	11	10	10	12	10	11	Fewer	Optimal	Special III	Double Down		































[Legend Team]

[Legend Team] ● Himeyama											Special I	Mach Kick Special	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Bakuretsu Kick A	   (+  : )
	202	9	12	8	8	10	11	10	Fewer Long	Disturb	Special III	Pile Driver	  
[Legend Team] ● Midou											Special I	Stone Guard	  ( on the ground →  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Spin Attack A	   (+  : )
	203	6	6	4	13	8	12	12	Normal	Optimal	Special III	Bakuretsu Kick A	   (+  : )
[Legend Team] ● Shibata											Special I	Mach FumiFumi	 To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tornado Attack	  
	190	8	7	8	8	9	10	8	Long	Optimal	Special III	High Spin Kick	  
[Legend Team] ● Suga											Special I	Spin Attack A	   (+  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Mach Punch Special	 
	194	8	8	4	12	8	11	6	Fewer Short	Disturb	Special III	Tornado Attack	  
[Legend Team] ● Ebihara											Special I	Jump Elbow	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Bakuretsu Kick A	   (+  : )
	198	10	8	9	9	8	8	8	Many Short	Optimal	Special III	Special Upper	 
[Legend Team] ● Yamaishi											Special I	Jump Guillotine	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	High Spin Kick	  
	175	8	8	8	8	9	5	14	Many	Optimal	Special III		

[Kirisame High School Team]

[Kirisame High School Team] ● Kazaoka											Special I	Tornado Upper		
											Special II	Double Lariat		(While → :
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Parachute		
	230	8	8	10	9	10	11	14	Many Short	Optimal				
[Kirisame High School Team] ● Nakadai											Special I	Slipper		
											Special II	Straight Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	220	11	9	9	9	9	9	8	Normal	Optimal				
[Kirisame High School Team] ● Monzen											Special I	Body Attack		
											Special II	Hyper Drop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	240	6	9	8	11	11	13	10	Short	Disturb				
[Kirisame High School Team] ● Tanuma											Special I	Two Finger Punishment		
											Special II	Mach Dash		(→ : , :
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	180	10	8	11	9	13	10	10	Fewer Long	Move				
[Kirisame High School Team] ● Terazono											Special I	Super Chop		
											Special II	Aerial Seoi-Nage		An opponent in the air,
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	190	11	9	9	12	9	12	2	Fewer	Optimal				
[Kirisame High School Team] ● Oguma											Special I	Double Kick		
											Special II	Upper Swing		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III			
	220	7	6	9	8	3	6	4	Short	Weapon				

[Hinoshima High School Team]

[Hinoshima High School Team] ● Aijima											Special I	Lightening Kick	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Lightening Attack	 
	240	12	13	12	12	13	2	6	Many	Optimal	Special III	Spin Kick	  
[Hinoshima High School Team] ● Yokomizo											Special I	Counter	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Stamp Kick	 
	250	13	8	6	6	12	12	10	Normal	Optimal	Special III	Neck Throw	 Near the opponent,  
[Hinoshima High School Team] ● Nishiwaki 											Special I	Gold Smash	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Upper Swing	   
	230	6	6	13	6	10	10	12	Fewer	Weapon	Special III	Brain Bash	  
[Hinoshima High School Team] ● Kiwada											Special I	Jump Counter	   (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Rolling Middle Kick	 
	180	10	9	4	5	7	13	6	Fewer Long	Optimal	Special III	Wallop	  
[Hinoshima High School Team] ● Mikura											Special I	Bakuretsu Kick	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Soccer Kick	  
	200	9	13	8	8	5	10	8	Many Short	Optimal	Special III	Tornado Kick	  
[Hinoshima High School Team] ● Kawasaki											Special I	Strong Block	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Overhead	   
	140	4	5	6	4	12	14	12	Fewer Long	Optimal	Special III		

[All US Team]

【 All US Team 】 ● William											Special I	Accelerator	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Iron Guard		
	250	10	6	8	13	9	10	12	Fewer Long	Throw	Special III	Hyper Spike		 
【 All US Team 】 ● Gopher											Special I	Special Upper		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Hard Tackle		  (→  : )
	250	10	10	11	11	10	10	4	Short	Optimal	Special III			
【 All US Team 】 ● Steve											Special I	Spin Drop Headbutt		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Pile Driver		 
	210	8	7	6	10	11	12	6	Normal	Disturb	Special III	Reflective		 
【 All US Team 】 ● Alex											Special I	Super Rolling Attack		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Fire Spike		 
	206	6	8	8	9	12	8	5	Many Short	Move	Special III	Deadly Drop		An opponent in the air,  
【 All US Team 】 ● Tony											Special I	Super Tackle	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Sliding	  	  (→  :  ,  : )
	200	7	10	4	4	10	4	6	Fewer Long	Optimal	Special III	Nuts Shot Soccer Ver.	  	 
【 All US Team 】 ● Pierre											Special I	Warp Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Yamada no Jutsu		  
	160	9	8	9	12	6	8	11	Fewer Short	Disturb	Special III	Psycho Throw		 

[World Soccer Team]

[World Soccer Team] ● Raffaele											Special I	Tornado Punch A	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tsubame Gaeshi	   up 
	240	8	11	6	10	5	12	14	Many Short	Optimal	Special III	Grande Shot	    
[World Soccer Team] ● Eckert											Special I	Special Tackle	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Spin Kick	
	240	6	10	4	9	11	8	10	Long	Optimal	Special III	Autobahn Shot	    
[World Soccer Team] ● Aviles											Special I	Head Drill	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Sliding	    (→  :  ,  : )
	210	10	10	8	10	8	6	4	Normal	Optimal	Special III	Lucha Libre Shot	    
[World Soccer Team] ● Warioba											Special I	Tsubame Gaeshi	   up 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Super Tackle	   
	200	8	8	7	9	7	7	8	Many Short	Optimal	Special III	Chameleon Shot	    
[World Soccer Team] ● Nguema											Special I	Triple Axel	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Overhead	   
	160	7	9	4	6	14	11	6	Many Short	Optimal	Special III	Rolling Shot	    
[World Soccer Team] ● Pumipon											Special I	Bakuretsu Attack	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Diving Headbutt	  
	150	9	12	2	2	12	14	8	Many Short	Optimal	Special III	Lion Grr Shot	    

[Yumemi Team]

[Yumemi Team] ● Jiji											Special I	Storm Kick		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Burst Kick		  (→  : )
	230	13	8	8	10	11	14	12	Normal	Optimal	Special III	Deadly Drop		An opponent in the air,  
[Yumemi Team] ● Paul											Special I	Storm Kick		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Uppercut		  (→  : )
	240	8	8	14	12	10	12	9	Many Short	Optimal	Special III	Screw Pile Driver		 
[Yumemi Team] ● Sanpei											Special I	Grand Slam	  	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Tomoe-Nage		Near the frightened opponent, 
	255	10	8	11	10	1	2	2	Many Short	Optimal	Special III			
[Yumemi Team] ● Nasuo											Special I	Breaker Drop		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Separate Shot	 	  
	160	2	2	2	4	10	6	5	Normal	Optimal	Special III			
[Yumemi Team] ● Kariya											Special I	Mach Chop		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Super Rolling Attack		 
	210	4	6	8	12	4	9	4	Fewer Long	Optimal	Special III			
[Yumemi Team] ● Hirame											Special I	Dragon Chop		  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special II	Frankensteiner	 	 
	140	2	10	2	2	11	5	6	Fewer	Optimal	Special III			

[Boss Team]

【 Boss Team 】 ● Tsubaki											Special I	Vacuum Tiger Paws	  
											Special II	Tiger Tail Kick	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Tiger Tail Fall	 
	240	13	13	8	8	11	10	14	Fewer	Avoid			
【 Boss Team 】 ● Miyakoda											Special I	Bakuretsu Kick A	   (+  : )
											Special II	Whirlwind	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Vacuum Tiger Paws	  
	190	12	7	7	8	8	9	14	Long	Kick			
【 Boss Team 】 ● Shimokita											Special I	Jump Guillotine	   
											Special II	New World	To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Tiger Tail Fall	 
	180	8	11	8	7	7	11	14	Many Short	Kick			
【 Boss Team 】 ● Miyasaki											Special I	Tornado Punch	  
											Special II	Dragon Beheaded-throw	Near the opponent,  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Tiger Tail Kick	  
	240	10	10	6	11	11	9	14	Many	Avoid			
【 Boss Team 】 ● Naka											Special I	Mach FumiFumi	 To knocked out opponent, 
											Special II	Spin Attack A	   (+  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Tiger Tail Fall	 
	240	9	10	6	11	11	9	14	Many	Kick			
【 Boss Team 】 ● Sumi											Special I	Kakkun Shot	   
											Special II	Soccer Kick	  
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Vacuum Tiger Paws	  
	240	12	10	6	12	4	14	14	Many Short	Avoid			



Bombs

A dangerous item that explodes upon hitting a wall or the floor.

Bomb



Shuriken bomb



Pineapple



Wooden Sword Group

A very easy to use stick-shaped weapon. There are many special moves that use it.

Wooden Blade



Black Blade

Nekketsu
Wooden Blade

Bats

Use the P button on the ground to perform a powerful bat swing!

Bat



Nail bat



Golden bat



Magic Sticks

Wave it for mysterious results! Only one use!

Magic wand



Lovely wand



Fake wand



Balls

An item you can throw in a curve trajectory.

Shot-put



Bowling ball



Baseball



Drinks

The energy drink made out the strongest plum extract by the tournament organizer is so sour, that it will have you running around! There is also a hot sauce that will bring your anger meter to the max. And of course, potions that refill your health.

Vitamin drink



Energy drink



Soda

Caffeinated
drink

Hot Sauce





Bamboo shoots

The organizer of the tournament has managed to isolate and extract the growth protein of the bamboo! It looks like they are trying its effects by injecting it into these bamboo shoots!

Young bamboo



Bamboo shoot



White bamboo shoot



Dumbbells

Flys in a straight line when thrown, then suddenly falls on the floor. Maybe throwing it during a jump might be a way to throw it further?

Dumbbells



Big Dumbbells



Heavy Dumbbells



Brass Knuckles

Because it is a small item, it is better to throw it at someone than to hit them with it! While holding the Grappling Ring, you can also press the P button while jumping diagonally to perform a Javelin Attack!

Brass knuckles



Powerful hand



God Hand



Grappling Ring



Stun guns

Might send an electric discharge if you hit someone with it. Beware of electric shocks!!

Stun gun



Stun rod



Special Ability Group

A group of barely used items such as tires, chains and bags. They may be unpopular items, but holding them will make your special moves stronger.

Old tire



Good tire



Racing tire



Chain



Bag



Other

A light item made of plastic. You can curve its path by pressing the P button just before throwing it.

Maracas



Tambourine



Drum



Pen light



Baton light



Light Sword



★ Stages ★



Name	Ring Out	
Battle Ground	<input type="radio"/>	The base stage. Watch out for ringouts.
Battle Ground Large		A large arena. Mobility is key here.
Battle Ground Small	<input type="radio"/>	A very narrow stage. Send your opponents flying with special moves and throws!
Wharf		A stage with a block that divides the arena. You can use the motorcycles, and they deal great damage!
Soccer Field		A very large stage. Scoring a goal deals damage to your opponents!
Factory	<input type="radio"/>	There are buttons on the left and right sides of the stage! Items appear when you press them!
Fight Destruction	<input type="radio"/>	The floor is unstable and can easily break! Falling through the floor results in a ringout!
Rooftop	<input type="radio"/>	An asymmetrical stage, where the wind blows strongly.
Construction Site		This stage's ground is hard to walk on, and movement gets even worse when it is raining.
Warehouse		A stage filled with small containers. Let's make good use of them by taking the upper ground!
Freezer	<input type="radio"/>	The floor looks bad but is actually passable. Please note that the absence of fence opens the door to any ringouts.

★ The Conditions of Points ★



Attcak Point	Depending on the rank of your attack power, more or less points will be added. If you attack an opponent that is down or being thrown in the air, you only receive the points once. Moreover, you get more points by finishing/outing an opponent!
Points for downing an opponent	Stealing a last hit from your opponents is 3 points.
Rank Point	Rank 1 : 200pts. Rank 2 : 100pts. Rank 3 : 50pts. Rank 4 : 10pts.



Q.What is the winning condition?

A.Team who earned most points at the end of last rounds will win the game.

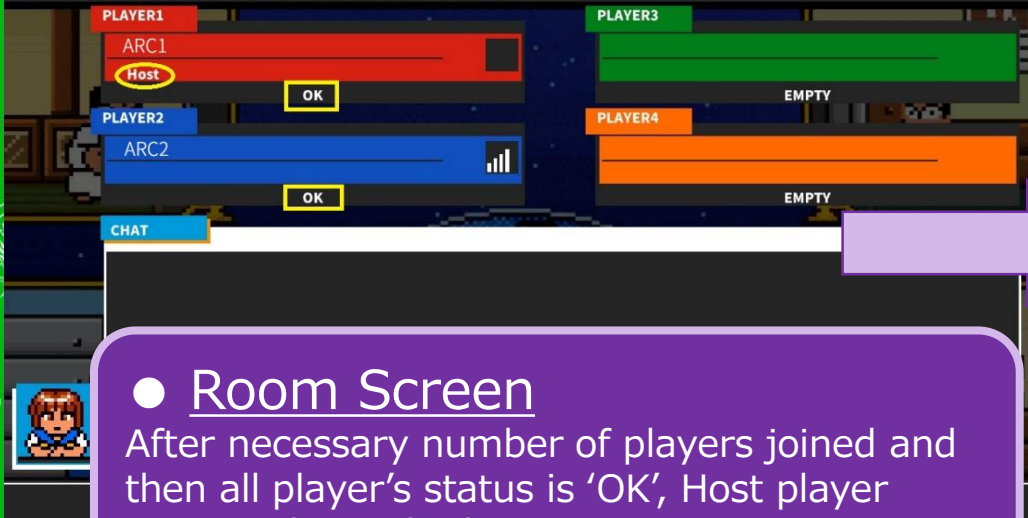
Q.My character is burning like a hot potato!

A.Your character will be in "Rage mode" once he/she keep damaged, but his/her overall will be enhanced.Also, their Super Arts power will be increased as well,so be active on the battle once you are in rage mode.

Q.Is it possible to play without having four players in an online battle?

A.Yes. If number of players is less than 3, the others become CPU.

ONLINE BATTLE



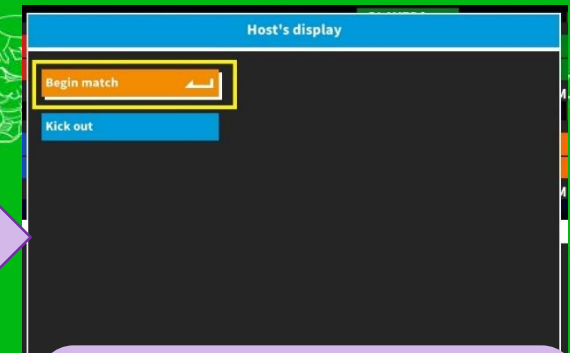
● Room Screen

After necessary number of players joined and then all player's status is 'OK', Host player presses the Δ / X button.



● Chat Screen

Press \leftarrow key
(Only host)



● Host's Display

Choose 'Begin match'
(Only host)



Q.Can 4 people play offline together?

A.Up to 4 players can enjoy offline mode with their controllers.

Q.I'd like to switch the button mapping.

A.You can change buttons in OPTION / team select / player select screen.

Q.I'd like to jump by pressing Punch and Kick buttons simultaneously.

A.You can set it in button mapping scene.

Q.I can't input "K Button → immediately P Button".

A.Press K Button → P Button almost simultaneously.

Q.I don't get how to perform Special Attacks.

A.Press ↓ key on Status screen to check their Special Attacks.

FREE BATTLE

PLAYER1
Kunio
Mach Kick A
Nuts Shot
Fire Spike
240

CPU2
Riki
Mach Punch A
Torpedo Punch
Gorgeous Punch

Press □ / Y button

PLAYER1
Kunio
Health 240
Punch 10
Kick 14
Weapon 10
Throw 10
Agility 12
Strength 13

Press ↓ key

PLAYER1
Kunio
Special Move 1
Each Kick A
Special Move 2
Nuts Shot
When carrying item afterwards while
Special Move 3
Fire Spike
Lift opponent and

Character Select Screen **Status Screen** **Special Attacks!!**



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