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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	<input type="checkbox"/> / 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 
---	--	--	--

The Direction Key Icons

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

The Button Input Icons

Punch Button 	Kick Button 	Jump Button 
---	--	--













[Nekketsu High School Team]

[Nekketsu High School Team]

● Kunio


	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	10	14	10	10	12	13	13	Many	Kick

Special I	Mach Kick A
Special II	Nuts Shot
Special III	Fire Spike

	 (→  : )
  	 
	 

[Nekketsu High School Team]

● Sugata

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	8	6	4	4	10	8	10	Many Short	Punch

Special I	Bomb Punch A
Special II	Quick Step
Special III	

	  (+  : )
	x3 (+  : )

[Nekketsu High School Team]

● Nanase

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	6	4	6	6	8	6	11	Normal	Optimal

Special I	Double Chop A
Special II	Sliding
Special III	







	  (→  : )
  	 x2 (→  :  ,  : )

[Nekketsu High School Team]

● Takamine

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	180	8	10	6	8	6	10	9	Short	Disturb

Special I	Tomoe-Nage
Special II	Kakkun Shot
Special III	

	Near the frightened opponent, 
 	 

[Nekketsu High School Team]

● Morimoto

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	160	4	4	5	10	9	11	7	Fewer	Throw

Special I	Awakening
Special II	
Special III	

[Nekketsu High School Team]

● Ichijou

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	140	1	1	12	4	11	4	6	Fewer Long	Weapon

Special I	Counter Slash
Special II	Pole Jump
Special III	

	x2
	 x2

[Hanazono High School Team]

[Hanazono High School Team]

● Riki



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
250	14	10	10	10	9	13	13	Many	Punch

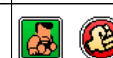
Special
I

Mach Punch A



Special
II

Tornado Punch



Special
III

Gorgeous Punch



[Hanazono High School Team]

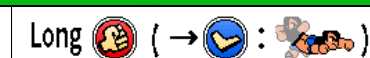
● Saotome



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
210	8	8	8	8	11	8	6	Fewer	Optimal

Special
I

Aura Punch A



Special
II

Aura Swing



Special
III

[Hanazono High School Team]

● Maeda



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
180	12	11	8	6	3	11	10	Many	Kick

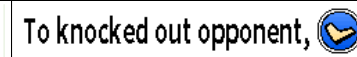
Special
I

Jump Kick



Special
II

Fatal Steps



Special
III

[Hanazono High School Team]

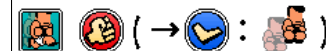
● Yoshino



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
180	6	6	6	6	11	8	3	Normal	Disturb

Special
I

Acro Circus



Special
II

Spin-Out Throw



Special
III

[Hanazono High School Team]

● Washio



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
220	3	6	8	12	8	8	10	Many Short	Weapon

Special
I

Super Speed Shot



Special
II

Grand Slam 2



Special
III

[Hanazono High School Team]

● Shimizu



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
180	4	6	2	4	6	7	11	Many Short	Optimal

Special
I

Hurricane Crash



Special
II

Acro Knee Drop



Special
III

【 Reiho High School Team 】

【 Reiho High School Team 】

● Ryuichi














	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	10	12	10	10	10	10	11	Fewer	Kick

Special I	Dragon Tail Kick A		  (→  : )
Special II	Burst Dragon kick A		  (→ Immediately  : )
Special III	Dragon Beheaded-throw		Near the opponent,  

【 Reiho High School Team 】

● Ryuji





	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	12	10	10	10	11	10	11	Many	Punch

Special I	Dragon Tail Kick A		  (→  : )
Special II	Dragon Fist A		  (→ Immediately  : )
Special III	Dragon Beheaded-throw		Near the opponent,  

【 Reiho High School Team 】


● Kobayashi


	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	10	10	8	10	11	10	8	Fewer Long	Optimal

Special I	Mach Chop A		 (→  : )
Special II	Hyper Guard		
Special III			

【 Reiho High School Team 】

● Mochizuki








	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	4	2	8	8	14	6	5	Many Short	Move

Special I	Nitro Attack		 
Special II	Warp Shot	 	 
Special III			

【 Reiho High School Team 】

● Hayasaka

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	3	6	8	5	8	1	9	Fewer Short	Weapon

Special I	Grand Slam 2	  	
Special II	Breaker Drop		 
Special III			

【 Reiho High School Team 】

● Otonashi

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	180	6	2	2	6	7	3	14	Normal	Disturb

Special I	Dragon Chop		  
Special II	Boomerang Shot	 	 
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	   (→  : )
[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	 
[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	
[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	
[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	
[School Union Team] ● Hayami											Special I Hurricane Crash	 
											Special II Assault Kick	   
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	

[Reiho's Top 4 Team]

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











【 Reiho Former Student Council Team 】

【 Reiho Former Student Council Team 】

● Onizuka


	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	250	10	6	11	10	7	13	11	Many Long	Punch

Special I	Human Drill A
Special II	Jump Elbow
Special III	Big Wheel Throw

	
	  
	 (→  : )

【 Reiho Former Student Council Team 】

● Matsudo

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	11	8	9	12	10	12	10	Long	Avoid

Special I	Metamorphosis
Special II	Mach Swing
Special III	

【 Reiho Former Student Council Team 】

● Nakamura

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	10	10	5	4	6	10	4	Normal	Disturb

Special I	Bakuretsu Kick
Special II	Jump Counter
Special III	





	 
	  (→  : )

【 Reiho Former Student Council Team 】

● Koga

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	7	11	4	6	9	12	4	Fewer Long	Optimal

Special I	Spin Attack
Special II	Bakuretsu Shot
Special III	










	 
 	 

【 Reiho Former Student Council Team 】

● Ichikawa


	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	4	8	2	9	10	7	12	Fewer Long	Move

Special I	Sliding Knee Kick
Special II	Warp Shot
Special III	










	  (→  : )
 	 

【 Reiho Former Student Council Team 】

● Mutou

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	190	12	2	3	7	7	6	4	Normal	Kick

Special I	Jump Guillotine
Special II	Mozu Otoshi Shot
Special III	

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

【 Akiba High School Team 】

【 Akiba High School Team 】

● Takaoka











	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	190	12	7	8	8	12	11	7	Fewer Long	Optimal

Special I	Aura Punch		Long 
Special II	Spin Attack		 
Special III	Booster D		 

【 Akiba High School Team 】

● Kawanaka



	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	190	9	9	9	9	9	9	10	Normal	Optimal

Special I	Mach Kick		
Special II	Double Lariat		 (While  →  : )
Special III	Booster D		 

【 Akiba High School Team 】

● Fukuma

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	150	10	3	2	3	11	8	12	Long	Punch

Special I	Lariat		 
Special II	Double Back	  	
Special III	Booster A		 (→  : falling)

【 Akiba High School Team 】

● Motowaki

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	170	5	5	5	5	13	10	9	Normal	Move

Special I	Mach Dash	  	  (→  :  ,  : )
Special II	Bakuretsu Shot	 	 
Special III	Booster C		 

【 Akiba High School Team 】


● Kamikawa



	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	9	1	8	1	2	11	8	Short	Disturb

Special I	Bomb Punch		 
Special II	Hurricane	 	 (→  : )
Special III	Booster A		 (→  : falling)

【 Akiba High School Team 】

● Chitose

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	150	8	2	3	7	5	7	10	Many Short	Disturb

Special I	Mach Chop		
Special II	Javelin Man		
Special III	Booster C		 

[Senridai High School Team]

[Senridai High School Team]

● Sonokawa

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	8	10	7	8	10	13	14	Fewer Short	Optimal

Special I

Big Bang



Special II

Compression Shot



Special III

Human Helicopter



[Senridai High School Team]

● Mori

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	10	4	5	5	8	11	10	Short	Punch

Special I

Mach Punch



Special II

Slide Kick



Special III

[Senridai High School Team]

● Ito

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	210	3	9	4	4	4	10	12	Fewer Long	Kick

Special I

Spring Kick



Special II

Rolling Middle Kick



Special III

[Senridai High School Team]

● Ogura

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	210	3	4	12	3	8	10	12	Normal	Weapon

Special I

Thrusting



Special II

Shield Attack



Special III

[Senridai High School Team]

● Sakagami

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	4	2	4	9	9	11	10	Many Short	Throw

Special I

Kakkun Shot



Special II

Dragon Chop



Special III

[Senridai High School Team]

● Tsuchida

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	2	5	2	7	11	9	10	Normal	Throw

Special I

Mach Dash



Special II

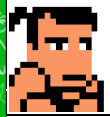
Elbow Drop



Special III

[Hattori High School Team]

[Hattori High School Team] ● Yoritsune



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
240	6	13	6	11	14	9	12	Fewer	Optimal

Special
I

Tsubame Gaeshi



Special
II

Ninja Shot



Special
III

Deadly Drop



An opponent in the air,

[Hattori High School Team] ● Mitsusada



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
210	1	11	2	7	14	6	10	Short	Move

Special
I

Overhead



Special
II

Ninja Shot



Special
III

Escape to Sky



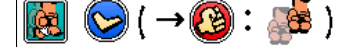
[Hattori High School Team] ● Kuwatari



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
190	1	10	1	7	13	6	8	Fewer Long	Kick

Special
I

Sliding Knee Kick



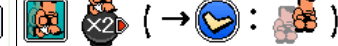
Special
II

Ninja Shot



Special
III

Shinobi Hayate



[Hattori High School Team] ● Akaboshi



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
210	2	12	3	6	12	2	8	Fewer Long	Kick

Special
I

Mach Kick



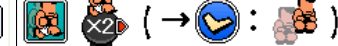
Special
II

Ninja Shot



Special
III

Shinobi Hayate



[Hattori High School Team] ● Mitsu



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
190	1	8	2	7	14	4	8	Long	Move

Special
I

Diving Headbutt



Special
II

Ninja Shot

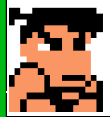


Special
III

Escape to Sky



[Hattori High School Team] ● Tobita



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
200	10	2	2	5	11	8	6	Short	Punch

Special
I

Tornado Punch









Special
II

Double Lariat



Special
III

[Kagemura High School Team]

[Kagemura High School Team] ● Kamijo											Special I	Low Kick		
											Special II	Fatal Steps	  	To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	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		 (→  : )
											Special II	Fatal Steps	  	To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	220	6	8	9	9	10	9	11	Many Short	Throw	Special III	Boomerang Throw	 	
[Kagemura High School Team] ● Mochida											Special I	Lariat		 
											Special II	BackBone Break		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	160	4	6	7	5	9	12	6	Fewer Long	Disturb	Special III			
[Kagemura High School Team] ● Kondo											Special I	Screw Smash	  	 x2
											Special II	Double Back	  	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	170	3	4	6	7	12	10	6	Normal	Weapon	Special III			
[Kagemura High School Team] ● Onishi											Special I	Mach Slap		
											Special II	Pile Driver		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	160	4	5	8	6	8	9	12	Many Short	Weapon	Special III			
[Kagemura High School Team] ● Kai											Special I	Mach Punch		
											Special II	Kakkun Shot	 	
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI				
	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							
	240	6	9	9	9	6	14	6	Fewer Long	Disturb	Special III	Curse Shot					
【 Osorezan High School Team 】 ● Tamayama											Special I	Soul Attack					
											Special II	Penetrating C Shot					
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI							
	230	4	9	5	12	11	14	4	Fewer Long	Optimal	Special III						
【 Osorezan High School Team 】 ● Enma											Special I	Big Bang					
											Special II	Soul Return					
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI							
	200	7	3	2	3	12	14	6	Fewer	Optimal	Special III						
【 Osorezan High School Team 】 ● Fuke											Special I	Mozu Otoshi C Shot					
											Special II	Soul Attack					
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI							
	180	8	6	1	10	8	14	6	Fewer Long	Throw	Special III						
【 Osorezan High School Team 】 ● Untani											Special I	Soul Return					
											Special II	Shield Attack					
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI							
	160	1	3	1	2	13	14	8	Fewer Long	Optimal	Special III						
【 Osorezan High School Team 】 ● Kozuma											Special I	Soul Trigger					
											Special II	Hoehoe C Shot					
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI							
	170	7	3	3	3	4	14	6	Fewer Long	Optimal	Special III						

[Yurigaoka Girls' High School Team]

[Yurigaoka Girls' High School Team]

● Chinatsu



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
200	11	8	9	9	12	11	12	Many Short	Optimal

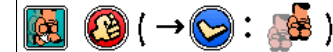
Special I

Mach Chop



Special II

Acro Circus



Special III

Spin Attack



[Yurigaoka Girls' High School Team]

● Yuki



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
190	8	8	6	10	13	10	10	Normal	Throw

Special I

Mach Punch



Special II

Nuts B Shot



Special III

[Yurigaoka Girls' High School Team]

● Megumi



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
190	9	9	1	4	10	7	3	Fewer Long	Disturb

Special I

Mach FumiFumi



To knocked out opponent, [Blue circle with a checkmark]

Special II

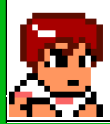
Lightening B Shot



Special III

[Yurigaoka Girls' High School Team]

● Mami



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
160	10	5	2	3	9	9	4	Fewer Long	Punch

Special I

Dragon Chop



Special II

Double Chop



Special III

[Yurigaoka Girls' High School Team]

● Atsuko



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
170	2	2	2	11	10	5	2	Long	Throw

Special I

Boomerang B Shot



Special II

Compress B Shot



Special III

[Yurigaoka Girls' High School Team]

● Kazuyo



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
170	2	6	3	6	14	7	10	Many Short	Move

Special I

Dosukoi Punch



Special II

Bear Shot



Special III

[Sigma High School Team]

[Sigma High School Team]

● Saji

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	13	10	7	7	7	13	12	Many Short	Optimal

Special I

Willy Shot



Special II

Headbutt



Special III

Cyclone Kick



[Sigma High School Team]

● Yukizaki

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	13	7	7	7	11	7	9	Many Short	Punch

Special I

Head Upper



Special II

Jump Elbow



Special III

[Sigma High School Team]

● Hoshina

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	180	8	13	10	8	4	4	6	Normal	Disturb

Special I

Bakuretsu Kick



Special II

Diving Headbutt



Special III

[Sigma High School Team]

● Yusa

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	170	10	7	5	4	8	5	6	Many Short	Punch

Special I

Header



Special II


Soccer Kick



Special III

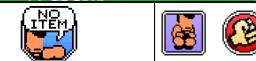
[Sigma High School Team]

● Soma

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	170	9	3	7	2	3	10	8	Normal	Throw

Special I

Spin Drop Headbutt



Special II

Kakkun W hot



Special III

[Sigma High School Team]

● Kazato

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	150	4	10	2	3	5	6	6	Many Short	Kick

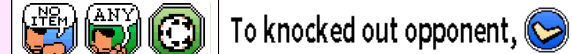
Special I

Hat Trick


















Special II

Fatal Steps




Special III

[International All Stars Team]

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













[Japan All Stars Team]

[Japan All Stars Team] ● Toraichi											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	    x2 (→  :  ,  : )
	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	 x2
											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 】 ● R K 3 0 0 - 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 】 ● R K 3 0 0 - 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 】 ● R K 3 0 0 - 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 】 ● R K 3 0 0 - 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 】 ● R K 3 0 0 - 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				

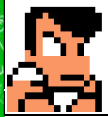
【 Historical Drama Team 】

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

[Nekketsu Dodgeball Club Team]

[Nekketsu Dodgeball Club Team]

● D Kunio



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
240	6	12	6	19	8	8	10	Many	Throw

Special
I

Nuts Shot



Special
II

Penetrating Shot



Special
III

Bakuretsu Kick A



[Nekketsu Dodgeball Club Team]

● D Hiroshi



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
180	5	2	6	16	6	15	6	Fewer Short	Throw

Special
I

Snake Shot



Special
II

Separate Shot



Special
III

[Nekketsu Dodgeball Club Team]

● Koji



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
180	2	8	6	16	8	8	8	Many Short	Throw

Special
I

Screw Shot



Special
II

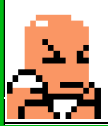
Inazuma Shot



Special
III

[Nekketsu Dodgeball Club Team]

● Ichiro



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
200	5	9	4	17	13	10	6	Short	Throw

Special
I

Kakkun Shot



Special
II

Mozu Otoshi Shot



Special
III

[Nekketsu Dodgeball Club Team]

● Shin-ichi



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
200	4	4	8	17	7	6	10	Fewer Long	Throw

Special
I

Obuobu Shot



Special
II

Compression Shot



Special
III

[Nekketsu Dodgeball Club Team]

● Mituhiro



Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
220	4	9	2	18	7	8	6	Fewer Short	Throw

Special
I

Accelerator



Special
II

Slippery Shot







Special
III












[Nekketsu magic story Team]

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

【 Cheerleader Team 】

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





































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

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

【 Kirisame High School Team 】

【 Kirisame High School Team 】

● Kazaoka

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	8	8	10	9	10	11	14	Many Short	Optimal

Special I

Tornado Upper



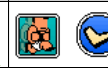
Special II

Double Lariat



Special III

Parachute



【 Kirisame High School Team 】

● Nakadai

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	11	9	9	9	9	9	8	Normal	Optimal

Special I

Slipper



Special II

Straight Punch



Special III

【 Kirisame High School Team 】

● Monzen

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	6	9	8	11	11	13	10	Short	Disturb

Special I

Body Attack



Special II

Hyper Drop



Special III

【 Kirisame High School Team 】

● Tanuma

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	180	10	8	11	9	13	10	10	Fewer Long	Move

Special I

Two Finger Punishment



Special II

Mach Dash



Special III

【 Kirisame High School Team 】

● Terazono

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	190	11	9	9	12	9	12	2	Fewer	Optimal

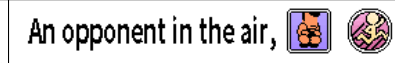
Special I

Super Chop



Special II

Aerial Seoi-Nage



Special III

【 Kirisame High School Team 】

● Oguma

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	7	6	9	8	3	6	4	Short	Weapon

Special I

Double Kick



Special II

Upper Swing










Special III

[Hinoshima High School Team]

[Hinoshima High School Team]

● Aijima

											Special I	Lightening Kick	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI			
	240	12	13	12	12	13	2	6	Many	Optimal	Special II	Lightening Attack	 
											Special III	Spin Kick	 










[Hinoshima High School Team]

● Yokomizo

											Special II	Stamp Kick		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Neck Throw		Near the opponent,  
	250	13	8	6	6	12	12	10	Normal	Optimal				










[Hinoshima High School Team]

● Nishiwaki

											Special I	Gold Smash	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI			
	230	6	6	13	6	10	10	12	Fewer	Weapon	Special II	Upper Swing	   
											Special III	Brain Bash	 









[Hinoshima High School Team]

● Kiwada

											Special I	Jump Counter	  (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI			
	180	10	9	4	5	7	13	6	Fewer Long	Optimal	Special II	Rolling Middle Kick	 
											Special III	Wallop	 








[Hinoshima High School Team]

● Mikura

											Special I	Bakuretsu Kick	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI			
	200	9	13	8	8	5	10	8	Many Short	Optimal	Special II	Soccer Kick	  
											Special III	Tornado Kick	 

[Hinoshima High School Team]

● Kawasaki

											Special I	Strong Block	 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI			
	140	4	5	6	4	12	14	12	Fewer Long	Optimal	Special II	Overhead	   
											Special III		

[All US Team]

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

[World Soccer Team]

[World Soccer Team]

● Raffaele

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	8	11	6	10	5	12	14	Many Short	Optimal

Special I

Tornado Punch A



Special II

Tsubame Gaeshi



Special III

Grande Shot



[World Soccer Team]

● Eckert

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	6	10	4	9	11	8	10	Long	Optimal

Special I

Special Tackle



Special II

Spin Kick




Special III

Autobahn Shot



[World Soccer Team]

● Aviles

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	210	10	10	8	10	8	6	4	Normal	Optimal

Special I

Head Drill



Special II

Sliding



Special III

Lucha Libre Shot



[World Soccer Team]

● Warioba

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	8	8	7	9	7	7	8	Many Short	Optimal

Special I

Tsubame Gaeshi



Special II

Super Tackle



Special III

Chameleon Shot



[World Soccer Team]

● Nguema

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	160	7	9	4	6	14	11	6	Many Short	Optimal

Special I

Triple Axel



Special II

Overhead



Special III

Rolling Shot



[World Soccer Team]

● Pumipon

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	150	9	12	2	2	12	14	8	Many Short	Optimal

Special I

Bakuretsu Attack



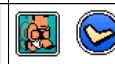
Special II

Diving Headbutt



Special III

Lion Grr Shot



【 Yumemi Team 】

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

【 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 】 ● Miyagasaki											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				

[Team Edit]

【 Team Edit 】 ● Toraichi											Special I	Bakuretsu Kick A		  (+  : )
											Special II	Tiger Fang		 (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	High Spin Kick		 
	255	9	12	2	11	11	11	10	Fewer Long	Optimal				
【 Team Edit 】 ● Toraji											Special I	Spin Attack A		  (+  : )
											Special II	Tiger Claws		 (→  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Mach FumiFumi		To knocked out opponent, 
	250	12	9	2	11	12	12	8	Many Short	Optimal				
【 Team Edit 】 ● Himada											Special I	Funky Kick		
											Special II	Jumping High Kick		 
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Overhead	 	 
	180	6	9	4	4	8	12	6	Long	Kick				
【 Team Edit 】 ● Ryuichi											Special I	Dragon Tail Kick A		  (→  : )
											Special II	Burst Dragon kick A		  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Pile Driver		 
	240	10	12	10	10	10	10	11	Fewer	Optimal				
【 Team Edit 】 ● Ryuji											Special I	Dragon Tail Kick A		  (→  : )
											Special II	Dragon Fist A		  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Deadly Drop		An opponent in the air,  
	230	12	10	10	10	11	10	11	Many	Optimal				
【 Team Edit 】 ● Kinjishi											Special I	Mach Dash	     (→  :  ,  : )	
											Special II	Mach Punch		
	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI	Special III	Acro Circus		  (→  : )
	230	12	12	12	12	12	12	12	Fewer Short	Move				

[Team Edit]

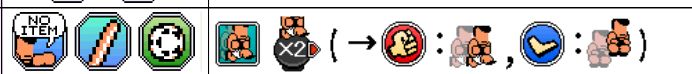
[Team Edit] ● Iwaki

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	9	9	11	10	10	14	6	Many	Optimal

Special I Full Swing



Special II Sliding



Special III Double Kick



[Team Edit] ● Toru

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	160	4	6	11	4	10	8	11	Fewer Short	Weapon

Special I Air Slash



Special II Brain Bash



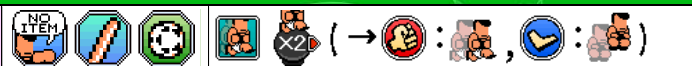
Special III Hi Speed Swing



[Team Edit] ● Tsukasa

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	150	2	2	8	4	14	5	12	Fewer	Optimal

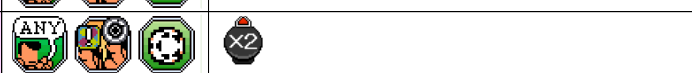
Special I Mach Dash



Special II Ninja Shot



Special III Screw Smash



[Team Edit] ● Moldov

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	6	9	9	20	6	10	10	Fewer Long	Throw

Special I Compression Shot



Special II Screw Shot



Special III Spring Kick



[Team Edit] ● Shinji

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	250	11	13	9	9	9	6	10	Many Short	Kick

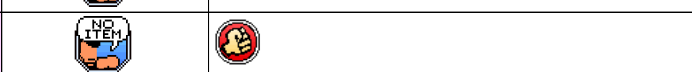
Special I Rolling Kick



Special II Spin Kick



Special III Mach Punch



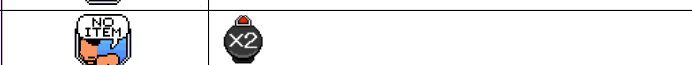
[Team Edit] ● Jinroku

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	12	8	5	10	2	13	4	Fewer Long	Optimal

Special I Human Drill A



Special II Hyper Guard




Special III Warp Shot



[Team Edit]

[Team Edit]

● Torazo

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	210	8	9	6	12	3	14	5	Fewer Long	Optimal

Special
I

Javelin Man



Special
II

Javelin Attack



keep pressing

Special
III

Double Javelin



[Team Edit]

● Sankichi

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	230	3	13	3	3	13	13	13	Normal	Kick

Special
I

Tornado Kick



Special
II

Mach Kick 2



Special
III

Acro Circus



(→ Blue checkmark : Acro Circus)

[Team Edit]

● Tobioaka

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	220	11	11	10	10	11	10	11	Many Short	Kick

Special
I

Booster A



(→ Red circle : falling)

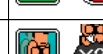
Special
II

Booster C



Special
III

Booster D



[Team Edit]

● Nedachi

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	4	4	2	6	5	12	12	Fewer	Optimal

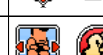
Special
I

Healing Special



Special
II

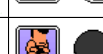
Javelin Attack



keep pressing


Special
III

Jump Guillotine



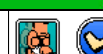
[Team Edit]

● Bob

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	200	8	10	8	4	6	10	8	Fewer Long	Optimal

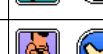
Special
I

Brain Buster



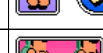
Special
II

Rounding Heel Kick



Special
III

Hi Speed Swing



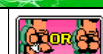
[Team Edit]

● Munakata

	Health	Punch	Kick	Weapon	Throw	Dash	Strength	Recovery	Anger	AI
	240	12	13	9	10	10	12	12	Many Long	Kick

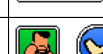
Special
I

Red Spin



Special
II

Black Drive



Special
III

Climbing Climb



★ Hidden teams and characters unlocking conditions ★



	Conditions (The difficulty level is not included in the conditions.)	Unlock
1	Clear SINGLE PLAY mode with a pre-made team.	Legend & Japan All Stars Toraichi Torazi
2	Clear SINGLE PLAY mode with a pre-made team.	Kagemura High School & Kirisame High School Himada
3	Clear SINGLE PLAY mode with a pre-made team.	Reiho High School & Hattori High School & Reiho Sports Club & Reiho's Top 4 Ryuichi Ryuji Tsukasa
4	Clear SINGLE PLAY mode with a pre-made team.	Akiba High School & Tobioka CC Kinjishi Tobioka
5	Clear SINGLE PLAY mode with a pre-made team.	Nekketsu Dodgeball Club & All US & International All Stars Moldov
6	Clear SINGLE PLAY mode with a pre-made team.	Outlaw & Team Misuzu & Lion Union Shinji
7	Clear SINGLE PLAY mode with a pre-made team.	School Union & Historical Drama Torazo Nedachi
8	Clear SINGLE PLAY mode with a pre-made team.	Senridai High School & Historical Drama Sankichi
9	Clear SINGLE PLAY mode with a pre-made team.	Reiho Former Student Council & Historical Drama Jinroku
10	Clear SINGLE PLAY mode with a pre-made team.	Reiho Former Student Council & Meian High School Iwaki
11	Clear SINGLE PLAY mode with a pre-made team.	Hanazono High School & Yurigaoka Girls' High School & Cheerleader Toru Bob
12	Clear SINGLE PLAY mode with any team.	Yumemi Team
13	Unlocks after winning 5 battles in a row.	Boss Team
14	Unlocks after winning 10 battles in a row, or clearing SINGLE PLAY mode with all 30 teams.	Munakata



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	<input type="checkbox"/>	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	<input type="checkbox"/>	A stage with a block that divides the arena. You can use the motorcycles, and they deal great damage!
Soccer Field	<input type="checkbox"/>	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	<input type="checkbox"/>	This stage's ground is hard to walk on, and movement gets even worse when it is raining.
Warehouse	<input type="checkbox"/>	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?

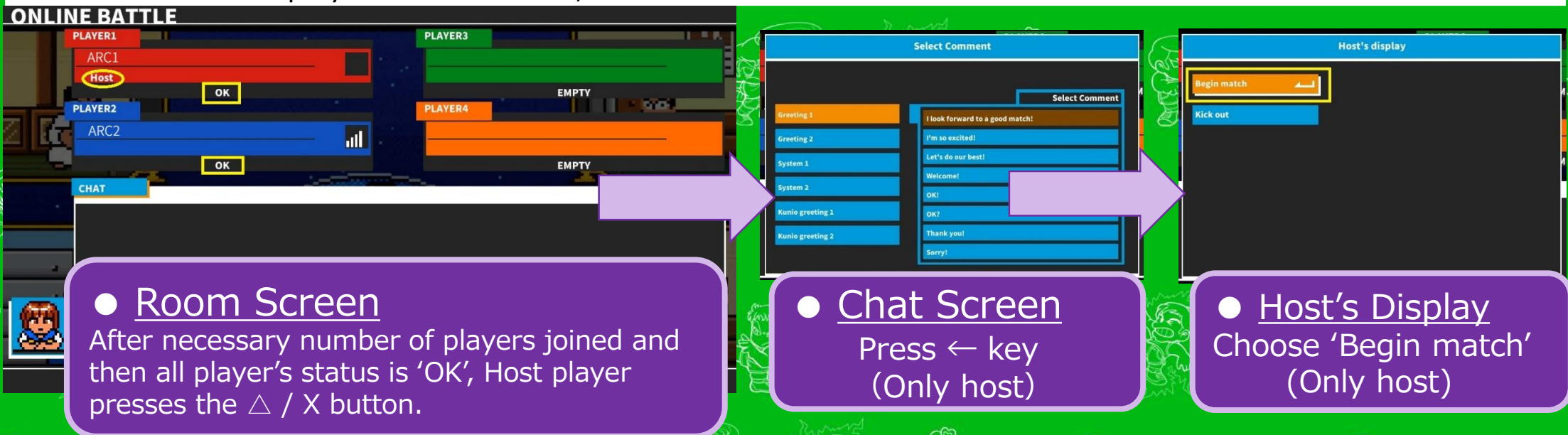
A.Team who earned most points at the end of last rounds will win the game.

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.





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.

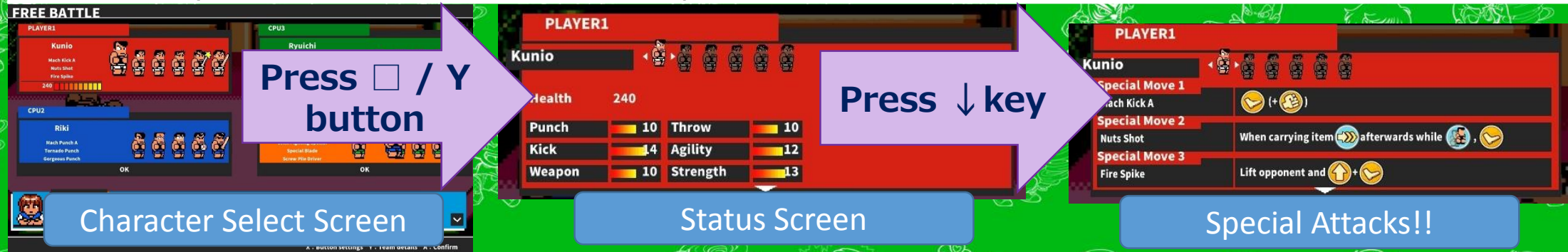
A.You can set it in button mapping scene.

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.





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