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Patch contents for version 1.0.4

● Bug Fixes ●

- Fixed a bug that interrupted the Frankensteiner upon a specific input.

● Updates and improvements ●

- Several moves have been changed.

Patch contents for version 1.0.3

In accordance to the North America ESRB, parental control settings have been added.

● Bug Fixes ●

- Fixed several techniques that gave players too many points.
- Fixed a bug that granted points to ring-outed players. Ring-outed players will now see their score decrease.
- Fixed a bug that increased point gains after setting a handicap.
- Fixed the volume of several audio tracks.
- Fixed graphics.

● Updates and improvements ●

- Current version is now displayed on the title screen (ver. 1.0.3)
- Updated the rank points
- Improved the balance of status conditions
- Changed the target selection priorities of the AI controlled players, for each character, according to the difficulty.
- Updated the use of status boosting items.
- Changed several techniques, updating their start-up, movement and execution.
- Several techniques can now be used while holding an item.
- Several techniques now have follow-up moves that can be triggered by entering additional commands.

★ 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.

★What is Change Match?

*Basic Rules <Switch out rules>

In this mode, fighters are not outed by knock-out or ring-out.

Instead of being right out eliminated, a teammate can come in and take their place, and the fight continues.

You can define how many switch-outs can happen during the match.

For instance, if you have set Number of players to 4 People, then you can set it to "up to three times."

*Special Rules

<Surprise Box>

As soon as your fighter switches out, a special item, a Surprise Box appears on stage.

This Surprise Box has special properties and the following special effects:

- After being thrown, a special effect icon (see below) will pop out, and a count to 10 begins.
- The effect shown by the icon is set randomly by throwing the box.
- As soon as the countdown ends, the icon will disappear. And the effect displayed on the icon will be activated.
- You can throw the box again during the countdown to change the effect displayed, But if the icon goes back into the box, the countdown is canceled.



Surprise
Box

<Captain's Fury>

The captain (the rightmost character of the team on the selection screen) is in Fury status by default.

What if you could edit the team to have the strongest fighter of the team as its captain?

But be careful, using the hot sauce item will replace the fury status and it will remove the effect once its duration is over.

<Status boost after switch-out>

You will receive a status boost every time you switch out! Should one save their best fighter for last?

*List of effects displayed on the Surprise Box icons.



•Wristwatch

The remaining playtime, or the Time: Unlimited ∞ will be removed and the timer will be set to 1 minute.



•Cogwheel

Activates the traps of the stage. Has no effect on stages without traps.



•Angel

Becomes a healing item.



•Triple points

You will receive triple the amount of points that you score. The effect adds a glow around your score when active.



•Fury

All fighters will receive the "Fury" status.

*Miscellaneous

Surprise Box's power:20

Football's power:12

★ 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.
Catching an item	P Button
▼ 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
▼ Actions while on the ground	
Wake-up faster	P Button or 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]

[Nekketsu High School] ● Kunio											Special I	Mach Kick A		 (→  : )
											Special II	Nuts Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Fire Spike		
	240	10	14	10	10	12	13	13	Many	Kick				
[Nekketsu High School] ● Sugata											Special I	Bomb Punch A	 	  (+  or : )
											Special II	Quick Step		 (+  or : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	8	6	4	4	11	9	10	Many Short	Punch				
[Nekketsu High School] ● Nanase											Special I	Double Chop A		  (→  : )
											Special II	Sliding	  	  (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	6	4	6	6	9	9	12	Normal	Optimal				
[Nekketsu High School] ● Takamine											Special I	Tomoe-Nage	 	  (+  : Throw up)
											Special II	Kakkun Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	180	8	10	6	8	9	12	10	Short	Disturb				
[Nekketsu High School] ● Morimoto 											Special I	Awakening	 	 
											Special II			
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	160	4	4	5	10	9	12	9	Fewer	Throw				
[Nekketsu High School] ● Ichijou 											Special I	Counter Slash		
											Special II	Pole Jump		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	140	1	1	12	4	13	4	6	Fewer Long	Weapon				

【 Hanazono High School 】

【 Hanazono High School 】 ● Riki											Special I	Mach Punch A		(→ :)
											Special II	Tornado Punch		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	250	14	10	10	10	9	13	13	Many	Punch	Special III	Gorgeous Punch		
【 Hanazono High School 】 ● Saotome											Special I	Aura Punch A		Long (→ :)
											Special II	Aura Swing		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	210	8	8	8	8	11	8	6	Fewer	Optimal	Special III			
【 Hanazono High School 】 ● Maeda											Special I	Jump Kick		
											Special II	Fatal Steps		To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	180	12	11	8	6	3	11	10	Many	Kick	Special III			
【 Hanazono High School 】 ● Yoshino											Special I	Acro Circus		(→ :)
											Special II	Spin-Out Throw		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	180	6	6	6	6	11	8	3	Normal	Disturb	Special III			
【 Hanazono High School 】 ● Washio											Special I	Super Speed Shot		
											Special II	Grand Slam 2		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	220	3	6	8	12	8	8	10	Many Short	Weapon	Special III			
【 Hanazono High School 】 ● Shimizu											Special I	Hurricane Crash		
											Special II	Acro Knee Drop		x2
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	180	4	6	2	4	6	7	11	Many Short	Optimal	Special III			

【 Reiho High School 】

【 Reiho High School 】 ● Ryuichi											Special I	Dragon Tail Kick A		
											Special II	Burst Dragon kick A		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	240	10	12	10	10	10	10	11	Fewer	Kick	Special III	Dragon Beheaded-throw		Near the opponent, 

【 Reiho High School 】 ● Ryuji											Special I	Dragon Tail Kick A		
											Special II	Dragon Fist A		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	230	12	10	10	10	11	10	11	Many	Punch	Special III	Dragon Beheaded-throw		Near the opponent, 

【 Reiho High School 】 ● Hayasaka											Special I	Grand Slam 2				
											Special II	Breaker Drop				
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI						
	200	3	6	8	5	8	1	9	Fewer Short	Weapon	Special III					

【 Reiho High School 】 ● Mochizuki											Special I	Nitro Attack			
											Special II	Warp Shot			
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI					
	200	4	2	8	10	14	9	7	Many Short	Move	Special III				

【 Reiho High School 】 ● Kobayashi											Special I	Mach Chop A		
											Special II	Hyper Guard		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	230	10	10	8	10	11	10	8	Fewer Long	Optimal	Special III			

【 Reiho High School 】 ● Otonashi											Special I	Dragon Chop			
											Special II	Boomerang Shot			
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI					
	180	6	2	2	6	7	3	14	Normal	Disturb	Special III				

【 School Union 】

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

【 Reiho's Top 4 】

【 Reiho's Top 4 】 ● Kobayashi											Special I	Mach Chop A		(→ :)
											Special II	Hyper Guard		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	230	10	10	8	10	11	11	8	Fewer Long	Optimal	Special III	Grand Slam		
【 Reiho's Top 4 】 ● Kinoshita											Special I	Mach Chain		
											Special II	Devil Chain		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	4	4	12	9	9	12	14	Many Short	Weapon	Special III			
【 Reiho's Top 4 】 ● Taira											Special I	Mach Stamping A		To knocked out opponent,
											Special II	Frankensteiner		(+ : Throw small)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	4	4	13	9	11	9	10	Fewer Long	Weapon	Special III			
【 Reiho's Top 4 】 ● Mochizuki											Special I	Nitro Attack		
											Special II	Warp Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	4	2	8	10	14	9	7	Many Short	Move	Special III			
【 Reiho's Top 4 】 ● Aoki											Special I	Slipper		(→ :)
											Special II	Mozu Otoshi Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	160	5	6	6	5	10	9	8	Fewer Long	Punch	Special III			
【 Reiho's Top 4 】 ● Tomiyama											Special I	Slide Kick		(→ :)
											Special II	Boomerang Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	140	2	11	2	5	8	10	11	Long	Optimal	Special III			

【 Reiho Former Student Council 】

【 Reiho Former Student Council 】 ● Onizuka											Special I	Human Drill A		
											Special II	Jump Elbow		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	240	10	6	11	10	7	13	11	Many Long	Punch	Special III	Big Wheel Throw		(→ :)
【 Reiho Former Student Council 】 ● Matsudo											Special I	Metamorphosis		
											Special II	Mach Swing		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	230	11	8	9	12	10	12	10	Long	Avoid	Special III			
【 Reiho Former Student Council 】 ● Nakamura											Special I	Bakuretsu Kick		
											Special II	Jump Counter		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	220	10	10	5	4	6	10	4	Normal	Disturb	Special III			
【 Reiho Former Student Council 】 ● Koga											Special I	Spin Attack		
											Special II	Bakuretsu Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	7	11	4	6	9	12	4	Fewer Long	Optimal	Special III			
【 Reiho Former Student Council 】 ● Ichikawa											Special I	Sliding Knee Kick		(→ : , :)
											Special II	Warp Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	4	8	2	9	10	7	12	Fewer Long	Move	Special III			
【 Reiho Former Student Council 】 ● Mutou											Special I	Jump Guillotine		
											Special II	Mozu Otoshi Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	190	12	2	3	7	7	6	4	Normal	Kick	Special III			

【 Reiho Sports Club 】

【 Reiho Sports Club 】 ● Reika											Special I	Mach Dash	NO ITEM,  , 	 x2 (→  :  ,  : )
											Special II	Hoehoe Shot	 , 	 → 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Speed Slash		 
	210	8	9	12	11	13	9	13	Many Short	Throw				
【 Reiho Sports Club 】 ● Morisawa											Special I	Spin Attack	 , 	 
											Special II	Strong Block		x2
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Hyper Spike		 
	170	9	9	4	12	9	14	9	Normal	Punch				
【 Reiho Sports Club 】 ● Gotou											Special I	Upper Swing	 , 	or 
											Special II	Kakkun Shot	 , 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	170	2	2	9	6	12	7	12	Short	Throw				
【 Reiho Sports Club 】 ● Kunitachi											Special I	Sliding	 ,  , 	 x2 (→  :  ,  : )
											Special II	Hurricane Crash		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	170	3	2	9	7	11	7	13	Fewer	Disturb				
【 Reiho Sports Club 】 ● Irie											Special I	Overhead	 , 	 
											Special II	Neck Throw		Near the opponent,  
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	210	5	9	1	10	9	8	5	Normal	Optimal				
【 Reiho Sports Club 】 ● Kawada											Special I	Shield Attack	 , 	 
											Special II	Pole Jump		 x2
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	7	7	10	6	6	9	2	Long	Weapon				

【 Meian High School 】

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

[Akiba High School]

[Akiba High School] ● Takaoka											Special I	Aura Punch		Long
											Special II	Spin Attack		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	190	12	7	8	8	12	12	13	Fewer Long	Optimal	Special III	Booster D		
[Akiba High School] ● Kawanaka											Special I	Mach Kick		
											Special II	Double Lariat		(While → :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	190	9	9	9	9	9	13	10	Normal	Optimal	Special III	Booster D		
[Akiba High School] ● Fukuma											Special I	Lariat		(→ :)
											Special II	Double Back		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	150	10	3	11	3	11	8	12	Long	Punch	Special III	Booster A	(→ : falling)	
[Akiba High School] ● Motowaki											Special I	Mach Dash		(→ : , :)
											Special II	Bakuretsu Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	170	5	5	5	5	13	10	9	Normal	Move	Special III	Booster C		
[Akiba High School] ● Kamikawa											Special I	Bomb Punch		
											Special II	Hurricane		(→ : , :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	9	1	8	1	2	11	8	Short	Disturb	Special III	Booster A	(→ : falling)	
[Akiba High School] ● Chitose											Special I	Mach Chop		
											Special II	Javelin Man		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	150	8	2	3	10	8	14	10	Many Short	Disturb	Special III	Booster C		

[Senridai High School]

[Senridai High School] ● Sonokawa										Special I	Big Bang		(→ : Cancel)
										Special II	Compression Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	200	8	10	7	8	10	14	14	Fewer Short	Optimal	Special III	Human Helicopter	
[Senridai High School] ● Mori										Special I	Mach Punch		
										Special II	Slide Kick		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	220	10	4	5	5	8	12	10	Short	Punch	Special III		
[Senridai High School] ● Ito										Special I	Spring Kick		
										Special II	Rolling Middle Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	230	3	9	4	4	4	11	12	Fewer Long	Kick	Special III		
[Senridai High School] ● Ogura										Special I	Thrusting		
										Special II	Shield Attack		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	210	3	4	12	3	8	11	12	Normal	Weapon	Special III		
[Senridai High School] ● Sakagami										Special I	Kakkun Shot		
										Special II	Dragon Chop		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	220	4	2	4	9	9	12	10	Many Short	Throw	Special III		
[Senridai High School] ● Tsuchida										Special I	Mach Dash		(→ : , :)
										Special II	Elbow Drop		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI			
	200	5	5	2	7	11	10	10	Normal	Throw	Special III		

[Hattori High School]

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

【 Kagemura High School 】

【 Kagemura High School 】 ● Kamijo											Special I	Low Kick		
											Special II	Fatal Steps		To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	210	7	8	9	10	12	9	10	Many Short	Throw	Special III	Boomerang Throw		
【 Kagemura High School 】 ● Yamamoto											Special I	Sliding Knee Kick		(→ : :)
											Special II	Fatal Steps		To knocked out opponent,
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	220	6	8	9	10	10	10	11	Many Short	Throw	Special III	Boomerang Throw		
【 Kagemura High School 】 ● Mochida											Special I	Lariat		(→ :)
											Special II	BackBone Break		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	180	6	9	7	5	9	12	6	Fewer Long	Disturb	Special III			
【 Kagemura High School 】 ● Kondo											Special I	Screw Smash		x2
											Special II	Double Back		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	170	3	8	7	7	12	10	6	Normal	Weapon	Special III			
【 Kagemura High School 】 ● Onishi											Special I	Mach Slap		
											Special II	Pile Driver		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	160	4	5	8	6	8	13	12	Many Short	Weapon	Special III			
【 Kagemura High School 】 ● Kai											Special I	Mach Punch		
											Special II	Kakkun Shot		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	220	7	6	7	3	7	11	6	Fewer Long	Punch	Special III			

【 Osorezan High School 】

【 Osorezan High School 】 ● Ugajin											Special I	Triple Axel		
											Special II	Super Tackle	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Curse Shot	  	 
	240	6	9	9	9	6	14	6	Fewer Long	Disturb				
【 Osorezan High School 】 ● Tamayama											Special I	Soul Attack	 	 
											Special II	Penetrating C Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	230	4	10	5	12	11	14	8	Fewer Long	Optimal				
【 Osorezan High School 】 ● Enma											Special I	Big Bang		 (→  : Cancel)
											Special II	Soul Return	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	7	5	2	3	12	14	9	Fewer	Optimal				
【 Osorezan High School 】 ● Fuke											Special I	Mozu Otoshi C Shot	  	 
											Special II	Soul Attack	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	180	8	7	1	10	8	14	6	Fewer Long	Throw				
【 Osorezan High School 】 ● Untani											Special I	Soul Return	 	 
											Special II	Shield Attack	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	160	1	7	10	2	13	14	12	Fewer Long	Optimal				
【 Osorezan High School 】 ● Kozuma											Special I	Soul Trigger	 	 
											Special II	Hoehoe C Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	170	7	7	3	3	4	14	6	Fewer Long	Optimal				

【 Yurigaoka Girls' High School 】

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

[Sigma High School]

[Sigma High School]											Special I	Willy Shot	ANY	NO ITEM	GOAL	NO ITEM	GOAL
● Saji											Special II	Headbutt	NO ITEM	NO ITEM	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III	Cyclone Kick	NO ITEM	NO ITEM	GOAL	GOAL	GOAL
230	13	10	7	7	7	13	12	Many Short	Optimal								
[Sigma High School]											Special I	Head Upper	NO ITEM	NO ITEM	GOAL	GOAL	GOAL
● Yukizaki											Special II	Jump Elbow	NO ITEM	ANY	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III		NO ITEM	ANY	GOAL	GOAL	GOAL
200	13	9	7	7	11	10	10	Many Short	Punch								
[Sigma High School]											Special I	Bakuretsu Kick	NO ITEM	ANY	GOAL	GOAL	GOAL
● Hoshina											Special II	Diving Headbutt	NO ITEM	NO ITEM	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III		NO ITEM	NO ITEM	GOAL	GOAL	GOAL
180	8	13	10	8	4	13	6	Normal	Disturb								
[Sigma High School]											Special I	Header	NO ITEM	GOAL	GOAL	GOAL	GOAL
● Yusa											Special II	Soccer Kick	NO ITEM	GOAL	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III		NO ITEM	GOAL	GOAL	GOAL	GOAL
170	10	7	5	4	8	10	6	Many Short	Punch								
[Sigma High School]											Special I	Spin Drop Headbutt	NO ITEM	NO ITEM	GOAL	GOAL	GOAL
● Soma											Special II	Kakkun W hot	ANY	NO ITEM	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III		ANY	NO ITEM	GOAL	GOAL	GOAL
170	9	3	7	2	3	12	8	Normal	Throw								
[Sigma High School]											Special I	Hat Trick	NO ITEM	GOAL	GOAL	GOAL	GOAL
● Kazato											Special II	Fatal Steps	NO ITEM	ANY	GOAL	GOAL	GOAL
Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Special III		NO ITEM	ANY	GOAL	GOAL	GOAL
150	10	6	2	10	5	12	6	Many Short	Kick								

【 International All Stars 】

【 International All Stars 】 ● Jonny											Special I	Bomb Punch	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Reflective	   	
	221	9	9	9	10	14	9	10	Normal	Move	Special III	J Throw	  	
【 International All Stars 】 ● Raphael											Special I	Gorgeous Punch		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Rain of Fists	Near the opponent,  	
	255	11	10	10	11	5	13	3	Fewer	Optimal	Special III			
【 International All Stars 】 ● Heilman											Special I	Warp Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mozu Otoshi Shot	  	
	255	5	3	5	18	5	7	4	Short	Throw	Special III	Sliding Ram Attack	  (→  : )	
【 International All Stars 】 ● Raochen											Special I	Buyobuyo Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Kakkun Shot	  	
	200	10	4	5	18	9	5	2	Long	Throw	Special III	Four Slaps	 	
【 International All Stars 】 ● Billy											Special I	Dragon Fist A	 	  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Dragon Tail Kick A	  (→  : )	
	234	10	8	8	7	9	8	8	Many	Punch	Special III	Quick Step	 (+  : )	
【 International All Stars 】 ● Jimmy											Special I	Burst Dragon kick A	 	  (→ Immediately  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Dragon Tail Kick A	  (→  : )	
	243	8	10	7	8	8	7	9	Fewer	Punch	Special III	Quick Step	 (+  : )	

【 Japan All Stars 】

【 Japan All Stars 】 ● Toraichi											Special I	Bakuretsu Kick A		(+ :)
											Special II	Tiger Fang		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	255	10	11	8	10	9	9	8	Fewer Long	Kick	Special III	Screw Pile Driver		

【 Japan All Stars 】 ● Torazi											Special I	Spin Attack A		(+ :)
											Special II	Tiger Claws		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	254	11	10	8	10	9	10	7	Many	Punch	Special III	Screw Pile Driver		

【 Japan All Stars 】 ● Gen-ei											Special I	Mega Drive Shot		
											Special II	Tornado Punch A		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	240	10	9	2	10	5	6	5	Fewer	Punch	Special III	Special Tackle		

【 Japan All Stars 】 ● Tobiyama											Special I	Hurricane		(→ : , :)
											Special II	Hi Speed Swing		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	8	8	10	4	10	8	6	Many Short	Weapon	Special III			

【 Japan All Stars 】 ● Tsuge											Special I	Storm Kick		
											Special II	Mach Dash		x2 (→ : , :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	250	11	11	10	11	11	13	4	Fewer Long	Optimal	Special III	Thunder Shuriken		

【 Japan All Stars 】 ● Ken											Special I	Screw Upper		x2
											Special II	Super Tornado		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	240	10	10	2	2	6	4	10	Many	Optimal	Special III			

[Tobioka CC]

【 Tobioka CC 】 ● Shingo FJ2											Special I	Cannon		
											Special II			
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	240	14	14	14	14	10	10	8	Normal	Optimal				

【 Tobioka CC 】 ● R K 3 0 0 - 1											Special I	Mach Kick		
											Special II	Aura Punch		Long 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	240	9	9	8	8	2	13	8	Normal	Optimal				

【 Tobioka CC 】 ● R K 3 0 0 - 2											Special I	Javelin Attack		  keep pressing
											Special II	Gorgeous Punch		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	240	10	3	7	3	14	7	9	Normal	Optimal				

【 Tobioka CC 】 ● R K 3 0 0 - 3											Special I	Mach Punch		
											Special II	Penetrating Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	8	8	8	8	8	8	10	Normal	Disturb				

【 Tobioka CC 】 ● R K 3 0 0 - 4											Special I	Mach Chop		
											Special II	Bomb Punch	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	14	7	7	7	1	11	10	Normal	Punch				

【 Tobioka CC 】 ● R K 3 0 0 - 5											Special I	Grand Slam	  	
											Special II	Boomerang Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	5	5	4	4	12	12	10	Normal	Optimal				

【 Historical Drama 】

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

【 Nekketsu Dodgeball Club 】

【 Nekketsu Dodgeball Club 】 ● D Kunio											Special I	Nuts Shot	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Penetrating Shot	
	240	6	12	6	17	8	8	10	Many	Throw	Special III	Bakuretsu Kick A	(+ or)
【 Nekketsu Dodgeball Club 】 ● D Hiroshi											Special I	Snake Shot	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Separate Shot	
	180	5	2	6	14	6	15	6	Fewer Short	Throw	Special III		
【 Nekketsu Dodgeball Club 】 ● Koji											Special I	Screw Shot	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Inazuma Shot	
	180	10	8	6	16	8	8	8	Many Short	Throw	Special III		
【 Nekketsu Dodgeball Club 】 ● Ichiro											Special I	Kakkun Shot	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mozu Otoshi Shot	
	200	5	9	4	15	13	10	6	Short	Throw	Special III		
【 Nekketsu Dodgeball Club 】 ● Shin-ichi											Special I	Obuobu Shot	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Compression Shot	
	200	4	4	8	15	7	6	10	Fewer Long	Throw	Special III		
【 Nekketsu Dodgeball Club 】 ● Mituhiro											Special I	Accelerator	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Slippery Shot	
	220	4	9	2	16	7	8	6	Fewer Short	Throw	Special III		

[Nekketsu magic story]

[Nekketsu magic story] ● Kounie										Special I	Sliding	  	 x2 (→  :  ,  : )
										Special II	Grand Slam	  	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Nameless Sword	
240	1	14	17	1	12	9	14	Long	Weapon				
[Nekketsu magic story] ● Ricky										Special I	Cursed Fists		 (→  : )
										Special II	Grand Slam	  	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Jet Black	
250	14	1	17	1	10	11	14	Long	Weapon				
[Nekketsu magic story] ● Goder										Special I	Headbutt Special		 (Neutral / Walk  →  : )
										Special II	Grand Slam	  	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Straight Slash	
240	13	1	17	1	5	15	10	Long	Weapon				
[Nekketsu magic story] ● Godai										Special I	Hurricane	 	 (→  :  ,  : )
										Special II	Stick Fighting Special		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III		
240	1	1	20	1	6	5	8	Many Short	Weapon				
[Nekketsu magic story] ● Sanju										Special I	Explosive Punch		
										Special II	Magic of Explosion		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III		
200	12	1	17	1	1	7	6	Many Short	Punch				
[Nekketsu magic story] ● Ijoe										Special I	Electric Magic		
										Special II	Magic Slash		 (→  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III		
170	1	1	17	1	10	2	4	Short	Weapon				

【 Cheerleader 】

【 Cheerleader 】 ● Hasebe											Special I	Body Check		/ Angry → :
											Special II	Tornado Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Uppercut		(→ :)
	220	11	11	6	6	12	13	13	Many Long	Optimal				
【 Cheerleader 】 ● Kozuki											Special I	Tsubame Gaeshi		up
											Special II	Hurricane		(→ : , :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Fatal Steps		To knocked out opponent,
	200	9	9	13	1	14	12	12	Normal	Move				
【 Cheerleader 】 ● Momozono											Special I	Bomb Punch		
											Special II	Double Chop		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Strong Block		x2
	180	9	3	1	9	10	12	6	Normal	Punch				
【 Cheerleader 】 ● Shimada											Special I	Aura Punch		Long
											Special II	Tornado Punch		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Bomb Kick		(→ : Cancel)
	190	10	8	1	1	6	9	8	Short	Punch				
【 Cheerleader 】 ● Aihara											Special I	Grand Slam		
											Special II	Dragon Chop		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Burst Kick		(→ :)
	170	9	9	9	1	7	10	8	Fewer Long	Weapon				
【 Cheerleader 】 ● Kirishima											Special I	Charge Punch		Long
											Special II	Javelin Man		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Head Attack		(→ :)
	170	12	1	1	5	11	12	10	Many	Disturb				

【 Team Misuzu 】

【 Team Misuzu 】 ● Misuzu											Special I	Megaton Face Slap		Near the frightened opponent,
											Special II	Body Press		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Misuzu Tackle		(→ :)
	255	20	20	1	20	1	14	1	Many Long	Optimal				
【 Team Misuzu 】 ● Kumiko											Special I	Grand Slam		
											Special II	Devil Chain		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	190	6	9	10	8	10	10	6	Short	Weapon				
【 Team Misuzu 】 ● Miyuki											Special I	Boomerang Shot		
											Special II	Rocket Bag		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	170	5	8	9	10	9	12	8	Normal	Weapon				
【 Team Misuzu 】 ● Misako											Special I	Hyper Tornado		
											Special II	Rolling Attack		(→ :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	200	6	9	6	10	8	10	10	Many Short	Disturb				
【 Team Misuzu 】 ● Kyouko											Special I	Screw Slap		
											Special II	Mach Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	180	9	9	9	5	10	11	8	Short	Optimal				
【 Team Misuzu 】 ● Miho											Special I	Jet Upper		
											Special II	Rocket Bag		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	170	10	4	10	6	8	9	12	Fewer Long	Optimal				

【 Lion Union 】

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

【 Outlaw 】

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

【 Legend 】

[Legend] ● Himeyama											Special I	Mach Kick Special		
											Special II	Bakuretsu Kick A		(+ or :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	202	9	12	8	8	10	11	10	Fewer Long	Disturb	Special III	Pile Driver		

[Legend] ● Midou											Special I	Stone Guard		(on the ground → :)
											Special II	Spin Attack A		(+ or :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	203	6	6	4	13	8	12	12	Normal	Optimal	Special III	Bakuretsu Kick A	(+ or :)	

[Legend] ● Shibata											Special I	Mach FumiFumi		To knocked out opponent,
											Special II	Tornado Attack		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	190	8	7	8	8	9	10	8	Long	Optimal	Special III	High Spin Kick		

[Legend] ● Suga											Special I	Spin Attack A		(+ or :)
											Special II	Mach Punch Special		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	194	8	8	4	12	8	11	6	Fewer Short	Disturb	Special III	Tornado Attack		

[Legend] ● Ebihara											Special I	Jump Elbow		
											Special II	Bakuretsu Kick A		(+ or :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	198	10	8	9	9	8	8	8	Many Short	Optimal	Special III	Special Upper		

[Legend] ● Yamaishi											Special I	Jump Guillotine		
											Special II	High Spin Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	175	8	8	8	8	9	5	14	Many	Optimal	Special III			

【 Kirisame High School 】

【 Kirisame High School 】 ● Kazaoka											Special I	Tornado Upper		
											Special II	Double Lariat		(While → :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Parachute		
	230	8	8	9	9	10	11	12	Many Short	Optimal				
【 Kirisame High School 】 ● Nakadai											Special I	Slipper		(→ :)
											Special II	Straight Punch		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	220	11	9	7	7	7	8	6	Normal	Optimal				
【 Kirisame High School 】 ● Monzen											Special I	Body Attack		
											Special II	Hyper Drop		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	240	5	8	7	10	10	12	8	Short	Disturb				
【 Kirisame High School 】 ● Tanuma											Special I	Two Finger Punishment		
											Special II	Mach Dash		(→ : , :)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	180	9	7	9	8	11	9	8	Fewer Long	Move				
【 Kirisame High School 】 ● Terazono											Special I	Super Chop		
											Special II	Aerial Seoi-Nage		An opponent in the air,
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	190	11	9	8	10	9	11	2	Fewer	Optimal				
【 Kirisame High School 】 ● Oguma											Special I	Double Kick		
											Special II	Upper Swing		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III			
	220	7	6	10	8	3	6	3	Short	Weapon				

【 Hinoshima High School 】

【 Hinoshima High School 】 ● Aijima											Special I	Lightening Kick		
											Special II	Lightening Attack		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	240	12	13	12	12	13	4	4	Many	Optimal	Special III	Spin Kick		
【 Hinoshima High School 】 ● Yokomizo											Special I	Counter		
											Special II	Stamp Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	250	13	8	6	6	11	12	9	Normal	Optimal	Special III	Neck Throw		Near the opponent, 
【 Hinoshima High School 】 ● Nishiwaki											Special I	Gold Smash		
											Special II	Upper Swing	 	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	230	6	6	13	6	10	9	10	Fewer	Weapon	Special III	Brain Bash		
【 Hinoshima High School 】 ● Kiwada											Special I	Jump Counter		
											Special II	Rolling Middle Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	180	10	9	4	5	7	13	6	Fewer Long	Optimal	Special III	Wallop		
【 Hinoshima High School 】 ● Mikura											Special I	Bakuretsu Kick	 	
											Special II	Soccer Kick	 	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	9	13	8	8	5	10	8	Many Short	Optimal	Special III	Tornado Kick		
【 Hinoshima High School 】 ● Kawasaki											Special I	Strong Block		
											Special II	Overhead	 	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	140	4	5	6	4	12	14	12	Fewer Long	Optimal	Special III			

[Yumemi]

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

【 All US 】

【 All US 】 ● William											Special I	Accelerator	 	 
											Special II	Iron Guard		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	250	6	4	6	19	9	12	12	Fewer Long	Throw	Special III	Hyper Spike		 
【 All US 】 ● Gopher											Special I	Special Upper		
											Special II	Hard Tackle		  (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	250	10	10	11	11	10	10	4	Short	Optimal	Special III			
【 All US 】 ● Steve											Special I	Spin Drop Headbutt		 
											Special II	Pile Driver		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	210	8	7	6	10	11	12	6	Normal	Disturb	Special III	Reflective		 
【 All US 】 ● Alex											Special I	Super Rolling Attack		 
											Special II	Fire Spike		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	206	6	8	8	9	12	8	5	Many Short	Move	Special III	Deadly Drop		An opponent in the air,  
【 All US 】 ● Tonny											Special I	Super Tackle	 	 
											Special II	Sliding	  	  (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	200	7	10	4	4	10	4	6	Fewer Long	Optimal	Special III	Nuts Shot Soccer Ver.	  	 
【 All US 】 ● Pierre											Special I	Warp Shot	 	 
											Special II	Yamada no Jutsu		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI				
	160	9	8	9	12	6	8	11	Fewer Short	Disturb	Special III	Psycho Throw		 

【 World Soccer 】

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

【 Boss 】

【 Boss 】 ● Tsubaki											Special I	Vacuum Tiger Paws		
											Special II	Tiger Tail Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Tiger Tail Fall		
	240	13	13	8	8	11	10	10	Fewer	Avoid				
【 Boss 】 ● Miyakoda											Special I	Bakuretsu Kick A		
											Special II	Whirlwind		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Vacuum Tiger Paws		
	190	10	7	7	8	8	9	8	Long	Kick				
【 Boss 】 ● Shimokita											Special I	Jump Guillotine		
											Special II	New World		To knocked out opponent, 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Tiger Tail Fall		
	180	8	9	8	7	7	11	12	Many Short	Kick				
【 Boss 】 ● Miyagasaki											Special I	Tornado Punch		
											Special II	Dragon Beheaded-throw		Near the opponent, 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Tiger Tail Kick		
	210	9	9	5	9	10	9	8	Many	Avoid				
【 Boss 】 ● Naka											Special I	Mach FumiFumi		To knocked out opponent, 
											Special II	Spin Attack A		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Tiger Tail Fall		
	210	8	9	5	9	10	9	8	Many	Kick				
【 Boss 】 ● Sumi											Special I	Kakkun Shot		
											Special II	Soccer Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Vacuum Tiger Paws		
	200	11	9	6	10	4	14	8	Many Short	Avoid				

【 Team Edit 】

【 Team Edit 】 ● Torachi											Special I	Bakuretsu Kick A		(+)
											Special II	Tiger Fang		(→)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	High Spin Kick		
	255	10	11	8	11	9	9	9	Fewer Long	Optimal				
【 Team Edit 】 ● Toraji											Special I	Spin Attack A		(+)
											Special II	Tiger Claws		(→)
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Mach FumiFumi		To knocked out opponent,
	254	11	10	9	10	10	10	7	Many Short	Optimal				
【 Team Edit 】 ● Himada											Special I	Funky Kick		
											Special II	Jumping High Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	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	Agility	Strength	Recov.	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	Agility	Strength	Recov.	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	Agility	Strength	Recov.	Anger	AI	Special III	Acro Circus		(→)
	230	12	12	12	12	12	12	12	Fewer Short	Move				

【 Team Edit 】

【 Team Edit 】 ● Iwaki											Special I	Full Swing	 	 
											Special II	Sliding	  	  (→  :  ,  : )
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Double Kick	 	  
220	9	9	11	10	10	14	6	Many	Optimal					

【 Team Edit 】 ● Toru											Special I	Air Slash		 
											Special II	Brain Bash		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Hi Speed Swing		 
160	4	6	11	4	10	8	11	Fewer Short	Weapon					

【 Team Edit 】 ● Tsukasa											Special I	Mach Dash	  	  (→  :  ,  : )
											Special II	Ninja Shot	  	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Screw Smash	  	
150	2	2	8	4	14	5	12	Fewer	Optimal					

【 Team Edit 】 ● Moldoff											Special I	Compression Shot	 	 
											Special II	Screw Shot	 	 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Spring Kick		 
240	5	9	9	20	6	10	10	Fewer Long	Throw					

【 Team Edit 】 ● Shinji											Special I	Rolling Kick		
											Special II	Spin Kick		 
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Mach Punch		
250	11	13	9	9	9	6	10	Many Short	Kick					

【 Team Edit 】 ● Jinroku											Special I	Human Drill A		
											Special II	Hyper Guard		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Warp Shot	 	 
240	12	8	5	10	2	13	4	Fewer Long	Optimal					

【 Team Edit 】

【 Team Edit 】 ● Torazo											Special I	Javelin Man		
											Special II	Javelin Attack		 keep pressing
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Double Javelin		
	210	8	9	6	12	3	14	5	Fewer Long	Optimal				
【 Team Edit 】 ● Tobioka											Special I	Booster A		 (→  : falling)
											Special II	Booster C		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Booster D		
	220	11	11	10	10	11	10	11	Many Short	Kick				
【 Team Edit 】 ● Sankichi											Special I	Tornado Kick		
											Special II	Mach Kick 2		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Acro Circus		  (→  : )
	230	3	13	3	3	13	13	13	Normal	Kick				
【 Team Edit 】 ● Nedachi											Special I	Healing Special		
											Special II	Javelin Attack		 keep pressing
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Jump Guillotine		 
	200	4	4	2	6	5	12	12	Fewer	Optimal				
【 Team Edit 】 ● Bob 											Special I	Brain Buster		
											Special II	Rounding Heel Kick		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Hi Speed Swing		
	200	8	10	8	4	6	10	8	Fewer Long	Optimal				
【 Team Edit 】 ● Munakata											Special I	Red Spin		
											Special II	Black Drive		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special III	Climbing Climb		
	240	12	13	9	10	10	12	12	Many Long	Kick				

★ 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



9

Shuriken bomb



12

Pineapple



20

Wooden Sword Group

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

Wooden Blade



14

Black Blade



20

Nekketsu
Wooden Blade



24

Bats

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

Bat



10

Nail bat



20

Golden bat



30

Magic Sticks

Wave it for mysterious results! Only one use!

Magic wand



7

Lovely wand



5

Fake wand



10

Balls

An item you can throw in a curve trajectory.

Shot-put



18

Bowling ball



24

Baseball



12

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



5

Energy drink



12

Soda



8

Caffeinated
drink



5

Hot Sauce



5

▼ Magic wand

Improves Punch, Kick, Weapon, Throwing or Agility.

▼ Lovely wand

Any of these stats is maxed.

▼ Fake wand

Agility, Strength and Recovery will all increase.



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



5

Bamboo shoot



6

White bamboo shoot



7

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



22

Big Dumbbells



28

Heavy Dumbbells



32

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



10

Powerful hand



15

God Hand



30

Grappling Ring



24

Stun guns

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

Stun gun



14

Stun rod



24

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



12

Good tire



20

Racing tire



16

Chain



10

Bag



14

Other

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

Maracas



14

Tambourine



16

Drum



18

Pen light



20

Baton light



22

Light Sword



24

★ 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 : 150pts. Rank 2 : 100pts. Rank 3 : 70pts. Rank 4 : 50pts.
Ring Out	Ringed-out characters will now see their score decrease.

※Applicable for every handicap settings.

Hit Box : Measures for Fast Move Attacks

Red :
Attack Box

Green:
Damage Box

Normal
Attack

Punch



Dash Punch



Jump Punch



Kick

Vertical
Jump Kick

Jump Kick

Fast Move
Attack

Bomb Punch A



Bomb Punch

Burst Dragon
Kick ABurst Dragon
KickVacuum
Tiger Paws

Q.What is the winning condition?

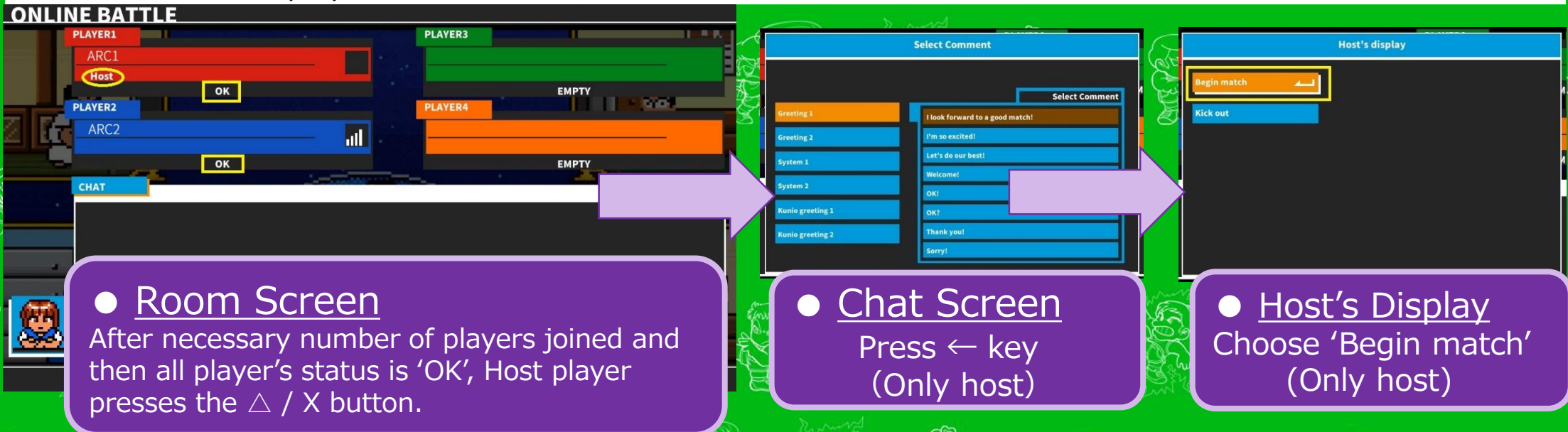
A.Team who earned most points at the end of last rounds will win the game.

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.

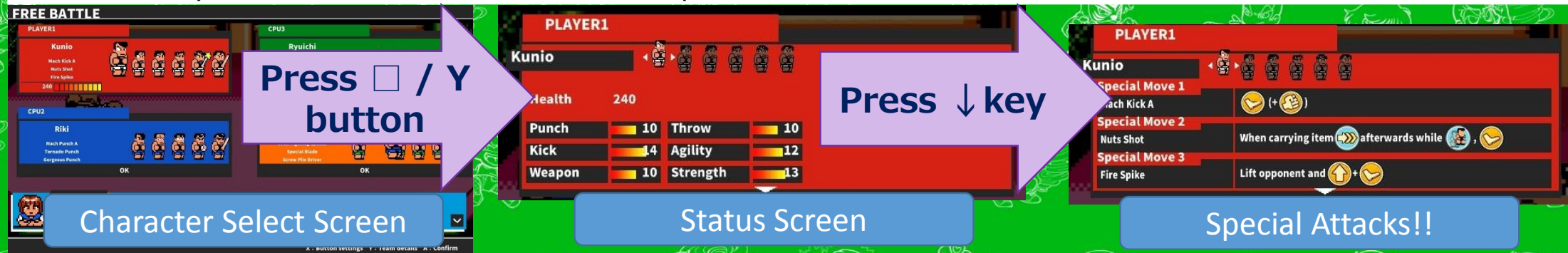
A.You can set it in button mapping scene.

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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