





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 Boxappears 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.

<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.



Triple points

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



Cogwheel

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



All fighters will receive the "Fury" status.



Angel

Becomes a healing item.



Surprise Box's power: 20

Football's power:12















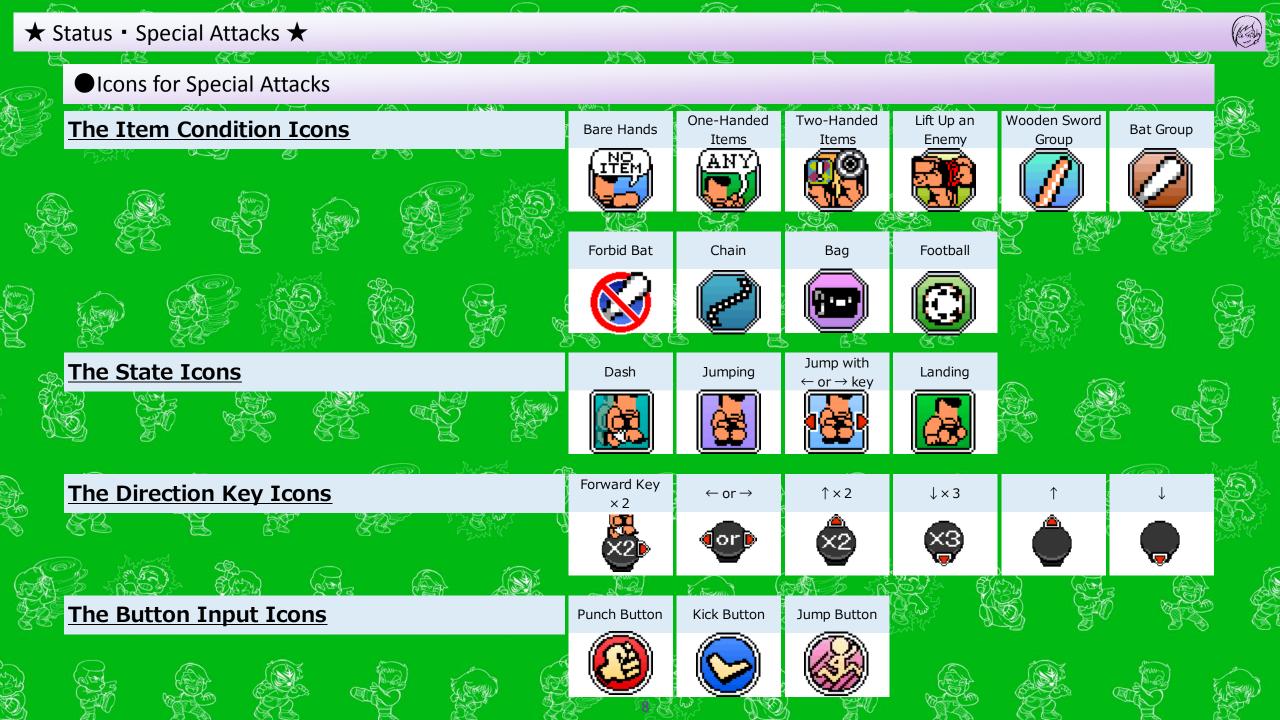




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	▼ Bare Hands	
Œ	Punch	○ / A Button (Changeable)
100	Kick	× / B Button (Changeable)
	Uppercut (Finish Blow)	Near the frightened opponent , P Button
	Straight Punch(Finish Blow)	Near the frightened opponent , ←or→+P Button / While Knee Kick , P Button
	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
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	Throw	K Button
ر 6	Giant Swing	← or →+K Button
Ş	Power Bomb	↓ + K Button
Ç	Upper Throw	↑ + K Button
	▼Actions while on the ground	
	Wake-up faster	P Button or K Button
4	wake-up lastel	r button or k button



Sen!	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.
The state of the s	Kick	Kicking power. Like punches, a high power makes it easier to put opponents on their knees.
Ş	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.
<i>b</i>	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.
, C	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.



[Nekketsu High School]

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[Hanazono High School]

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[Reiho High School]

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	【 Reiho H ● Kobay			ol]			2) A"	الاسلال		5/	Special I	Mach Chop A	THEM THEM	(→ (>): (-)	KI D
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[School Union]

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	[School Union] ● Hayami										0	Special I	Hurricane Crash		©
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[Reiho's Top 4]

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[Reiho Former Student Council]

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[Reiho Sports Club]

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(S)	【 Reiho S ● Kunita		s Clu	b]			ν,	ann- r			0	Special I	Sliding		(→ (3) : (5)	
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	Žæ,	200	7	7	10	6	6	9	2	Long	Weapon	Special III				

[Meian High School]

	1eian I Kato	High	Scho	ool]								Special I	Yamada no Jutsu	INEM)	& → @	
	Rate	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Pecov	Anger	AI	Special II	Tsubame Gaeshi		₩ up 🛇	
É	154	230	4	10	13	5	5	8	14	Short	Disturb	Special III	Drop Kick	NEW CONTRACTOR	(Chargeable)	
	Meian High School] ● Takahashi												Human Drill	NO N	@	
Í		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Obuobu Shot	ANY W		
Ä	1	250 12 10 3 3 11 12 6 Normal Pt														
	1eian I Sasak		Scho	ool]	C. (C)	`						Special I	BackBone Break			102
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hoehoe Shot	WANT WANTED		The state of the s
Ġ	-	210	3	5	3	12	8	8	8	Many	Throw	Special II				
	1eian I Kimui		Scho	ool]			V.	*W)~				Special I	Slide Kick	INEM	(→(2) : (€ (2))	
2	A	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Inazuma Shot	ANY W		
Ž		240	3	9	3	10	12	9	10	Long	Move	Special II				e
	1eian I Hayas	_	Scho	ool]	C DIMEY				1677		(L)r)	Special I	Slide Punch	ANY ANY	(1) (2) (3) (3) (4) (3) (4) (3) (4) (3) (4)	TO SERVICE SER
1	Habi I	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Warp Shot	ANY)		2
2	4	170	10	5	2	11	11	6	6	Normal	Optimal	Special III				
	deian l Yama:		Scho	ool]			· · ·					Special I	Yamada no Jutsu	THE THE	\$ ⇒ ®	
1	Health Punch Kick Weapon Throw Agility Strength Recov. Anger AI										AI	Special II	Screw Bomb		9	
	1 24	160	7	2	10	9	6	10	13	Long	Disturb	Special III				

[Akiba High School]

	(Akiba H	High S	Scho	ol]								Special		INO IND IND IND IND IND IND IND IND IND IND	lang 🚳	
6	● Takac											I	Aura Punch		Long 🙆	
)		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Spin Attack	NEM ANY		
)	Ä	190	12	7	8	8	12	12	13	Fewer Long	Optimal	Special III	Booster D	N. P.		3~
9	(Akiba I ● Kawa	_		ol]								Special I	Mach Kick	NEW YEE	©	
Ĭ		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Lariat	NEM CONTRACTOR	(While (→ (): 6)	
5	$\sum_{i \in A}$	190	9	9	9	9	9	13	10	Normal	Optimal	Special III	Booster D	NEW THE PROPERTY OF THE PROPER		~~~
1	Akiba I ● Fukuı	_	Scho	ol]	2.67							Special I	Lariat	New	(→ () : (()	102
2	. *	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Back	ANY W	3	100 m
	ŽΞ	150	10	3	11	3	11	8	12	Long	Punch	Special III	Booster A			
S. C.	Akiba H Moto		Scho	ol]			V.	ANII—				Special I	Mach Dash		(→ (3 : (3 , (5 : (4)	
2		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Bakuretsu Shot	ANY W		
	À	170	5	5	5	5	13	10	9	Normal	Move	Special III	Booster C	NA PARA		æ
	Akiba I ● Kami	_		ol]			<i></i>	ວ ດັ	متعر		S-1	Special I	Bomb Punch	ANY ANY		TOUR
	Pale	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hurricane	ANY (F	1 1 1 1 1 1 1 1 1 1	3
	À	200	9	1	8	1	2	11	8	Short	Disturb	Special	Booster A	NA N	❸ ⊘ (→ ② : falling)	_
TY OF	Akiba I Chito		Scho	ol]					/		(15)	Special I	Mach Chop	NEW YEE	(2)	
	023	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Javelin Man		©	
		150	8	2	3	10	8	14	10	Many	Disturb	Special	Booster C	TPE A		

[Senridai High School]

	【 Senrida ● Sonok	_		hool	1]							Special I	Big Bang	THE STATE OF THE S	ॐ (→ > : Cancel)	
2		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Compression Shot	ANY W		
y		200	8	10	7	8	10	14	14	Fewer Short	Optimal	Special III	Human Helicopter		• 😉),
- 6	【 Senrida ● Mori	i Hig	gh Sc	hool]					032	CONTROL OF THE PROPERTY OF THE	Special I	Mach Punch	INEM INEM	@	
W.	ţ	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Slide Kick	INEM		
<u> </u>		220	10	4	5	5	8	12	10	Short	Punch	Special II				N. Car
	【 Senrida ● Ito	i Hig	gh Sc	hool								Special I	Spring Kick	NEW PARTY		(CA)
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Rolling Middle Kick	THE STATE OF THE S		
	åä.	230	3	9	4	4	4	11	12	Fewer Long	Kick	Special III				
	1.0		1.6	WILL			60	MAN !		100	100		26 70 -	37		_
88	Senrida● Ogura		jh Sc	hool]						0	Special I	Thrusting	ANY S	@	
Seg.				chool Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	I	-	ANY &		
						Throw 3	Agility 8	Strength 11	Recov.		AI	Special II	-			a
		Health 210	Punch 3	Kick 4	Weapon 12					Anger	AI	Special II	-			
	• Ogura	Health 210	Punch 3	Kick 4	Weapon 12	3	8		12	Anger	AI	Special II Special II Special II	Shield Attack			8 18 18 18 18 18 18 18 18 18 18 18 18 18
	• Ogura	Health 210 i Hic	Punch 3	Kick 4	Weapon 12	3	8	11	12	Anger Normal	AI Weapon	Special II Special II Special II	Shield Attack Kakkun Shot			a total
	• Ogura	Health 210 i Higami Health 220	Punch 3 Punch 4	Kick 4 Kick 2	Weapon 12 Weapon 4	3 Throw	8 Agility	11 Strength	12 Recov.	Anger Normal Anger Many	Weapon AI	Special II Special II Special I Special I	Shield Attack Kakkun Shot	ANY CO		- KA-3
	Ogura Senrida Sakag Senrida	Health 210 i Higami Health 220	Punch 3 Punch 4	Kick 4 Kick 2	Weapon 12 Weapon 4	Throw	Agility 9	11 Strength	12 Recov. 10	Anger Normal Anger Many Short	Weapon AI	Special Special Special Special Special Special Special	Shield Attack Kakkun Shot Dragon Chop	ANY (C)		a 1864
	Ogura Senrida Sakag Senrida	Health 210 i Hicgami Health 220 i Higida	Punch 3 Punch 4	Kick 4 Kick Kick Zin Kick 2	Weapon 12 Weapon 4	Throw	Agility 9	11 Strength	12 Recov. 10	Anger Normal Anger Many	AI Weapon AI Throw	Special II Special II Special II Special II Special II Special II Special II	Shield Attack Kakkun Shot Dragon Chop Mach Dash	ANY (C)		

[Hattori High School]

	Hattori Yorits		Sch	ool)	1							Special I	Tsubame Gaeshi		up 🕞	3
h	3	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Ninja Shot	ANY CO		
	154	240	6	13	6	11	14	9	12	Fewer	Optimal	Special III	Deadly Drop	THEM THEM	An opponent in the air, 🚱 🙆	
100	Hattori Mitsus	_	Sch	ool)]					33		Special I	Overhead			
T	ij	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Ninja Shot	ANY W		
Ġ	100	210	1	11	2	9	14	6	10	Short	Move	Special III	Escape to Sky	ANY C	(E)	المعتدا
93	Hattori Kuwat	_	Sch	ool)								Special I	Sliding Knee Kick	Nem (ANY)	(→ (3: 5.5)	CAN CONTRACT
Y	7	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Ninja Shot	ANY CO		
ľ		190	1	10	3	9	13	6	8	Fewer Long	Kick	Special III	Shinobi Hayate		(→() : Stop, (○): (♣)	
	Hattori Akabo		Sch	ool]		V.A	1900— T				Special I	Mach Kick	NEW YEE	©	
E		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Ninja Shot	ANY W		
Ġ		210	2	12	4	8	12	2	8	Fewer Long	Kick	Special III	Shinobi Hayate	ANY C	[Margin Application Margin	<u>~</u>
	Hattori Mitsu	High	Sch	ool				> O	1XIX		Ωr1	Special I	Diving Headbutt	INS.		
Y	₹.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Ninja Shot	ANY W		\$
	3	190	1	9	4	9	14	4	8	Long	Move	Special III	Escape to Sky	New ANY C	(2)	
	Hattori Tobita		Sch	ool)	1		. Gar			Ode S	CAT.	Special I	Tornado Punch	NSW NSW		
7		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Lariat	NEW CONTRACTOR	(While (M) → (S): (W)	
ľ		200	11	9	2	11	11	8	6	Short	Punch	Special				A

[Kagemura High School]

)	【 Kagemı ● Kamij		ligh	Scho	ol]						®	Special I	Low Kick			3
1		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Fatal Steps	HEM ANY	To knocked out opponent, 🕞	
g		210	7	8	9	10	12	9	10	Many Short	Throw	Special III	Boomerang Throw	ANY W		0
2	【 Kagemı ● Yama			Scho	ol]						0	Special I	Sliding Knee Kick	ANY ANY	(→ ((): ((()): ((()): 	
U.	1	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Fatal Steps	INOM (ANY)	To knocked out opponent, 🕞	
		220	6	8	9	10	10	10	11	Many Short	Throw	Special III	Boomerang Throw	ANY)		w
100	【 Kagemı ● Mochi		ligh	Scho	ol]							Special I	Lariat	New	(() () ((((((((((
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	BackBone Break		©	The
	Ä	180	6	9	7	5	9	12	6	Fewer Long	Disturb	Special III				
(S)	【 Kagemı ● Kondo		ligh	Scho	ol]		62	7300— F		الد. ()	Special I	Screw Smash	ANY (G)	&	
2	44,0	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Back	ANY W		
		170	3	8	7	7	12	10	6	Normal	Weapon	Special III				
	【 Kagemı ● Onish		ligh	Scho	ol]	2)	n .	200	NOT !		Ø-1/	Special I	Mach Slap	NEW CONTRACTOR	0	N. C. S.
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Pile Driver		8 8	s.
	234	160	4	5	8	6	8	13	12	Many Short	Weapon	Special III				
D	【 Kagemı ● Kai	ura F	ligh	Scho	ol]				- //			Special I	Mach Punch	THE M	@	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Kakkun Shot	ANY (F		
	ڪٽ	220	7	6	7	3	7	11	6	Fewer Long	Punch	Special				No.

[Osorezan High School]

														_	101	
)	Osoreza ● Ugajii		gh S	cho	ol]							Special I	Triple Axel	NEW YEAR	(2)	3
	- 	Health	Punch	Kick	Weapo	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Super Tackle			
)	200	240	6	9	9	9	6	14	6	Fewer Long	Disturb	Special III	Curse Shot	ANY W)
c	【 Osoreza ● Tama		_	cho	ol]						i AM	Special I	Soul Attack	NEW ANY		
Ų		Health	Punch	Kick	Weapo	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Penetrating C Shot	ANY W		
5		230	4	10	5	12	11	14	8	Fewer Long	Optimal	Special III				
N. S.	【 Osorez ● Enma		gh S	cho	ol]	`						Special I	Big Bang	NOM	③ (→ ⑤ : Cancel)	100 N
8		Health	Punch	Kick	Weapo	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Soul Return	INEM ANY		
		200	7	5	2	3	12	14	9	Fewer	Optimal	Special III				
L																
SS .	【 Osoreza ● Fuke	an Hi	gh S	cho	ol]		4,1	4000— P				Special I	Mozu Otoshi C Shot			(15.)
		an Hi	gh S	Schoo	OI]	n Throw	Agility	Strength	Recov.	Anger	AI	Special I	Mozu Otoshi C Shot Soul Attack	ANY (F)		
						n Throw	Agility 8	Strength	Recov.	Anger Fewer Long	AI Throw	I				
		180	Punch	Kick 7	Weapon					Fewer		Special II		ANY ANY		
	Fuke Osorez Untar	180	Punch	Kick 7	Weapon	10	8	14	6	Fewer		Special II	Soul Attack	(ANY)		
	• Fuke	180	8 gh S	Kick 7	Weapon 1	10	8	14	6	Fewer Long	Throw	Special II Special II Special II Special I	Soul Attack Soul Return	ANY ANY		
	Fuke Osorez Untar	Health 180 an Hi ii Health 160	Punch 8 9h S Punch 1	Kick 7 School	Weapon 10	10	8 Agility	14 Strength	6 Recov.	Fewer Long Anger Fewer	Throw	Special II Special II Special I Special I	Soul Attack Soul Return	ANY ANY		
	Osoreza Untar	Health 180 an Hi ii Health 160	Punch 8 9h S Punch 1	Kick 7 School	Weapon 10	10 Throw	Agility 13	14 Strength	Recov.	Fewer Long Anger Fewer	Throw	Special II Special II Special II Special II Special II Special II Special II	Soul Attack Soul Return Shield Attack	ANY C		

[Yurigaoka Girls' High School]

1	【 Yurigao ● China		iirls'	High	h Sch	nool]						Special I	Mach Chop	THEM THEM	@	3
)		Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Acro Circus	New (ANY		
)		200	11	8	9	9	12	13	12	Many Short	Optimal	Special III	Spin Attack	AHY AHY		3
0	【Yurigao ● Yuki	ka G	iirls'	High	n Sch	nool]				- W - K		Special I	Mach Punch		@	
T.	4	Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Nuts B Shot	ANY)		
2	~	190	8	8	6	10	13	10	10	Normal	Throw	Special				nur
	【 Yurigao ● Megui		irls'	High	n Sch	nool]						Special I	Mach FumiFumi	₩.	To knocked out opponent,	
3		Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Lightening B Shot	ANY (S)		
		190	9	9	1	4	10	7	8	Fewer Long	Disturb	Special III				
£	【 Yurigao ● Mami	ka G	irls'	High	n Sch	nool]	61	rw, r		, de		Special I	Dragon Chop	ANY ANY		
		ka G	Girls'	High	n Sch			Strength	Recov.	Anger	AI	Special I	Dragon Chop Double Chop	ANY ANY		
								Strength	Recov.	Anger Fewer Long	AI Punch	I				a
		Health 160	Punch 10	Kick 5	Weapon 2	n Throw	Agility 9			Fewer Long		Special II				
	Mami Warigao (Yurigao	Health 160	Punch 10	Kick 5	Weapon 2	n Throw 3	Agility 9	12		Fewer Long	Punch	Special III	Double Chop			
	Mami Warigao (Yurigao	160 oka G	10	Kick 5 High	Weapor 2	n Throw 3	Agility 9	12	12	Fewer Long	Punch	Special II Special II Special I	Double Chop Boomerang B Shot			2 Sept. 1
	Mami Warigao (Yurigao	Health 160 Na Go Health 170	Punch 10 Punch 2	Kick 5 High	weapor 2 N Sch Weapor	n Throw 1 1 1 1 1 1 1 1 1 1 1 1 1	Agility 9 Agility 11	12 Strength	12 Recov.	Fewer Long	Punch	Special II Special II Special I Special I	Double Chop Boomerang B Shot			South Park
	Mami (Yurigad • Atsuk (Yurigad (Yurigad	Health 160 Na Go Health 170	Punch 10 Punch 2	Kick 5 High	weapor 2 N Sch Weapor	n Throw 3 n Throw 12	Agility 9 Agility 11	12 Strength	Recov.	Fewer Long	Punch	Special II Special I Special II II II Special II II II Special II II II Special II II II II Special II	Boomerang B Shot Compress B Shot			

[Sigma High School]

															No.	
5	【 Sigma I ● Saji	High	Scho	ool]								Special I	Willy Shot	ANY W		\exists
2		Health	Punch	Kick	Weapon	n Throw	Agility	Strength F	Recov.	Anger	AI	Special II	Headbutt	INEM INEM		
9		230	13	10	7	7	7	13	12	Many Short	Optimal	Special III	Cyclone Kick	NEW YEAR		
6	【 Sigma I ● Yukiza	_	Scho	ool]						- N .	in Ard	Special I	Head Upper	NSW NSW		
T.		Health	Punch	Kick	Weapon	Throw	Agility	Strength I	Perov	Anger	AI	Special II	Jump Elbow	ANY ANY		
1	ã	200	13	9	7	7	11	10	10	Many Short	Punch	Special				
いれるか	【 Sigma I ● Hoshi		Scho	ool]	4.₩^	\ .						Special I	Bakuretsu Kick	NEW CANY		E.
3		Health	Punch	Kick	Weapon	Throw	Agility	Strength i	Recov.	Anger	AI	Special II	Diving Headbutt	NEW CONTRACTOR		The state of the s
		180	8	13	10	8	4	13	6	Normal	Disturb	Special III				
	[Sigma I	ما بداد	Cala		r.		(r).	ANNOT L					se una	37		
00		Hign	Scno	001]								Special I	Header		(3)	
Seg.	• Yusa				Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special I Special II	Header Soccer Kick	* • • • • • • • • • • • • • • • • • • •		
		Health	Punch	Kick	Weapon 5	Throw	Agility 8	Strength F	Recov.	Anger Many Short	AI Punch	I Special				
Sel Constitution of the Co		Health 170	Punch	Kick 7						Many		Special II				
Sel Constitution of the Co	• Yusa	Health 170	Punch	Kick 7		4	8	10		Many		Special II	Soccer Kick			
Sel Constitution of the Co	• Yusa	Health 170 High	10 Sch	7 OOI]	5	4	8	10	6	Many Short	Punch	Special II Special II Special I Special I	Soccer Kick Spin Drop Headbutt			Salah Sa
	• Yusa	Health 170 High 170 Health 170	Punch 10 School	Kick 7 DOI]	5 Weapon	4 Throw	8 Agility	10 Strength	6 Recov.	Many Short	Punch	Special II Special II Special II Special I	Soccer Kick Spin Drop Headbutt			
	(Sigma Soma	Health 170 High 170 Health 170	Punch 10 School	Kick 7 DOI]	5 Weapon	4 Throw 2	Agility 3	10 Strength	Recov.	Many Short	Punch	Special Special Special Special Special Special Special Special	Spin Drop Headbutt Kakkun W hot			

[International All Stars]

_														No.	4
【 Interna ● Jonny		ıl All	Sta	s]							Special I	Bomb Punch	ANY)	& ©	3
1	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Reflective	Nº.		
ŹΞ4	221	9	9	9	10	14	9	10	Normal	Move	Special II	J Throw	N. P.		0
【 Interna ● Rapha		ıl All	Star	s]					032 UA		Special I	Gorgeous Punch		• 😉	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Rain of Fists	THE M	Near the opponent, 🚱 🙆	
áZ,	255	11	10	10	11	5	13	3	Fewer	Optimal	Special III				
【 Interna ● Heilm		il All	Star	s]					ĺ	9	Special I	Warp Shot	ANY)		CE DY
(M)	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Mozu Otoshi Shot	ANY W		
ÄÄ	255	5	3	5	18	5	7	4	Short	Throw	Special II	Sliding Ram Attack	ANY ANY	(→○ : (♣)	
【 Interna ● Raoch		l All	Star	s]		4.2	W/~ 1			•	Special I	Buyobuyo Shot	ANY)		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Kakkun Shot	ANY W		
Ä	200	10	4	5	18	9	5	2	Long	Throw	Special III	Four Slaps		2	<u>a</u>
【 Interna ● Billy	ationa	ıl All	Star	s]		n .	2 A.	787	<i>(</i> 2)	\sim	Special I	Dragon Fist A	THEM THEM		Total Park
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Dragon Tail Kick A		ⓑ ⓒ (→ ② : ⑤)	2
	234	10	8	8	7	9	8	8	Many	Punch	Special III	Quick Step		③ (+ ④ : △∮)	
[Interna		l All	Star	s]		V (See 1)			X	(47)	Special I	Burst Dragon kick A		🔊 🕞 (→ Immediately 🕲 : 🚱)	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	h Recov.	Anger	AI	Special II	Dragon Tail Kick A		ⓑ ⓒ (→ ② : ỗ)	
(Aga	243	8	10	7	8	8	7	9	Fewer	Punch	Special II	Quick Step	LYEM LYEM	(+ ••• : ৣ€)	
WI & A			CONCIL.	100			/ 31/2	L DEU		- M-74					A

[Japan All Stars]

5	【 Japan A ● Toraic		ars]									Special I	Bakuretsu Kick A	THE M	(+ ••• : ♣•)	\exists
	2	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tiger Fang	NEW CONTRACTOR	⊘ (→ ② : ﴿¾)	
7	12	255	10	11	8	10	9	9	8	Fewer Long	Kick	Special III	Screw Pile Driver)
2	【 Japan A ● Torazi		ars]									Special I	Spin Attack A	NEM LYEM	❷ (+ ◎ : %)	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tiger Claws	New	② (→ ○ : ※)	
(GE	Ą	254	11	10	8	10	9	10	7	Many	Punch	Special III	Screw Pile Driver			New 1
1	【 Japan A ● Gen-e		ars]									Special I	Mega Drive Shot	ANY CO		195
7	CV	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tornado Punch A	IND.	2 3	
	ð	240	10	9	2	10	5	6	5	Fewer	Punch	Special III	Special Tackle			
88	【 Japan A ● Tobiya		ars]	W LCD.			ψ.	mun- r			0	Special I	Hurricane	ANY (F	2 3 3 3 3 3 3 3 3 3 3	
Ş	8	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hi Speed Swing	0		
		200	8	8	10	4	10	8	6	Many Short	Weapon	Special III				e C
1	【 Japan A ● Tsuge		ars]	177			7	- A*	1277	~	Or (Special I	Storm Kick	INEM INEM		TOWN TOWN
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mach Dash		(→(3) : (3) ((3)	3
	À.	250	11	11	10	11	11	13	4	Fewer Long	Optimal	Special III	Thunder Shuriken	ANY)		
W W	【 Japan A ● Ken	All St	ars]	ed					//		K-77	Special I	Screw Upper	TIEN .	2	
	Page 1	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Super Tornado	IND IND		
		240	10	10	2	2	6	4	10	Many	Optimal	Special III				
	N. 1		1	3/2021												

[Tobioka CC]

[Tobiok											Special I	Cannon	NEW CHECK	3	
<i>(</i> 27)	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II				
	240	14	14	14	14	10	10	8	Normal	Optimal	Special III				D
【Tobiok ● RK3									- 039 UA		Special I	Mach Kick	LYSW)	©	
63.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Aura Punch	NEM CONTRACTOR	Long @	
	240	9	9	8	8	2	13	8	Normal	Optimal	Special III				~~~
【 Tobiok ● R K 3		_		200							Special I	Javelin Attack	NEW	keep pressing	
57	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Gorgeous Punch			Contraction
2	240	10	3	7	3	14	7	9	Normal	Optimal	Special III				
【 Tobiok ● R K 3			W (AD)			Q.	ANII-	r			Special I	Mach Punch	THEM THE	©	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Penetrating Shot	ANY (F		
254	200	8	8	8	8	8	8	10	Normal	Disturb	Special				
[Tobiok ● R K 3			1 77		<i>A</i>)	20	<i>⊃</i> ∧°	الاستلا		Ør l	Special I	Mach Chop	NEM	(a)	TOWN
400	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Bomb Punch	INSM ANY	2 3	3
	200	14	7	7	7	1	11	10	Normal	Punch	Special III				
【 Tobiok ● R K 3		_	44						AND Y	(A)	Special I	Grand Slam	ANY W	6	
gailt.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Boomerang Shot	ANY)		
	200	5	5	4	4	12	12	10	Normal	Optimal	Special				

[Historical Drama]

1	【 Historic ● Kunim		rama	J								Special I	Mach Kick 2	NEM NEM	©	3
	4	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Warp Shot	ANY (F)		
g g		240	6	20	6	7	8	9	12	Short	Kick	Special III	Slap Special	TYEM TYEM		ķ.
0	【 Historic ● Tsurur]						39 0		Special I	Big Bang	NEW C		
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mach FumiFumi	Nº.	To knocked out opponent, 🥪	
2	Ã.	220	2	2	5	6	7	20	14	Fewer Long	Optimal	Special III				
1	【 Historic ● Rikigo		rama]	C. W.							Special I	Mach Punch 2	THE STATE OF THE S	@	
3		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Javelin Man		©	188 K
		230	20	2	5	3	7	7	12	Many Short	Disturb	Special III				
((【 Historic ● Bunzo		rama				6.	WW. ?				Special I	Headbutt Special	NEW NEW	(Neutral / Walk → (): 🎤)	
E	4	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hyper Guard	NEW CONTRACTOR	&	
		230	7	1	3	5	6	20	10	Fewer	Optimal	Special III				
	【 Historic ● Jukich		rama			- A)	2	. A"	\x-\x	/2 / ~	64	Special I	Yamada no Jutsu	New	\$ → ®	1
	P	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Acro Circus 2	NEW CONTRACTOR	🔀 🙆 keep pressing	\$
		180	3	3	6	11	5	5	20	Many Long	Optimal	Special III				
T	【 Historic ● Asajiro		rama								KAY	Special I	Grand Slam	ANY W	©	
	25.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Human Helicopter		• 🔊	
	Ž.	170	2	3	12	20	7	4	8	Short	Weapon	Special				

[Nekketsu Dodgeball Club]

5	【 Nekket ● D Kur		odge	ball	Club)]						Special I	Nuts Shot	ANY W		
2	6.0	Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Penetrating Shot	ANY 😱		
9		240	6	12	6	17	8	8	10	Many	Throw	Special III	Bakuretsu Kick A	NO.) ~
٤	【 Nekket ● D Hire		odge	ball	Club)]					o o	Special I	Snake Shot	ANY W	- 1	
O	8	Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Separate Shot	ANY W		
	$\widetilde{\mathbf{a}}$	180	5	2	6	14	6	15	6	Fewer Short	Throw	Special III				
1	【 Nekket ● Koji	su D	odge	ball	Club)]					•	Special I	Screw Shot	ANY OF		
	, 14 6,	Health	Punch	Kick	Weapor	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Inazuma Shot	ANY W		S. F. W.
	$\widetilde{\mathbf{a}}_{\mathbf{a}}$	180	10	8	6	16	8	8	8	Many Short	Throw	Special II				
	7.0		1.40	W LADS	10		V.		ī					37		<u> </u>
S	【 Nekket ● Ichiro		odge	ball	Club)]				ĺ	0	Special I	Kakkun Shot	ANY W		
S. C.	• Ichiro			eball Kick	Club		Agility	Strength	Recov.	Anger	AI	Special I Special II	Kakkun Shot Mozu Otoshi Shot	AWY WA		
S. S.							Agility	Strength	Recov.			I Special				
S. S.	• Ichiro	Health 200	Punch 5	Kick 9	Weapor	15				Anger	AI	Special II				
S. S	• Ichiro	Health 200	Punch 5	Kick 9	Weapor	15	13		6	Anger	AI	Special II Special III Special III	Mozu Otoshi Shot	ANY W		
	• Ichiro	Health 200 SSU Deichi	Punch 5	y 9 Ball	Weapor 4	15	13	10	6	Anger	AI Throw	Special II Special II Special II	Mozu Otoshi Shot Obuobu Shot	ANY CO		
A SHO	• Ichiro	Health 200 SSU D ichi Health 200	Punch 5 Odge	Kick 9 Eball Kick 4	Weapor Weapor 8	15 Throw 15	13 Agility	10 Strength	Recov.	Anger Short Anger Fewer Long	Throw	Special II Special II Special II Special II Special II	Mozu Otoshi Shot Obuobu Shot	ANY CO		
	Ichiro Nekket Shin- Nekket	Health 200 SSU D ichi Health 200	Punch 5 Odge	Kick 9 Eball Kick 4	Weapor Weapor 8	15 Throw 15 Throw 15 Throw 15	Agility 7	10 Strength	Recov.	Anger Short Anger Fewer Long	Throw AI Throw	Special II II Special	Mozu Otoshi Shot Obuobu Shot Compression Shot	ANY CO		

[Nekketsu magic story]

【 Nekket ● Kouni		agic	stor	y]					é	0	Special I	Sliding		(→ (2) : (4) (→ (3) (• • • • • • • • • • • • • • • • • •	\supset
**	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Grand Slam	ANY OF STREET	@	
ÓЭ.	240	1	14	17	1	12	9	14	Long	Weapon	Special III	Nameless Sword	0	③ (→ ⑤ : 🎉)	ġ `
【 Nekket ● Ricky	su m	agic	stor	y]					ě	0	Special I	Cursed Fists	NA N	③ (→ ⑤ : ﴿ •••• ••• ••• ••• ••• ••• •••	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Grand Slam	ANY W	@	
200	250	14	1	17	1	10	11	14	Long	Weapon	Special III	Jet Black	Ø	③ (→ ⑤ : ⑤)	
【 Nekket ● Gode		agic	stor	y]					é	()	Special I	Headbutt Special	INSW.	(Neutral / Walk → (2): 🎤)	
17	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Grand Slam	ANY W	@	
200	240	13	1	17	1	5	15	10	Long	Weapon	Special III	Straight Slash	0	③ (→ ⑤ : ⑤)	
【 Nekket ● Godai		agic	stor	y]		4.2	י אינעיי		í.	I	Special I	Hurricane	ANY)	®® (→ ® : ♣ , ⊗ : ₭)	
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Stick Fighting Special	0	©	
9	240	1	1	20	1	6	5	8	Many Short	Weapon	Special				æ
【 Nekket ● Sanju		agic	stor	у]	- Ar	n .	> 0°	، در تلا	<i></i>	Ør1	Special I	Explosive Punch	NEM		
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Magic of Explosion	NEW CHECK	@	3
	200	12	1	17	1	1	7	6	Many Short	Punch	Special				
【 Nekket ● Ijoe	su m	agic	stor	у]		L (See L)				0	Special I	Electric Magic	NEM	©	
(Ala)	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Magic Slash	0	(→ (→ (): (())	
	170	1	1	17	1	10	2	4	Short	Weapon	Special III		_		

[Cheerleader]

															30	
í.	【 Cheerle ● Haseb		.]									Special I	Body Check	NEW NEW	(Angry → (2) (2): (2) (2) (2) (2) (2) (2) (2) (2) (2) (2)	3
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tornado Kick	INEM)		
/		220	11	11	6	6	12	13	13	Many Long	Optimal	Special III	Uppercut	TAEW TAEW	2 2 (→ 2 : 3)	
g	【 Cheerle ● Kozuk		.]							325 326		Special I	Tsubame Gaeshi		up 🛇	
I		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hurricane	ANY W	(→ (3): (3) , (3): (4))	
5	3.3	200	9	9	13	1	14	12	12	Normal	Move	Special III	Fatal Steps	HEM ANY	To knocked out opponent, 😂	w
100	Cheerle Momo		_									Special I	Bomb Punch	ANY ANY		
	Ŋ	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Chop	NEW	& Ø	S. h
		180	9	3	1	9	10	12	6	Normal	Punch	Special III	Strong Block		2	
	Cheerle Shima		.]	Z) W			V.V	YVV— Y		المر		Special I	Aura Punch	LNSW)	Long @	
2		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tornado Punch	NEW CHECK	2 3	
		190	10	8	1	1	6	9	8	Short	Punch	Special III	Bomb Kick	NEW		a_
	【 Cheerle ● Aihara		.]	19//	CUMCY I	2))	3)		NO A	(A) 9/A	LDF 1	Special I	Grand Slam	ANY W TO	©	Tokay .
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Dragon Chop	ANY ANY		ے
35 X		170	9	9	9	1	7	10	8	Fewer Long	Weapon	Special III	Burst Kick	NEW YEAR	⋈ (→ (3) : (6)	
T	Cheerle Kirishi		.]	49			V V				C-57.	Special I	Charge Punch	NSW	Long @	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Javelin Man		S	
		170	12	1	1	5	11	12	10	Many	Disturb	Special	Head Attack	NEM C	⊘ (→ ② : ≫)	
	1112			V*GI	PH -	_		Z 31/3	350	1	-41 -71				15 × 160	TO

[Team Misuzu]

		ızu	1									Special I	Megaton Face Slap	ZZE.	Near the frightened opponent, @	
	Hea	lth [Punch	Kick	Weapor	Throw	Agility	Streno	ath Recov.	Anger	AI	Special II	Body Press	New Year		3
				20	1	20	1			Many Long	Optimal	Special III	Misuzu Tackle		(→ (> : **)	
		ızu]								ţ	Special I	Grand Slam	ANY (P	©	
												Special II	Devil Chain		((→ () : (6)	
			6	9	10	8	10			Short	Weapon	Special				
		ızu]	- 1	4.60					ę	-	Special I	Boomerang Shot	ANY)		102
	Hos	lth [Bunch	Viel	Weaper	Throw	Agility	Strong	rth Rossy	Angor	ΔĪ	Special II	Rocket Bag	P		3
			5	8	9	10	9			Normal	Weapon	Special III				9900
		ızu]	201W			Q)	/(V))			0	Special I	Hyper Tornado	NO.	&	
0 %)	Hea	lth [Punch	Kick	Weapon	Throw	Agility	Streng	nth Recov	Anger	ΔΙ	Special II	Rolling Attack	NE N	(→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (
			6	9	6	10	8			Many Short	Disturb	Special III				æ
		ızu]	177		\	20	് റ			ţ	Special I	Screw Slap	NO.		TO SAL
	Hos	th [Bunch	Viel	Weaper	Throw	Agility	Strong	rth Rossy	Angor	Δī	Special II	Mach Kick	TEM TEM	©	\$
			9	9	9	5	10			Short	Optimal	Special III				
		ızu]	44)					(1)		 Kr37	Special I	Jet Upper		2	
	11:	la l	Dum ala	Vial.	Ween	Thus	A milit	Chro	nth Boor	A	AI	Special II	Rocket Bag		(3)	
				4	10	6	Agility 8	Streng 9	12	Fewer Long	Optimal	Special III				
	Team Team Team Team Miyu Team Kyou Team Team	Team Misus Heal 17 Team Misus Heal 19 Team Misus Miyuki Team Misus Misako Team Misus 10 Tea	Misuzu Health 255 Team Misuzu Kumiko Health 190 Team Misuzu Miyuki Health 170 Team Misuzu Misako Health 180 Team Misuzu Misako	Health Punch 190 6 Team Misuzu Miyuki Health Punch 170 5 Team Misuzu Misako Health Punch 170 6 Team Misuzu Misako Health Punch 200 6 Team Misuzu Misako Health Punch 180 9 Team Misuzu Miho Health Punch	Health Punch Kick 255 20 20	Health Punch Kick Weapor	Health Punch Kick Weapon Throw	Health Punch Kick Weapon Throw Agility	Health Punch Kick Weapon Throw Agility Streng	Health Punch Kick Weapon Throw Agility Strength Recov.	Misuzu Health Punch Kick Weapon Throw Agility Strength Recov. Anger 255 20 20 1 20 1 14 1 Many Long Kumiko Kick Weapon Throw Agility Strength Recov. Anger 190 6 9 10 8 10 10 6 Short (Team Misuzu) Miyuki Health Runch Kick Weapon Throw Agility Strength Recov. Anger 170 5 8 9 10 9 12 8 Normal (Team Misuzu) Misako Misako Health Runch Kick Weapon Throw Agility Strength Recov. Anger 180 9 9 6 10 8 10 10 Miny 180 9 9 9 5 10	Misuzu Health Punch Kick Weapon Throw Agility Strength Recov. Anger Al	Misuzu	Misuzu	Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special House Health Ruch Side Wespee Tree Agalty Strength Recov. Anger Al Special Hyper Tornado Hugher Hugher Tornado Tornado Hugher Tornado Hugher To	Body Press Bod

[Lion Union]

[Lion											/	Special I	Breaker Drop		6 9	
● Shi	shiou									- 4	/ 	I	Бгеакег Бгор			7
(22)	Hea	lth Pu	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Double Lariat		(While (A) → (C): (B)	
247	24	0 :	12	12	10	11	7	14	6	Many Short	Disturb	Special III	Spin Slash		Economic Control of the Control of t	D T
【 Lion ● Gin		1]										Special I	Aura Punch	THE STATE OF THE S	Long 🙆	
	Hea	lth Pu	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Sonic Break	NºM L	&	-
5 ₩	20		L1	6	5	5	13	10	10	Long	Disturb	Special	Pile Driver		6 9	
【 Lion ● Uky		1]			C.EX						/	Special I	Jump Elbow	TYEM ANY		183
	Hea	lth Pu	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Full Swing	000	O	
Ş. _₩	18	0	7	7	10	6	6	10	8	Normal	Weapon	Special III	Assault Slap	THE STATE OF THE S		
【 Lion ● Sak		1]		DIN.			0.	avu—	•	(3	Special I	Bomb Punch	INEM (ANY)	& ©	
	Hea	lth Pu	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Dunk Special			
\$ ₩	18	0	7	3	10	3	6	12	8	Normal	Weapon	Special III	Screw Bomb		(æ
【 Lion ● Maj		ı]		(7/2			2	<i></i> ~				Special I	Jump Guillotine	NEW ANY		Total Contract of the Contract
	Hea	lth Pu	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Screw Pile Driver		• 🕞	3
	23		7	6	2	11	2	12	2	Many Long	Disturb	Special III	Rising Sun	THE PART OF THE PA	2	-
【 Lion ● Ber		_	y	er)				,			(4 <u>)</u>	Special I	Hyper Spike	New Year	(a)	
(2750)	Hea	lth D	ınch	Kick	Weapon	Throw	Agility	Strengt	h Recov.	Anger	AI	Special II	Fire Spike		• 🕞	
	Tiea	.cii Pl	ICI I	NICK	reapon	THOW	Agility	Julengti	Recov.	Aigei	Ai		Rolling Attack	Nº N	(() 	

[Outlaw]

	【 Outlaw ● Sabu]									/	Special I	Handgun		② (→ ③ : ②)	3
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Fight Kick			
2		170	9	14	11	12	7	12	10	Many Long	Optimal	Special III	Special Blade		A	
	【 Outlaw ● Katsuj									- D - x	i i sarah	Special I	Charge Punch	NSW)	Long 🔞	
W.						_						Special II	Fight Kick			
		Health 180	Punch	Kick 9	Weapon 1	Throw 1	Agility	Strength 10	Recov.	Anger	Punch	Special III				
	【 Outlaw ● Tetsu]			4.60							Special I	Throw Bomb			
		Health	Punch	Kick		Throw	A - 111	C1	Recov.		AI	Special II	Penetrating Shot	ANY W		
		130	1	1	Weapon 3	7	Agility 11	Strength 14	12	Many Short	Optimal	Special III				
88	【 Outlaw ● Gen]	1.6	W.C.			6					Special I	Mach FumiFumi	NEW CONTRACTOR	To knocked out opponent, 😂	
4	9	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Slipper	NSW)	(→ (> : • (*))	
7		150	2	10	2	2	4	13	6	Many	Kick	Special III				
	【 Outlaw ● Lee			177		1	20	<i>⊃</i> ~	منعر	tal Va		Special I	Burst Dragon Kick	NSW NSW		
	600g	Heelth	Dunch	Kick	Weener	Throw	A militure	Chronoth	Recov.	Annon	AI	Special II	Dragon Fist	NSW.	& @	2
		Health	Punch 14	14	Weapon 8	8	12	Strength 10	6	Many Long	Move	Special III				
A	【 Outlaw ● Yoshih		~ y	40					/		~~ <i>\</i>	Special I	Last Game	NSW THE	Ž	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Flying Kick of Naniwa	IND IND		
	5	200	10	11	10	10	12	10	11	Fewer	Optimal	Special III	Double Down	NEW THE PROPERTY OF THE PROPER	9	
	W/45 A			V*61	100			/ 316	700		4					

[Legend]

															, u
	【 Legend ● Himey		a									Special I	Mach Kick Special	NEM NEW	
	£v.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Bakuretsu Kick A	INE _M	
2)		202	9	12	8	8	10	11	10	Fewer Long	Disturb	Special III	Pile Driver		8 8
	【 Legend ● Midou										e e e e e e e e e e e e e e e e e e e	Special I	Stone Guard	LNEW LNEW	② (③ on the ground → ⑤:¾)
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Spin Attack A	Nem	<u></u> (+ ••: ••;)
		203	6	6	4	13	8	12	12	Normal	Optimal	Special III	Bakuretsu Kick A	N N N N N N N N N N N N N N N N N N N	<u>₩</u> (+ ••: 🗞)
1	【 Legend ● Shibat				€.W\							Special I	Mach FumiFumi	New	To knocked out opponent, 🕞
	-44	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tornado Attack	Nem	
	À.	190	8	7	8	8	9	10	8	Long	Optimal	Special III	High Spin Kick	NEW YEE	
(M)	【 Legend ● Suga]	7.00	W LCD.			Q.	ann- t				Special I	Spin Attack A	THEM THEM	❷ (+ ◎ : %)
Z	023	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mach Punch Special	NEM	@
1		194	8	8	4	12	8	11	6	Fewer Short	Disturb	Special III	Tornado Attack		
	【 Legend ● Ebiha			177		- 17		> 0°	رديدر	/2 / ~ ~ _	\sim	Special I	Jump Elbow	HE ANY	
	البيخ	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Bakuretsu Kick A	NEM CONTRACTOR	(+ ••• :
		198	10	8	9	9	8	8	8	Many Short	Optimal	Special III	Special Upper	THE STATE OF THE S	@
W W	Legend • Yamai		V	43							4-57	Special I	Jump Guillotine	ANY ANY	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	High Spin Kick	NEM	
		175	8	8	8	8	9	5	14	Many	Optimal	Special		_	
	WAS A	-		V-u-V	P3 >			V 3113	a cre		- A - 7 - 1				

[Kirisame High School]

	Kirisam Kazao		gh S	choo	ol]							Special I	Tornado Upper	LNSW.	&	3
	fig.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Double Lariat	THEM THEM	(While 	
	3	230	8	8	9	9	10	11	12	Many Short	Optimal	Special III	Parachute	ANY W		1
	Kirisam Nakad		gh S	choo	ol]					33		Special I	Slipper	NEW CHEM	(→ (→ (→ ()))	
Ť		Health	Punch	Kick	Weapon	Throw	A militar.	Strength	Recov.	Anger	AI	Special II	Straight Punch	Nº N	(3)	
ď		220	11	9	7	7	7	8	6	Normal	Optimal	Special III				
<i>(</i>)	Kirisam Monze		gh S	choo								Special I	Body Attack	THE STATE OF THE S		102
	97 0	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hyper Drop		(4)	The state of the s
k	S	240	5	8	weapon 7	10	10	12	8	Short	Disturb	Special				
	Kirisam Tanun		gh S	choo	l]		6.	(I))))— (Special I	Two Finger Punishment	THE	©	
5		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Perny	Anger	AI	Special II	Mach Dash		(→ () : (, () : ()	
ľ		180	9	7	9	8	11	9	8	Fewer Long	Move	Special III				
	Kirisam Terazo		gh S	choo		A)		יא כ	لائلا		D _r 1	Special I	Super Chop	NO	0	Town or the same of the same o
		I a a la la	Durch	IC.I.	W	71	A - 111	Ci Il		A	AI	Special II	Aerial Seoi-Nage	INE M	An opponent in the air, 🔠 🚳	\$
2	S.	Health	Punch	Kick 9	Weapon 8	Throw 10	9	Strength 11	Recov.	Anger	Optimal	Special				-
	Kirisam Ogum		gh S	choo	l]				11/1	AN THE PARTY	(+2 <u>)</u>	Special I	Double Kick	ANY ANY		
			Puma!	Kiel	Ween	Thurs	A milit	Chrone	Done	Anner	A.I.	Special II	Upper Swing	ANY C		
d		Health 220	Punch 7	Kick 6	Weapon 10	Throw 8	Agility 3	Strength 6	Recov.	Short	Weapon	Special				AT.
Ш	W.C. A			V-cut	PA >			/3/16	- CFF		-41 -71		4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4			70

[Hinoshima High School]

	Hinoshi Aijima		ligh	Sch	ool]							Special I	Lightening Kick	PS PS		
)	T.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Lightening Attack		(3)	
	100	240	12	13	12	12	13	4	4	Many	Optimal	Special III	Spin Kick			Þ
	Hinoshi Yokon		ligh	Sch	ool]							Special I	Counter	INS.	@	
Ĭ		Health	Punch	Kick	Weapon	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Stamp Kick	THEM THEM	>	
		250	13	8	6	6	11	12	9	Normal	Optimal	Special III	Neck Throw	THE STATE OF THE S	Near the opponent, 🚱 🙆	~~~
	Hinoshi Nishiv		ligh	Sch	ool]	`				é	g .	Special I	Gold Smash		(a)	
		Health	Punch	Kick	Weapon	n Throw	Agility	Strength	Recov.	Anger	AI	Special II	Upper Swing	ANY C	O	
d		230	6	6	13	6	10	9	10	Fewer	Weapon	Special III	Brain Bash			
-																
	Hinoshi Kiwad		ligh	Sch	ool]		6.1	WW P		J.		Special I	Jump Counter		(→(>): (√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√√	
					ool]	n Throw	Agility	Strength	Recov.	Anger	AI	Special I Special II	Jump Counter Rolling Middle Kick			
		a				Throw 5	Agility 7	Strength	Recov.	Anger Fewer Long	AI Optimal	I Special				a
		Health 180	Punch	Kick 9	Weapon 4					Fewer		Special	Rolling Middle Kick			
	Kiwad	Health 180	10	Kick 9	Weapon 4	5	7		6	Fewer		Special II	Rolling Middle Kick Wallop			
	Kiwad	Health 180 ma H	10	Kick 9 Sch	Weapon 4	5	7	13	6	Fewer Long	Optimal	Special II Special II Special I Special I	Rolling Middle Kick Wallop Bakuretsu Kick			
	Kiwad	Health 180 Health 200	Punch 10 High Punch 9	Sch	Weapon Weapon 8	5 Throw 8	7 Agility	13 Strength	6 Recov.	Fewer Long Anger Many	Optimal	Special II Special II Special I Special I	Rolling Middle Kick Wallop Bakuretsu Kick Soccer Kick			
	Hinoshi Mikur	Health 180 Health 200	Punch 10 High Punch 9	Sch	Weapon Weapon 8	5 Throw 8	7 Agility 5	13 Strength	Recov.	Fewer Long Anger Many	Optimal	Special II Special I Special II S	Rolling Middle Kick Wallop Bakuretsu Kick Soccer Kick Tornado Kick			

[Yumemi]

	【 Yumem	i]										Special I	Charma Kiels	THE H		
5	Jijii											I	Storm Kick			7
	100	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Burst Kick	LYEM LYEM	B (→ (3) : (4) (1)	
2	Ä	230	13	8	8	10	11	14	12	Normal	Optimal	Special III	Deadly Drop	THE M	An opponent in the air, 🔞 🙆) ~
	【 Yumem ● Paul	i]										Special I	Storm Kick	LYSW.		
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Uppercut	Nem		
e e e	Ď.	240	8	8	14	12	10	11	9	Many Short	Optimal	Special III	Screw Pile Driver			·
7	【 Yumem ● Sanpe	_			C. (C.)							Special I	Grand Slam	ANY W		(C)
7	9	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tomoe-Nage	INEM ANY	● (+ : Throw up)	
	Àĕ	255	10	8	11	10	5	4	6	Many Short	Optimal	Special III				_
38	【 Yumem ● Nasuo	_	1.6	W(LD.			6,	MNI)— 1				Special I	Breaker Drop			
3	Ð	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Separate Shot	ANY (F)		
Ť		160	2	2	2	4	12	9	8	Normal	Optimal	Special III				~
\$	【 Yumem ● Kariya	_		(77) A	الانتلال			Special I	Mach Chop	No	0	St. W.
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Super Rolling Attack	TYEM TYEM		\$
		210	4	6	8	12	5	9	5	Fewer Long	Optimal	Special III				
A CONTRACTOR	【 Yumem ● Hiram	_	^ y	49							K-67/	Special I	Dragon Chop	ANY)		
												Special II	Frankensteiner		🔝 🔘 (+ 🌎 : Throw small)	
		Health	Punch 2	Kick 10	Weapon 2	Throw 2	Agility 11	Strength 9	Recov.	Anger	Optimal	Special III				

[All US]

	[All US] • Willian											Special I	Accelerator	WANT WAR		3
	(10)	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Iron Guard	NEM)	3	
y.		250	6	4	6	19	9	12	12	Fewer Long	Throw	Special III	Hyper Spike	NEW)	6 9	
9	【 All US 】 ● Gophe	er										Special I	Special Upper	NEM C	3	
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Hard Tackle	NEW THEM	(→() : () (): (() () () () () () () () () () () () () ()	
		250	10	10	11	11	10	10	4	Short	Optimal	Special III				~Vi
100	[All US] • Steve											Special I	Spin Drop Headbutt	NEW CONTRACTOR	(4)	100
	-	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Pile Driver		6 6	The state of the
	Čæ,	210	8	7	6	10	11	12	6	Normal	Disturb	Special	Reflective	THEM THEM		
			1. 6	FF 7 55			6.16					ļ.,			— • •	_
(M)	[All US] • Alex		1.6	WAD.			634	WII— T		4		Special I	Super Rolling Attack			
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI		Super Rolling Attack Fire Spike			-
		Health	Punch 6	Kick 8	Weapon	Throw 9	Agility	Strength 8	Recov.	Anger Many Short	AI Move	Special	-			
\{\times_{\text{\tin}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex{\tex		206								Many		Special II	Fire Spike			
\{	Alex	206				9	12		5	Many		Special II Special II Special II	Fire Spike Deadly Drop		An opponent in the air, 📓 🙆	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
	Alex	206	6	8	8	9	12	8	5	Many Short	Move	Special II Special II Special II	Fire Spike Deadly Drop Super Tackle		An opponent in the air, (A)	
	Alex	206 Health 200	6 Punch	8 Kick	8 Weapon	9 Throw	12 Agility	8 Strength	5 Recov.	Many Short Anger Fewer	Move	Special II Special II Special II Special II Special II	Fire Spike Deadly Drop Super Tackle Sliding		An opponent in the air, () () () () () () () () () (***
	Alex [All US] Tonny [All US]	206 Health 200	6 Punch	8 Kick	8 Weapon	9 Throw 4	Agility 10	8 Strength	5 Recov.	Many Short Anger Fewer	Move	Special II Special II Special II Special II Special II	Fire Spike Deadly Drop Super Tackle Sliding Nuts Shot Soccer Ver.		An opponent in the air, () () () () () () () () () (

[World Soccer]

【 World S ● Rapha		er]									Special I	Tornado Punch A	THE THE	& @	
9	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Tsubame Gaeshi		up 🕞	
Äæ	240	8	11	6	10	5	12	14	Many Short	Optimal	Special III	Grande Shot	ANY) W ©		Þ
【 World S ● Ecker		er]									Special I	Special Tackle			
Harry.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Spin Kick	NSW)		
A.	240	6	10	4	9	11	8	10	Long	Optimal	Special II	Autobahn Shot	ANY) W		Num'
【 World S ● Aviles		er]		4.01							Special I	Head Drill	INEM	6 0	103
: 7 Wk	Health	Punch	Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI	Special II	Sliding		(→②: , (→): ((€))	
254	210	10	10	8	10	8	6	4	Normal	Optimal	Special	Lucha Libre Shot	ANY W		
7.00			F1 / 50				***	_							_
【 World S ● Wario		er]	WIS.			6.	MUND-C				Special I	Tsubame Gaeshi		₩ up 🕞	
			Kick	Weapon	Throw	Agility	Strength	n Recov.	Anger	AI		Tsubame Gaeshi Super Tackle	37 295.		
	ba		Kick 8	Weapon 7	Throw 9	Agility 7	Strength 7	n Recov.	Anger Many Short	AI Optimal	I Special			₩ up 🕞	<u> </u>
	Health 200	Punch 8							Many		Special	Super Tackle		₩ up 🕞	a Tokul
• Wario	Health 200	Punch 8			9	7		8	Many		Special II	Super Tackle Chameleon Shot		₩ up ❤️ ₩ ��	Total S
• Wario	Health 200	Punch 8	8	7	9	7	7	8	Many Short	Optimal	Special II Special II Special I Special I Special I	Super Tackle Chameleon Shot Triple Axel Overhead		□ up S □ Co	
• Wario	Health 200 Socce ma Health 160	Punch 8 Punch 7	8 Kick	7 Weapon	9 Throw	7 Agility	7 Strength	8 Recov.	Many Short	Optimal	Special II Special II Special II	Super Tackle Chameleon Shot Triple Axel Overhead			
Wario	Health 200 Socce ma Health 160	Punch 8 Punch 7	8 Kick	7 Weapon	9 Throw 6	7 Agility	7 Strength	Recov.	Many Short	Optimal	Special II Special I Special II II II Special II II II Special II II Special II II II Special II II II II Special II II II II II II Special II	Super Tackle Chameleon Shot Triple Axel Overhead Rolling Shot			TO STATE OF THE ST

[Boss]

	Boss] Tsuba	aki										Special I	Vacuum Tiger Paws	NSW THEM	6 9	\supseteq
	70	Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	Tiger Tail Kick			
Ž	iş.	240	13	13	8	8	11	10	10	Fewer	Avoid	Special III	Tiger Tail Fall	PART I	©	3 `
	Boss] Miyak	coda								02 12		Special I	Bakuretsu Kick A	NE _M		
		Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	Whirlwind	NSW NSW		
		190	10	7	7	8	8	9	8	Long	Kick	Special III	Vacuum Tiger Paws	NS.	B O	
	Boss] Shimo	okita										Special I	Jump Guillotine	NEW ANY		600
		Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	New World	Nº Nº	To knocked out opponent, 🤝	
å	ie.	180	8	9	8	7	7	11	12	Many Short	Kick	Special III	Tiger Tail Fall	NO.		
	Boss] Miyag	jasak	di.	W (AD)			<i>(4.)</i>	ANII-	r			Special I	Tornado Punch	NEM)	8 9	
	<u></u>	Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	Dragon Beheaded-throw	NEW THEM	Near the opponent, 🚱 🙆	
i		210	9	9	5	9	10	9	8	Many	Avoid	Special III	Tiger Tail Kick	NO.		al and
	Boss] Naka			(7/°		- Ar	<i></i>	<i>)</i>	ريور	/ _	G-	Special I	Mach FumiFumi	INS.	To knocked out opponent,	J. C.
		Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	Spin Attack A	NEW THEM	№ (+ •••: •••)	3
	ij.	210	8	9	5	9	10	9	8	Many	Kick	Special III	Tiger Tail Fall	NEW CONTRACTOR		
	Boss] Sumi		V	er?			v → v	,			(+2).	Special I	Kakkun Shot	ANY W		
		Health	Punch	Kick	Weapon	Throw	Agility	Strengtl	h Recov.	Anger	AI	Special II	Soccer Kick			
		200	11	9	6	10	4	14	8	Many Short	Avoid	Special III	Vacuum Tiger Paws	Nº Nº	(a)	

【 Team Edit 】

)	【 Team E ● Toraio	_										Special I	Bakuretsu Kick A	THE STATE OF THE S	(+ ••• : ♣;)
	40	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tiger Fang	NEM	⊘ (→ ③ : ﴿ ∰)
g	234	255	10	11	8	11	9	9	9	Fewer Long	Optimal	Special III	High Spin Kick	INEW)	
2	【 Team E ● Toraji	_										Special I	Spin Attack A	NEM)	
Ú	er.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Tiger Claws	THE STATE OF THE S	(→ (>): (₹)
5	200	254	11	10	9	10	10	10	7	Many Short	Optimal	Special III	Mach FumiFumi	NEM	To knocked out opponent,
N. S.	【 Team E ● Himad	_		1	C. (C)							Special I	Funky Kick	ING.	©
9	200	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Jumping High Kick	NEW YEAR	
	مجت	180	6	9	4	4	8	12	6	Long	Kick	Special	Overhead		
L				418				WIII - 8				ш			
XX	【 Team E ● Ryuic	_	1.60	WID.			6.1	(())))—, †				Special	Dragon Tail Kick A		(a) (b) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c
		_	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special I	190 S & ND ~	3.7 207	
		hi	Punch	Kick	Weapon	Throw 10	Agility	Strength	Recov.			I Special	Dragon Tail Kick A		((((((((((
		Health								Anger	AI	I Special II	Dragon Tail Kick A Burst Dragon kick A		 (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (→ (
	Ryuic	Health					10		11	Anger	AI	Special II Special II Special II	Dragon Tail Kick A Burst Dragon kick A Pile Driver		(→ (→ () :
	Ryuic	Health 240 dit]	10	12	10	10	10	10	11	Anger Fewer	AI Optimal	Special II Special II Special II	Dragon Tail Kick A Burst Dragon kick A Pile Driver Dragon Tail Kick A		(→ () : ()) (→ Immediately () : ()) ((→ ()) : ())
	Ryuic	Health 240 dit] Health 230	10	12	10 Weapon	10	10	10 Strength	11 Recov.	Anger Fewer Anger	AI Optimal	Special II Special I Special I Special I	Dragon Tail Kick A Burst Dragon kick A Pile Driver Dragon Tail Kick A Dragon Fist A		
	Team E Ryuji	Health 240 dit] Health 230	10	12	10 Weapon	10	Agility 11	10 Strength	11 Recov. 11	Anger Fewer Anger	AI Optimal	Special II Special II Special I Special II Special II Special III	Dragon Tail Kick A Burst Dragon kick A Pile Driver Dragon Tail Kick A Dragon Fist A Deadly Drop		

【 Team Edit 】

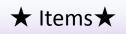
														(4)	4
Team E ■ Iwaki	dit]									<u> </u>	Special I	Full Swing			\exists
	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Sliding		(→ () : () () (() ((
	220	9	9	11	10	10	14	6	Many	Optimal	Special III	Double Kick	ANY ANY		3
	dit]								·	I	Special I	Air Slash	0		
-	Health	Punch	Kick	Weapon	Throw	Anility	Strength	Recov	Anger	ΔΙ	Special II	Brain Bash		2	
	160	4	6	11	4	10	8	11	Fewer Short	Weapon	Special III	Hi Speed Swing			nun
				2.67							Special I	Mach Dash		(→ () : (, () : ()	102m
	Health	Punch	Kirk	Weapon	Throw	Agility	Strength	Recov.	Anger	Aī	Special II	Ninja Shot	ANY CO		Co
Ä	150	2	2	8	4	14	5	12	Fewer	Optimal	Special III	Screw Smash	ANY CO	&	_
		II.(C	, CLIN			9.1	AUU-L T			o o	Special I	Compression Shot	ANY)		
Ø.	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Screw Shot	ANY (F		
	240	5	9	9	20	6	10	10	Fewer Long	Throw	Special III	Spring Kick	220		æ
			17/7		- AT	2) A	ريور		6	Special I	Rolling Kick	NO.	©	TOUR
~	Health	Punch	Kick	Weapon	Throw	Anility	Strength	Recov	Anger	ΔΙ	Special II	Spin Kick	TYEM.		3
À	250	11	13	9	9	9	6	10	Many Short	Kick	Special III	Mach Punch	222	@	_
	_	X 9	ed)			, (Sa) L				(A)	Special I	Human Drill A	NOM	(2)	
<u> </u>	Health	Punch	Kiek	Weapon	Throw	Anility	Strenath	Recov	Apper	Δī	Special II	Hyper Guard	NEW	&	
	240	12	8	weapon 5	10	Agility 2	13	4	Fewer	Optimal	Special	Warn Shot	ANY O		
	Team E Toru Team E Toru Team E Toru Team E Shinji	Health 220 Team Edit] Toru Health 160 Team Edit] Tsukasa Health 150 Team Edit] Moldoff Health 240 Team Edit] Health Health Health Health	Health Punch 220 9 Team Edit) Toru Health Punch 160 4 Team Edit) Tsukasa Health Punch 150 2 Team Edit) Moldoff Health Punch 240 5 Team Edit) Shinji Health Punch 250 11 Team Edit) Jinroku	Health Punch Kick	Health Punch Kick Weapon	Health Punch Kick Weapon Throw	Health Punch Kick Weapon Throw Agility	Health Punch Kick Weapon Throw Agility Strength	Health Punch Kick Weapon Throw Agility Strength Recov.	Health Punch Kick Weapon Throw Agility Strength Recov. Anger	Health Punch Kick Weapon Throw Agility Strength Recov. Anger AI	■ Iwaki Health Punch Kick Weapon Throw Agillty Strength Recov. Anger Al Special I	Team Edit	Feath Funch Kok Weepon Threw Agilty Strength Recov. Anger Agilty Strength Anger Agilt	Turn Full Swing Full Swi

【 Team Edit 】

	【 Team E ● Toraze											Special I	Javelin Man		(3
D D	1979	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Javelin Attack		limit with the second s	
7		210	8	9	6	12	3	14	5	Fewer Long	Optimal	Special III	Double Javelin)
	【 Team E ● Tobiol	_								335 0.	e e e e e e e e e e e e e e e e e e e	Special I	Booster A	INSM)	ૄ (→ (• falling)	
W.	820	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Booster C	INEM INEM	2 3	
	Ä	220	11	11	10	10	11	10	11	Many Short	Kick	Special III	Booster D	THE PART OF THE PA		-
7	【 Team E ● Sanki	_			€.⊌^							Special I	Tornado Kick	NO.		NEW Y
	ш	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Mach Kick 2	THEM I	(Section 2)	2
		230	3	13	3	3	13	13	13	Normal	Kick	Special III	Acro Circus	INEM (ANY)	(→ (>: (±)	_
88	【 Team E ● Nedac		1.6	W.C.D.			· (0)	MWI .				Special I	Healing Special		• 🔊	7
7	1000	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Javelin Attack	Nº Nº	(B) keep pressing	
ì	ð	200	4	4	2	6	5	12	12	Fewer	Optimal	Special III	Jump Guillotine	ANY ANY		e-
<i>f</i>	【 Team E ● Bob	dit]		77				<i>-</i> 2 ∧ ¯	7		0	Special I	Brain Buster	INEM INEM		THE STATE OF THE S
		Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Rounding Heel Kick	NSW)		\$
) (1	200	8	10	8	4	6	10	8	Fewer Long	Optimal	Special III	Hi Speed Swing	Ø		
A A	【 Team E ● Munal	_	<u> </u>	-4		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		,		AND THE PARTY	KA	Special I	Red Spin	NS.		
	(30)	Health	Punch	Kick	Weapon	Throw	Agility	Strength	Recov.	Anger	AI	Special II	Black Drive	THEM I		
										Many		Special			<u></u>	The same
	$Q \leftrightarrow 0$	240	12	13	9	10	10	12	12	Long	Kick	II	Climbing Climb			

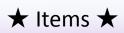
★ Hidden teams and characters unlocking conditions ★

	Conditions (The difficulty level is not in	cluded 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		Munakata





ے	<u>Bombs</u>	Bomb	Shuriken bomb	Pineapple	Turned on	
	A dangerous item that explodes upon hitting a wall or the floor.	å	12	20		
E.	Wooden Sword Group A very easy to use stick-shaped weapon. There are many special	Wooden Blade	Black Blade	Nekketsu Wooden Blade		
	moves that use it.	14	20	24		
	<u>Bats</u>	Bat •	Nail bat —	Golden bat		3
	Use the P button on the ground to perform a powerful bat swing!		7 20	30	✓ Magic wand	9
			The state of the s	A 24/51	V Mayic Wano	
J.						
1000 M	Magic Sticks	Magic wand	Lovely wand	Fake wand	Improves Punch, Kick, Weapon, Throwing or Agility.	
	Magic Sticks Wave it for mysterious results! Only one use!	Magic wand	Lovely wand	Fake wand	Improves Punch, Kick, Weapon, Throwing or Agility. Value V Lovely wand Any of these stats is maxed.	
	Wave it for mysterious results! Only one use!	7 - STAN	5	10	Improves Punch, Kick, Weapon, Throwing or Agility. ▼ Lovely wand Any of these stats is maxed.	
	Wave it for mysterious results! Only one use!	/	Lovely wand 5 Bowling ball	<i>}</i>	Improves Punch, Kick, Weapon, Throwing or Agility. ▼ Lovely wand Any of these stats is maxed. ▼ Fake wand	
	Wave it for mysterious results! Only one use!	7 Shot-put	5 Bowling ball	10	Improves Punch, Kick, Weapon, Throwing or Agility. ▼ Lovely wand Any of these stats is maxed. ▼ Fake wand	
	Wave it for mysterious results! Only one use! Balls	7 - STAN	5	Baseball 10	Improves Punch, Kick, Weapon, Throwing or Agility. ▼ Lovely wand Any of these stats is maxed. ▼ Fake wand	37.5
	Wave it for mysterious results! Only one use! Balls An item you can throw in a curve trajectory.	7 Shot-put	Bowling ball	Baseball 10	Improves Punch, Kick, Weapon, Throwing or Agility. ▼ Lovely wand Any of these stats is maxed. ▼ Fake wand	



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	<u>Bamboo shoots</u>	Young bamboo	Bamboo shoot	White bamboo shoot	S			
	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!	a 5	6	a ,				
	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	Dumbbells	Big Dumbbells	Heavy Dumbbells				
E CIUM	further? Brass Knuckles	22 Brass knuckles	28 Powerful hand	32 God Hand	Grappling Ring			
	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!	10	1 5	30	 24			
	Stun guns	Stun gun	Stun rod					
₹	Might send an electric discharge if you hit someone with it. Beware of electric shocks!!	3 14	24			East &	KG,	B b AS
	Special Ability Group	Old tire	Good tire	Racing tire	Chain	Bag		
	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.	(6)	(4) 20	16	10	[]	GG.	
	<u>Other</u>	Maracas	Tambourine	Drum	Pen light	Baton light	Light Sword	
}	A light item made of plastic. You can curve its path by pressing the P button just before throwing it.	/	1 6) 18	/ 20	22	24) (See a)

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Name	Ring Out	
Battle Ground	0	The base stage. Watch out for ringouts.
Battle Ground Large	× 0 5	A large arena. Mobility is key here.
Battle Ground Small	0	A very narrow stage. Send your opponents flying with special moves and throws!
Wharf		A stage with a block that divides the arena. You can use the motorcycles, and they deal great damage!
Soccer Field	N WI	A very large stage. Scoring a goal deals damage to your opponents!
Factory	0	There are buttons on the left and right sides of the stage! Items appear when you press them!
Fight Destruction	0	The floor is unstable and can easily break! Falling through the floor results in a ringout!
Rooftop	0	An asymmetrical stage, where the wind blows strongly.
Construction Site	2 2007 NE ()	This stage's ground is hard to walk on, and movement gets even worse when it is raining.
Warehouse	72018	A stage filled with small containers. Let's make good use of them by taking the upper ground!
Freezer	0	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.	5

※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





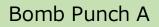








Fast Move Attack



Bomb Punch

Burst Dragon Kick A



Burst Dragon Kick



Vacuum 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 potate!

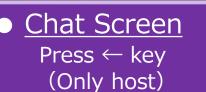
A. Your character will be in "Rage mode" once he/she keep damaged, but his/her overall will be enhanced. Also, their Super Arts power will be increased as well, so be active on the battle once you are in rage mode.

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

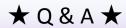
A.Yes. If number of players is less than 3, the others become CPU.







Host's Display
 Choose 'Begin match'
 (Only host)





Q.Can 4 people play offline together?

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

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

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

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

A. You can set it in button mapping scene.

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

A.Press K Button \rightarrow P Button almost simultaneously.

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

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

